



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: info@workshops.de

Public & Inhouse-Workshops: workshops.DE



Agenda

Day 1



Day 2



Day 3



Agenda

Day 1



Day 2



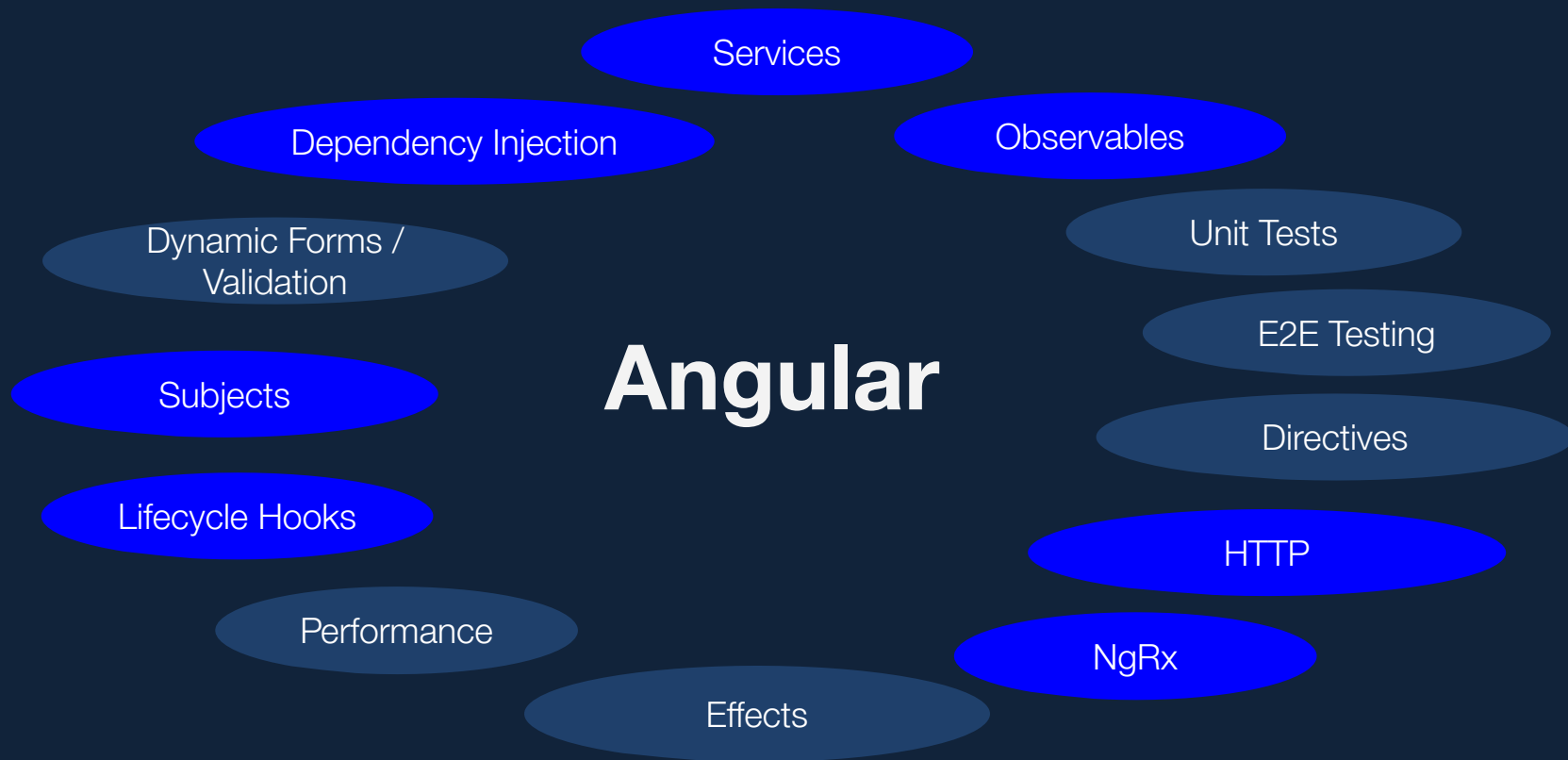
Day 3



Day 4



Agenda



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), MATERIALIEN, CHANGELOG, and FEEDBACKS. 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' and 'Alle sperren'. Below these are several material entries, each with a 'freischalten' button:

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

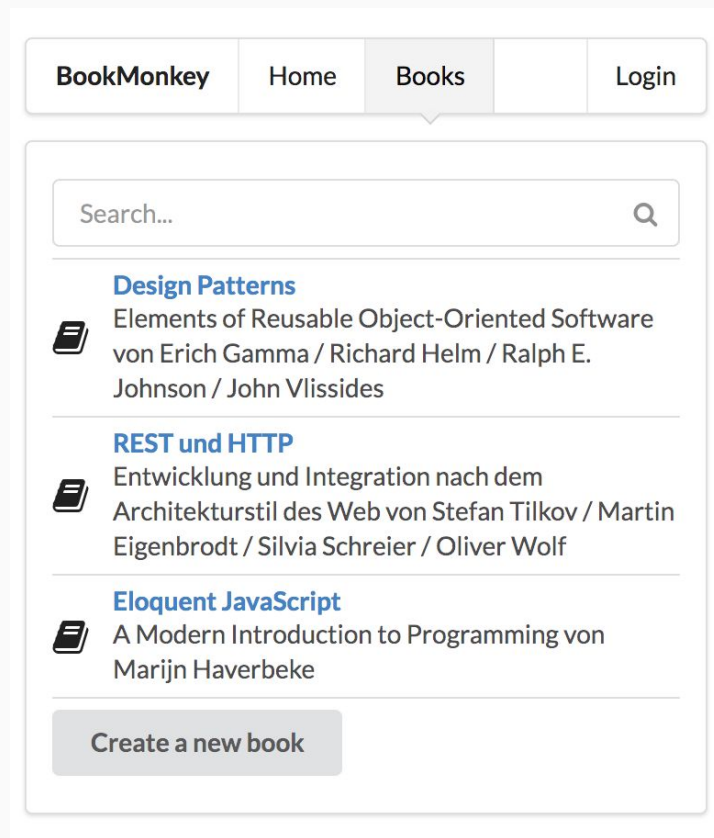
Example Project

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.



The screenshot shows the 'Books' page of the BookMonkey application. At the top, there is a navigation bar with links for 'BookMonkey', 'Home', 'Books' (which is the active page), and 'Login'. Below the navigation bar is a search bar with the placeholder text 'Search...' and a magnifying glass icon. The main content area displays a list of three books, each with a book icon, a title in blue, and a subtitle and author list in black. The books listed are 'Design Patterns', 'REST und HTTP', and 'Eloquent JavaScript'. At the bottom of the list, there is a button labeled 'Create a new book'.

BookMonkey Home Books Login

Search...

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

REST und HTTP
Entwicklung und Integration nach dem
Architekturstil des Web von Stefan Tilkov / Martin Eigenbrodt / Silvia Schreier / Oliver Wolf


Eloquent JavaScript
A Modern Introduction to Programming von
Marius Haverbeke

Create a new book

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 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](#)

Edit/Create A Book

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

The screenshot shows a web interface for editing or creating a book. At the top, there is a navigation bar with links for "BookMonkey", "Home", "Books", and "Login". The "Books" link is highlighted. Below the navigation bar, the form is titled "Title" and contains a text input field with the value "Design Patterns". The next field is "Subtitle", with the value "Elements of Reusable Object-Oriented Software". The "Author's name" field contains the text "Erich Gamma / Richard Helm / Ralph E. Johnson / Jc". The "Abstract" field is a larger text area containing a paragraph of text: "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." At the bottom of the form, there are two buttons: "Cancel" and "Submit", separated by the word "or". The "Submit" button is highlighted in green.

BookMonkey Home Books Login

Title
Design Patterns

Subtitle
Elements of Reusable Object-Oriented Software

Author's name
Erich Gamma / Richard Helm / Ralph E. Johnson / Jc

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.

Cancel or Submit

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