



- CYU – Check Your Understanding
- LOTW – Learning On The Walls
- PPR – Participant Progress Report
- PTS – Post Training Support (Web)

# ANGULAR JS 1.5 & TYPE SCRIPT AND ANGULAR 2.0

Duration: 4 Days

## ANGULAR JS 1.5 OVERVIEW ONLY

- ❖ Controllers
- ❖ Scope object significance
- ❖ Views , single page and popup pages. Data exchange between them
- ❖ Custom Directives
- ❖ Custom Filters
- ❖ Built in Services, details and implementation
- ❖ Example: \$q, \$filter, \$promise object...
- ❖ Custom services
- ❖ Data binding capabilities
- ❖ Exception handling and logging
- ❖ Factory pattern
- ❖ Routing
- ❖ Bootstrap
- ❖ Responsive design for multi device support
- ❖ Caching frequently accessed data
- ❖ Modules and inter module data exchange
- ❖ Design principles to be implemented
- ❖ Design Patterns to be used
- ❖ Implementing Authentication and Authorization

## TYPE SCRIPT

- ❖ Introduction to Type Script
- ❖ understanding ES 5 and ES 6 ?
- ❖ Installation and setup (VS 2013 and sublime Text 3)
- ❖ Type script API
- ❖ Transpiling Type script
- ❖ Debugging Type script
- ❖ Type System with TLS
  - Primitives
  - Array
  - Interface role for Type system
- ❖ Lib.d.ts overview
- ❖ JQuery and Type script
- ❖ JQuery.d.ts

## TYPE SCRIPT CONTINUE

- ❖ Functions
  - Optional parameters
  - Default parameters
  - Rest parameters (Lambdas)
- ❖ Function overloading
- ❖ Class in type script
- ❖ Interface
  - Interface with inheritance
- ❖ Modules
- ❖ Export and import
- ❖ Exceptions
- ❖ Memory management
- ❖ Performance
- ❖ Node JS and npm
- ❖ Package.json role
- ❖ Grunt
- ❖ Karma /Jasmine



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#### ANGULAR 2.0 (BASICS AND ADVANCED)

- ❖ Why to migrate to Angular js 2.0? (Is it worth?)
- ❖ Angular JS 2.0 introduction
- ❖ ES 5 and ES 6 understanding
- ❖ ES5\_polyfill and ES6 polyfills
- ❖ Installation / setup with npm / GIT / gulp
- ❖ Angular js 2.0 API
  - Variables / constants / Enums
  - Animation
  - Controls
  - directives
  - Core components
  - Classes
  - Interfaces
  - Functions
  - Built-in modules
- ❖ Bootstrapping angular 2.0 apps
- ❖ Writing first program in Angular JS 2.0
- ❖ Debugging Angular JS 2.0
- ❖ Migrating Angular 1.x code to Angular 2.0
- ❖ Understanding interfaces in Angular js 2.0
- ❖ Components
- ❖ Working with Directives
- ❖ Decorators
- ❖ Classes and interfaces
- ❖ Controller as syntax
- ❖ Working with Forms in angular 2.0
- ❖ Templates

#### ANGULAR JS 2.0 (ADVANCED)

- ❖ Dependency Injection (Injector)
- ❖ Working with complex directives (\*for, \*if ....)
- ❖ One-way and two-way data binding in Angular JS 2.0
- ❖ Working with routing in Angular JS 2.0 (RouteConfig / RouteOutlet)
- ❖ Working with Grid
- ❖ Working with http (observable / Promise) – Backend integration
- ❖ Caching considerations in Angular 2.0 for performance
- ❖ Working with React (Overview)
- ❖ Angular JS and AMD - Dynamically loading components
- ❖ Unit testing angular JS components
- ❖ Angular js deployment – Grunt
- ❖ Considerations of Angular JS 2.0