Introduction to Angular

Nature of the Course: Theory + Practical
Total Hours per Day: 2 Hours
Course Duration: 4 Weeks

Course Summary

This course will teach you how to use Angular to create modern, responsive, and scalable online applications. It focuses on comprehending the architecture of an angular application as well as how to use it. By the end of the session, you'll have worked with Angular, one of the most current JavaScript frameworks.

Completion Criteria

After fulfilling all of the following criteria, the student will be deemed to have finished the Module:

1. Has attended 90% of all classes held.
2. Has received an average grade of 80% on all assignments
3. Has received an average of 60% in assessments.
4. The tutor believes the student has grasped all of the concepts and is ready to go on to the next module.

Required Text Books

1. Maximilian Schwarzmuller, "Angular: The Complete Guide", O'Reilly.
2. Cem Kaner, Jack Falk and H.Q. Nguyen, "Testing Computer Software", Wiley.

Prerequisites

- Fundamental understanding of programming, bits/bytes, procedures, classes, and computer architecture. It's absolutely acceptable if you only have a theoretical understanding of programming, but you should be certain about what programming is and what you intend to gain from this session.
- If you are only interested in theory and have no interest/patience in spending at least 10 hours every week throughout the duration of the course, then this course might not be for you.
- If you have absolutely no idea about programming or do not see yourself doing programming in the next six -odd months, then this class may not be for you.

Course Details

WEEK 1

INTRODUCTION

- Course Introduction
- What is Angular
- AngularJS Vs. Latest Version of Angular
- Project Setup / Creating your First Angular App
- What is TypeScript
- Installing Bootstrap

WEEK 2

ANGULAR BASICS

- Architecture of Angular
- Angular Module
- Angular Component
- Angular Routing

WEEK 3

DATABINDING

- Directives
- Decorators
- Services
- Dependency Injection
- Pipe

WEEK 4

COURSE PROJECT

- Project Introduction
- Planning the Project
- Creating a New Project
- Implementing Angular Basics
- Debugging
- Building
- Deployment

Learning Outcomes

- Create Angular applications that are device agnostic
- TypeScript, Templates, and Decorators are used to create components
- Observables are used to consume REST services
- With the Component Router, you may modularize your apps
- With template-driven forms, you can capture and validate data