



Workshop

Angular & TypeScript

About you

“HELLO, I AM ... |

- My previous knowledge about Angular
- My (technical) background
- What do I expect from the workshop?



- What about **breaks?**



- **Start, finish?**



- Where are the **restrooms**?



- What about **lunch and drinks**?



- **Start, finish, breaks**

About us

We are **Angular.DE**

- Community
- Articles
- Developer network
- Workshops
- Webinars



About us

How we help:

→ Workshops

- Angular & TypeScript
- React, Vue
- Enterprise JavaScript
- Spring / DevOps / Docker
- [and more](#)

Contact per email: info@workshops.de

Public & Inhouse-Workshops: workshops.DE



Agenda

Day 1



Day 2



Day 3



Agenda

Day 1&2



Day 3&4



Day 5&6



Agenda

Day 1



Day 2



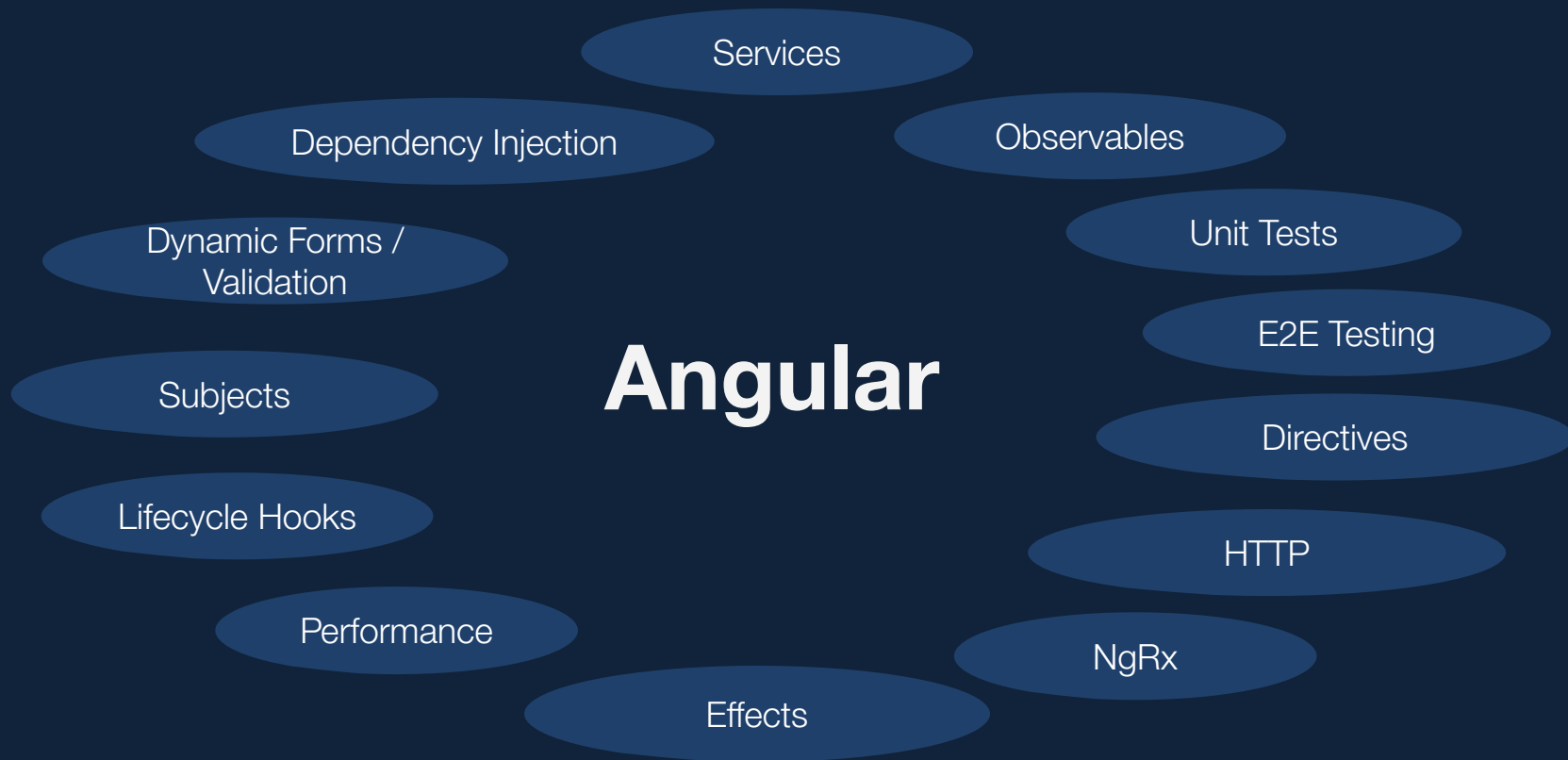
Day 3



Day 4



Check your knowledge



Material

You have access to all material and tasks while and after the workshop. Most tasks provide blueprint examples how to solve the task.

Material > 3 Days

It's not the goal to rush through all tasks, it's the goal to improve your skills as much as possible and focus on the things that make you a better developer.

Material > 2 Days

It's not the goal to rush through all tasks, it's the goal to improve your skills as much as possible and focus on the things that make you a better developer.

Material > 4 Days

It's not the goal to rush through all tasks, it's the goal to improve your skills as much as possible and focus on the things that make you a better developer.

Interactive Workshop

Apply your new knowledge
in small exercises

Tasks, Slides, Material

All tasks, slides additional material are available in our classroom.

You have access to all updates even after the workshops ends.

The screenshot displays a user interface for a classroom management system. On the left is a sidebar menu with the following items: DASHBOARD, AUFGABEN, CHAT, TEILNEHMER, SITZPLAN (highlighted with a blue bar), MATERIALIEN, CHANGELOG, and FEEDBACKS. Above the menu is a user profile for 'Mein Trainer Robin Böhm'. The main content area is titled 'Materialien' and features a '+ Neues Material' button. At the top right of this section are two buttons: 'Alle freischalten' (green) and 'Alle sperren' (orange). Below these are several material entries, each with an icon and a 'freischalten' button:

- Schulungsfolien (monitor icon)
- Observables - Hot vs Cold (Artikel[EN]) (link icon)
- Angular Cheat Sheet (link icon)
- JSON Web Token(Video) by jwt.io (document icon)
- Migration AngularJS zu Angular von Robin Böhm (Talk) (document icon)
- NgUpgrade in Depth (Article[EN]) (link icon)
- Bootstrap 4 mit Angular in wenigen Sekunden einrichten (video icon)

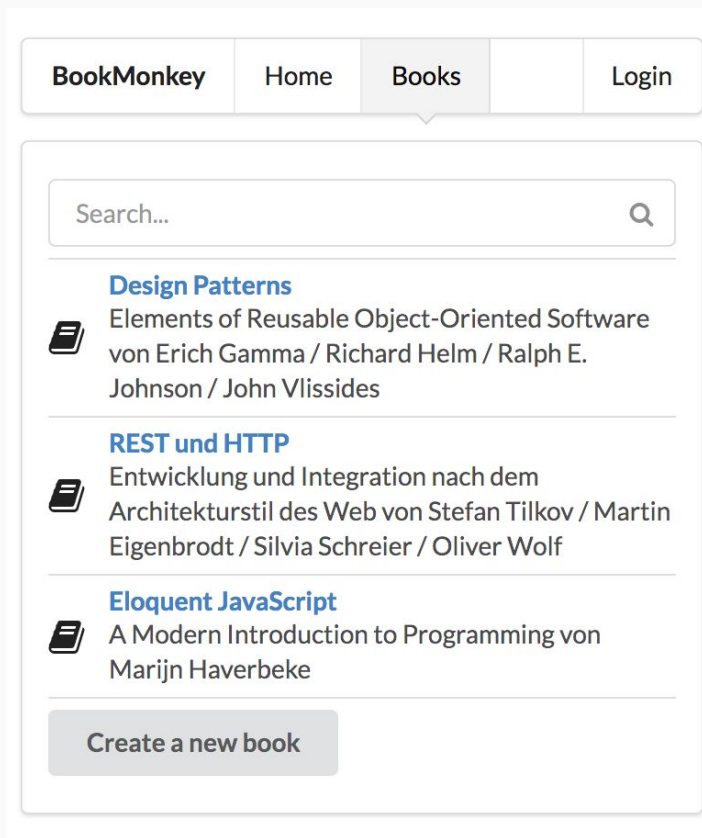
Example Project

The Example Project

- Read, show and manage books
- Views for list, detail and edit

Overview of our books


A simple list of books with an overview about title, subtitle and author.



Detail of a book

A detailed View of a book including the Abstract, Number of Pages, Publisher and ISBN.

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Design Patterns

Elements of Reusable Object-Oriented Software von Erich Gamma / Richard Helm / Ralph E. Johnson / John Vlissides

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves.

Das Buch hat 395 Seiten und wurde bei [Addison-Wesley](#) veröffentlicht

ISBN: 978-0-20163-361-0

[Buch bearbeiten](#)

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Title

Subtitle

Author's name

Abstract

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves.

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Organization



Did you install the tools?

Can you access the internet?

Organization



**Don't hesitate to
ask questions all the time!**

**Let's get fresh drinks
and start with the
workshop!**



We teach.

workshops.de