

Curriculum

By ProKTC

Day 1 (3 hrs) Angular Basics

- Client Side What & Why
 - Client Side Overview
 - Single Page vs Roundtrip Application
- Maintainable Client Code What & Why
 - Client side MVC vs Server Side MVC
 - Benefits Of Client Side MVC and Relation between Client Side MVC and SPA
- AngularJs What & Why
 - Is It framework or library?
 - Mapping Angular Js to the definition of a framework
 - MVW framework (where W :--→ {C,P,VM }) guidelines
 - Example Direct Dom manipulation without AngularJs / With Angular
 - Features Of Angular Js
- Angular Bootstrapping What & Why & How
 - How angular start doing magic in browser?
 - Automatic bootstrapping
 - Manual bootstrapping
- Angular Scope What & Why & How
 - Scope as a real world examples
 - JavaScript prototypical Inheritance with examples
 - Scope inheritance with examples
 - Mapping with real programming design pattern
- QUIZ time (Online test)

Day 2 (3 hrs) Angular Basics

Angular Data binding - What & Why & How

- Data binding explained with examples
- Data binding process in detail with explained algorithm
- Mapping with real world design pattern

Angular Modules - What & Why & How

- Angular Module System explained with examples
- Creating our own module
- Dependencies between Module
- Mapping with real world design pattern

Angular Routing

- Angular routing explained with examples
- Configuring route providers
- Routing events

Exercise

A real world exercise with covering above concepts.

Quiz Time

Day 3 (3 hrs) Angular Basics

- Angular Dependency Injection- What & Why & How
 - Explain Angular Dependency with examples
 - Explain 5 Injectable component types (Value, Constants, Services, Providers and Factories)
 - Mapping with real programming design pattern
- Angular Directives What & Why & How
 - Directive explained with examples
 - Directive Compilation process explained
 - Directive Linking Process explained
 - Directive Scope Inheritance explained
 - Explain common directive used .
 - Explain major directive definition object
 - Mapping with real programming design patterns
- Exercise
- Quiz Time

Day 4 (3 hrs) Angular Basics

Angular Server Communication -What & Why & How

- Explain Server communication wrt Angular
- Promise API Distilled
- Examples

Angular Filters

- Explain Filters can be used to format the data
- Creating our own filters

Angular Unit Testing

- Explain how DI simplifies the life of developer as a point of view of Unit testing
- Various Unit testing frameworks
- Mock objects provided by angular
- A real life unit testing example with Jasmine
- Exercise
- Quiz Time