Starting with Angular 5

Modality: On Demand

Duration: 10 Hours

About this course:

Angular Version 5

Goal: To keep this preparation on the front line of Angular innovation and be regular in giving guidance to the highlights found in the most recent Angular discharge (v5)

We tended to the significant changes in version 5 of Angular significant release. Per the content of our course, comprising hands-on coding works out, there were some breaking changes in the releases of 5.1 that tore across a significant part of the first task code and furthermore included non-breaking, minor changes that obsolete certain parts of our real substance.

This course will keep on being refreshed consistently to mirror the steady changes in the Angular structure. We're showing this course in a particular style as opposed to task-based style with the goal that little changes in Angular can be refreshed immediately, and not influence your capacity to learn in any capacity.

Angular for All

1. Explore how to code with TypeScript
2. Code a project of Angular with an online IDE
3. Comprehend Angular and how it can make you a superior developer
4. Catch to grips with component pipes, paradigms, component nesting, data binding, and more
5. Execute services in an application of Angular
6. To keep your applications lean, use dependency injection

Master Frameworks

What is covering in the course? Anything from best procedures of Angular in building components, services, templates, modules and routes to building and designing all of the above. You'll additionally figure out how to utilize layouts to make your application's UI, how routing is done with a modular approach, and how to extend HTML with pipes, directives.

In this course, every most significant feature of Angular 5 has a devoted segment, with hands-on activities to compound your taking in and supportive direction from our master guide at all times. Try not to stress, we've secured all edges so you can realize what you have to know, and quick.

Regardless of whether you're an aspiring web, an IT proficient, service or mobile app developer, a UI architect or a designer, an analyzer, this course will raise you right to an acceptable level on Angular 5. When you've completed, you'll realize how Angular arrangements are administered, designed, and developed and will have a strong comprehension of how to get Angular projects running and up.

The normal compensation of an Angular designer pay is $120,000 every year.

Course Objective:

- Utilize Angular's ground-breaking data binding features
- Utilize improved Pipes of Angular to transform displayed data
- Comprehend and utilize Angular's Component paradigm
- Figure out how to code with TypeScript and utilize its features of data composing
- Execute Services in an Angular application
- Compose Components with the capabilities of Angular's Component Nesting
- Modularize an application with the system of Angular's Module.
- Utilize Injection of Dependency to keep an Angular application lean
- Code a Project of Angular with an Online IDE
- Execute Routing in Angular
- Comprehend what Angular is, and the way it makes you the best engineer ever and a whole lot more!

Targeted Audience:

- This course is worked for the developers of the web who build and plan the solutions of UI/UX for web and mobile.
- This course is intended for those engineers who need to plan with Angular as effectively as they can with other frameworks of JavaScript.

Prerequisite:

Prior to taking this course, an understudy ought to preferably (however not completely) have some involvement with: Creating web UI's with typical tools of JavaScript (for example Bootstrap, jQuery, AngularJS, ASP.NET, and so on.) Programming with a typical scripting language or object-oriented (for example C#, Java, PHP, Python, and so on.) development of JavaScript for complete customer side arrangements.

No requirement of Angular experience!!

Course Outline:

Angular 5 Update

- Course Introduction
- What is Angular?
- How this course works
- The Course Outline

Angular 5 Let's Get Started

- Section Introduction
- What Do We Have Here
- Angular Architecture
- From Scaffold to Application
- Section Summary

Angular 5 Angular Components

- Section Introduction
- Create a Components Project
- Working with Components
- Section Summary

Angular 5 Angular Routing

- Section Introduction

- Create a Routing Project
- Let's Do Some Routing
- Section Summary

Angular 5 Angular Services

- Section Introduction
- Create a Services Project
- Start Building Services
- Wiring Services Up
- Accessing Services
- Service-Enabled Components
- Finalizing our Services Implementation
- Section Summary

Angular 5 Angular Modules

- Section Introduction
- Modules Defined
- Refactoring for Modules
- Finish our Modules Refactor
- Section Summary

Angular 5 Styling Angular

- Section Introduction
- Integrate the Module
- Style our Components
- Section Summary

Angular 5 Directives & Pipes

- Section Introduction
- Directives
- Pipes
- Section Summary

Angular 5 Angular Forms

- Section Introduction
- The Angular Forms Module
- Types of Forms
- Implementing Reactive Forms
- Stying Reactive Forms
- Section Summary

Angular 5 Course Conclusion

- Course Conclusion
- What Now?
- Final Comments

Angular 4.3 Update

- Course Introduction
- What is Angular?
- How this course works
- The Course Outline

Let's Get Started

- Section Introduction
- What Do We Have Here?
- Angular Architecture
- From Scaffold to Application
- Section Summary

Angular Components

- Section Introduction
- Create a Components Project
- Working with Components
- Section Summary

Angular Routing

- Section Introduction
- Create a Routing Project
- Let's Do Some Routing
- Section Summary

Angular Services

- Section Introduction
- Create a Services Project
- Start Building Services
- Wiring Services Up
- Accessing Services
- Service-Enabled Components
- Finalizing our Services Implementation
- Section Summary

Angular Modules

- Section Introduction
- Modules Defined

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- Refactoring for Modules
- Finish our Modules Refactor
- Section Summary

Styling Angular

- Section Introduction
- Integrate the Module
- Style our Components
- Section Summary

Directives & Pipes

- Section Introduction
- Directives
- Pipes
- Section Summary

Angular Forms

- Section Introduction
- Types of Forms
- The Angular Forms Module
- Implementing Reactive Forms
- Stying Reactive Forms
- Section Summary

Course Conclusion

- Course Conclusion
- What Now?
- Final Comments

Welcome to Starting With Angular 4 (Beginning of Angular 4.1 course)

- Welcome to Starting with Angular
- What is Angular?
- How this Course works
- Course Outline

Let's Get Started

- Section Introduction
- What do we have here?
- Angular Architecture
- From Scaffold to Application
- Section Summary

Angular Components

- Section Introduction
- Create a Components Project
- Working with Components
- Section Summary

Angular Routing

- Session Introduction
- Create a Project for Routing
- Let's Do Some Routing
- Section Summary

Angular Services

- Section Introduction
- Create a Project for Services
- Let's Start Creating Services
- Wiring Services Up
- Accessing Services
- Service-enabled Components
- Finalizing our Services Implementation
- Section Conclusion

Angular Modules

- Section Introduction
- Modules Defined
- Refactoring for Modules
- Finishing our Modules Refactor
- Section Conclusion

Styling with Angular Material2

- Section Introdcution
- Integrate the Module
- Style our Components
- Section Conclusion

Directives & Pipes

- Section Introduction
- Directives
- Pipes
- Section Conclusion

Course Conclusion

- What do we know now?
- What Now?
- Final Thoughts

Bonus Material

- Bonus Lecture: Course Discounts