



### 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



### **About us**

### How we help:

- → Workshops
  - → Angular & TypeScript
  - → React, Vue
  - → Enterprise JavaScript
  - → Spring / DevOps / Docker
  - → and more

Contact per email: <u>info@workshops.de</u>

Public & Inhouse-Workshops: workshops.DE



### Agenda

Day 1 Day 2



Day 3

### Agenda

Day 1

Day 2

Day 3

Day 4









### Check your knowledge

Services Observables Dependency Injection **Unit Tests** Dynamic Forms / Validation E2E Testing Angular Subjects Directives Lifecycle Hooks HTTP Performance NgRx Effects

### **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 <u>improve your skills</u> 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**

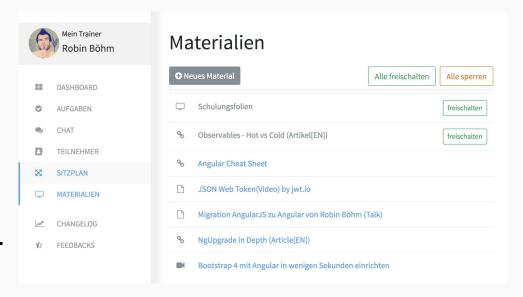
# in small exercises

Apply your new knowledge

### Tasks, Slides, Material

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

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



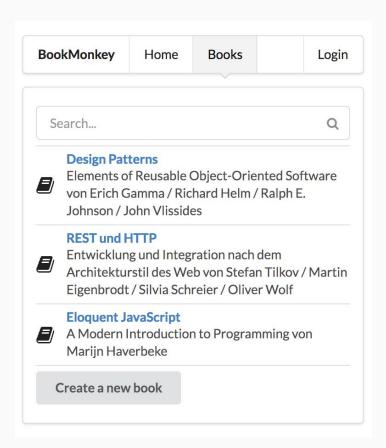
# **Example Project**

### **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.

BookMonkey Home Books Login



#### **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 objectoriented 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.

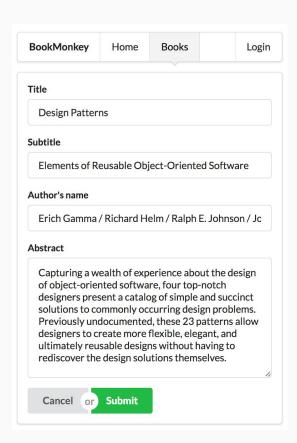
Das Buch hat 395 Seiten und wirde bei Addison-Wesley veröffentlicht

ISBN: 978-0-20163-361-0

Buch bearbeiten

### **Edit/Create A Book**

Edit or create a book inside of our application. The data is validated and show helpful messages on error.



### **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!

