

VERSION

2
4

CRASH COURSE

ACADEMY
ELYSIUM
ACADEMY
CORE
ANGULAR JS
ELYSIUM
ACADEMY
CORE
ANGULAR JS

SR. CODE

EAPL/CRASH/CRTC06

COURSE CODE

EACAJ

SUB CATEGORY

SOFTWARE DEVELOPMENT

 TOTAL DURATION 45 HOURS	 THEORY TAKEN 11 HOURS	 PRACTICAL TAKEN 34 HOURS
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COURSE DESCRIPTION



The Core AngularJS course offers comprehensive training in AngularJS, a powerful JavaScript framework for building dynamic web applications. Participants will learn the core concepts of AngularJS, including directives, modules, controllers, services, and dependency injection.

COURSE GOALS



The goal of the Core AngularJS course is to equip participants with the knowledge and skills needed to become proficient AngularJS developers. By the end of the course, participants will be able to design and develop robust and scalable web applications using AngularJS.

FUTURE SCOPE



Proficiency in AngularJS opens doors to a variety of career opportunities, including roles such as front-end developer, AngularJS developer, web application developer. As AngularJS continues to be widely adopted for building modern web applications, skilled AngularJS developers are in high demand.

01

CHAPTER

MATERIAL UI

O1. Introduction

- a. Advantage of material UI
- B. Material UI vs Base UI
- c. Installation

O2. Material Designs

- a. with styled components
- b. peer dependencies
- c. roboto font
- d. google web fonts
- e. Icons, cdn



1.5
HRS



04
HRS

02

CHAPTER

ANGULAR

- a. What is angular
- b. Angular CLI
- c. Setup a project
- d. Setup Node JS with angular
- e. Create your first app



2.5
HRS



04
HRS

03

CHAPTER

MODULES AND COMPONENTS

- a. What is components in angular JS
- b. What is module in angular JS
- c. C. create and start component
- d. Why components are important
- e. Create components using CLI
- f. What is nesting component
- g. Component styles and selectors



02
HRS



04
HRS

04

CHAPTER

DATA BINDING

- a. What is data binding
- b. String interpolation
- c. C. property binding
- d. Difference between proper binding and string interpolation
- e. What are binding properties and events
- f. Two way binding


02
HRS


05
HRS

05

CHAPTER

DIRECTIVES IN ANGULAR JS

- a. What is directives
- b. What is ng if and else condition
- c. ng module
- d. Directive properties


02
HRS


05
HRS

06

CHAPTER

DEPENDENCY INJECTION IN ANGULAR JS

- a. What is dependency injection
- b. What is services
- c. Create data service


02
HRS


4.5
HRS

07

CHAPTER

ROUTING

- a. What is routing
- b. Navigation and its path
- c. Styling of router links


02
HRS


4.5
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