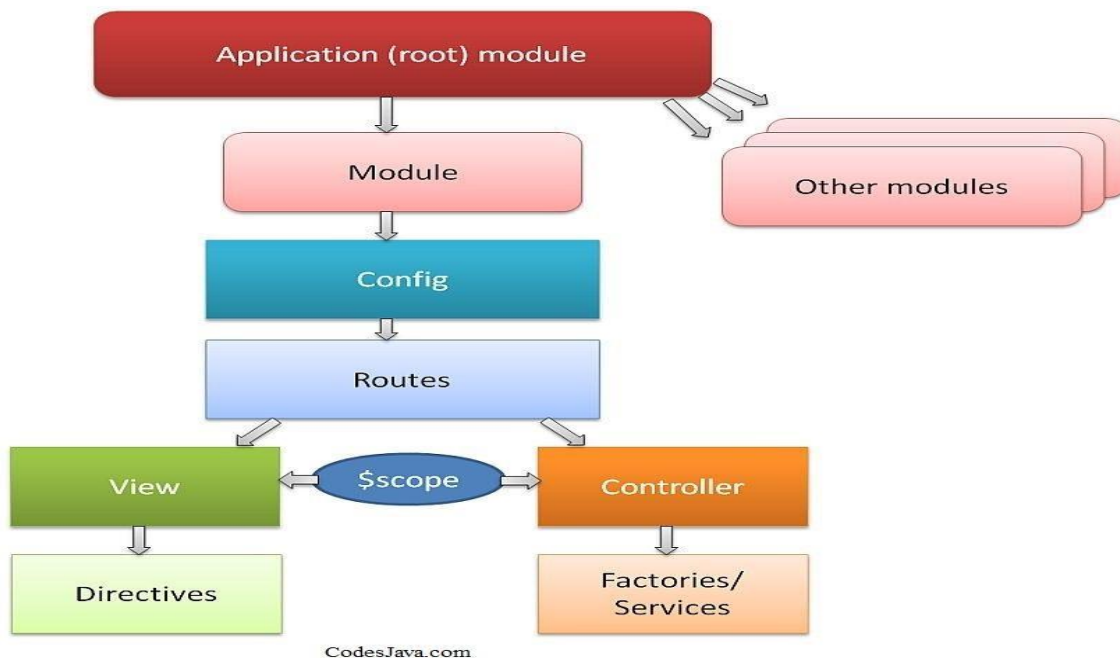




LEARN TODAY AND LEAD TOMORROW



Overview

Let eMexo Technologies **Best Angular Js Training Institute in Electronic City Bangalore** take you from the fundamentals of Angular Js to Advance Angular Js and make you an expert in developing real-time Angular Js applications. The major topics we cover under this AngularJS course in Electronic City Bangalore are: **Introduction of Web Technologies, Exploring Data Types & Functions, Control Structures, User Defined Functions, Debugging, HTML compilation and Angular Compilation, Actual Angular Topics, Data Binding, Dynamic Binding, Directives, Advance Directives, Controllers, Observables, Forms, Validating Forms, Scope, Services, Factories, Expressions, Custom Directives, Routing, Templates, Reactive, Pipes, Maps, HTTP Requests, Authentication, Typescript, Animation, JWT, Security, Making an API Call, Modules, Dependency Injection, RxJS, Testing, and Application Deployment.** Each topic will be covered in a practical way with examples.

All the topics will be covered with Practical and hands-on training. Our trainers have industry experience with live project experience in cutting-edge technologies which they teach. We hire only the Best Angular Js industry specialists as trainers for our Angular Js training in Electronic City Bangalore.

Come over to our training institute for a free demo class. Let our trainer give you a demo on **Angular Js Certification Training in Electronic City Bangalore** and only then you take the decision to enroll in the training program.

Training Features

Real-life Case Studies

Do a real-life case study to understand the usage in real-world scenarios.

Assignments

Each class will be followed by a practical assignment which that can be completed before the next class.

Preparation for interview

Our trainers are professionals working in multinational corporations. They are experts in their field and they know exactly what the interviewer will look for in the candidate. Experienced trainers not only share interview questions but also conduct mock interviews to help prepare for the actual interview.

Key Features

eMexo Technologies offers **Best Angular Js Training Course in Electronic City Bangalore** with the TOP industry expert trainers.

Here are the key features.

- Free Demo Class Available
- Practical Approach
- Expert & Certified Trainers
- 100% Job Oriented Training
- Real World use cases and Scenarios
- Completed 500+ Batches
- Certification Guidance

Unit 1: Introduction of Web Technology

- Introduction to JS
- What is Angular?
- Why use angular among N number of frameworks available?
- How to use angular?
- Hands-On

Unit 2: Getting Started With Angular

- Building Blocks of Web Application Development
- Web Application Architecture
- Introduction to Angular
- Angular Architecture
- Building blocks of Angular
- Angular Installation
- Angular CLI

- Angular CLI commands
- Understanding files in Angular
- Hands-On

Unit 3: Exploring Data Types & Functions

- Objects
- Numbers
- Strings
- Auto Casting
- Prototype
- Function
- Self Invoking Functions
- Arrays
- Booleans
- Un Defined
- Hands-On

Unit 4: Control Structures: Logical Expressions

- If statements
- Else and elseif statements
- Logical operators
- Switch statements
- Hands-On

Unit 5: Control Structures: Loops

- For loops
- For each loops
- Continue
- Break
- Hands-On

Unit 6: User-Defined Functions

- Defining functions
- Function arguments
- Returning values from a function
- Multiple return values
- Scope and global variables
- Hands-On

Unit 7: Debugging

- Developer's console
- Warnings and errors
- Debugging and troubleshooting
- Hands-On

Unit 8: HTML compilation and Angular Compilation

- Compilation phase
- Angular Compilation
- Hands-On

Unit 9: Actual Angular Topics

- Modules
- Controllers
- Dependency Injection
- Service
- Filters
- Data Binding
- Scopes
- Template
- Directives
- Routers
- Providers
- Hands-On

Unit 10: Getting Started with Angular 5

- Course Introduction
- What is Angular
- Angular vs Angular 2 vs Angular 4 vs Angular 5
- CLI Deep Dive
- Project Setup and First App
- The course Structure
- What is TypeScript

- A basic setup of Bootstrap for Styling
- Hands-On

Unit 11: The Basics of Angular 5

- Module Introduction
- How an Angular App gets loaded and started
- Components
- Creating new Component
- Understanding the role of App
- Module and Component Declaration
- Understanding Component Templates
- Understanding Component Styles
- Understanding Component Selector
- Hands-On

Unit 12: Databinding & Directive Concepts

- Module Introduction
- What is Databinding
- String Interpolation
- Property Binding
- Property Binding vs String Interpolation
- Event Binding
- Bindable Properties and Events
- Passing and Using Data using Event Binding

- Two-Way Binding
- Forms Module and Two-Way Binding
- Understanding Directives
- Using ngIf and Else Conditions
- Using ngStyle for Styling Angular App
- Applying CSS Class dynamically with ngClass
- Displaying Lists using ngFor
- Hands-On

Unit 13: Advanced Component and Databinding

- Module Introduction
- Dividing the App into multiple components
- Property and Event Binding deep dive
- Binding to custom properties
- Binding to custom events
- View Encapsulation
- Understanding Local Reference inside Templates
- Getting Access to the templates using @ViewChild
- Exploring Component Life Cycle
- Life cycle hooks deep dive
- Hands-On

Unit 14: Databinding and Animations

- Databinding
- Types of Databinding
- Component Interaction using @Input and @Output decorator
- Angular Animations
- Component Life-cycle Hooks
- Hands-On

Unit 15: Angular Directives and Pipes

- Understanding Angular Directives
- @Component Directive
- Structural Directives
- Attribute Directives
- Custom Directives
- Pipes
- Built-in Pipes
- Chaining pipes
- Custom pipes
- PipeTransform Interface & Transform Function
- Hands-On

Unit 16: Advance Directive Concepts

- Creating a primary custom attribute directive

- Exploring Renderer to create a Directive
- Understanding HostListener and HostBinding
- Binding to Directive's Properties
- Building Structural Directives
- Exploring ngSwitch
- Hands-On

Unit 17: Angular Services and Dependency Injection

- Angular service
- Need for a service
- Dependency Injection
- Creating a service
- Hierarchical Injector
- Injecting A Service into Another Service
- Observables
- Hands-On

Unit 18: Routing in Angular 5

- Module Introduction
- Understanding the need of a Router
- Setting Up and implementing Routes
- Navigating to Router Links
- Understanding Router Paths

- Styling Active Router Links
- Understanding Navigation Paths
- Styling Router Links
- Navigating Dynamically
- Using Relative Paths
- Passing Parameters to Routes and fetching route parameters
- Fetching route parameters in a Reactive Way
- Passing query parameters and fragments
- Understanding Nested Routes
- Redirecting and Wildcard routes
- Redirection Path Matching
- Outsourcing the Route Configuration
- Introduction to Guards
- Understanding can activate
- Understanding canActivateChild
- Understanding can deactivate
- Passing Static Data to a Route
- Understanding Resolve Guard
- Exploring Location Strategies
- Hands-On

Unit 19: Observables in Angular 5

- Module Introduction
- Understanding built-in Angular Observable
- Creating Observables
- Using a Custom observable
- Unsubscribe
- Using Subjects to pass and Listen to Data
- Understanding Observable Operators
- Hands-On

Unit 20: Forms in Angular 5

- Module Introduction
- Need of Angular's help
- Template Driven vs Reactive Approach
- Hands-On

Unit 21: Template Driven Approach

- TD: Create a form and register controls
- TD: Submitting and Using Forms
- TD: Understanding Form Status
- TD: Access Forms with @ViewChild
- TD: Add validation to user input
- TD: Using Built-in Validators and HTML 5 Validation
- TD: Understanding Form Status

- TD: Output Validation Error Messages
- TD: Set default value in ngModel property binding
- TD: Using ngModel and two-way binding
- TD: Group Form Control
- TD: Using Form Data
- Hands-On

Unit 22: Reactive Form Approach

- Reactive: Create Forms in Code
- Reactive: form submission
- Reactive: add validation
- Reactive: gaining access to controls
- Reactive: Group Control
- Reactive: FormArray
- Reactive: custom validator
- Reactive: Examining Error Codes
- Reactive: a custom asynchronous validator
- Hands-On

Unit 23: Exploring Pipes in Angular 5

- Module Introduction
- Using Pipes
- Parameterizing Pipes

- Chaining Multiple Pipes
- Creating a custom Pipe
- Pure & Impure Pipes
- Understanding Asynchronous Pipes
- Hands-On

Unit 24: Making HTTP Requests in Angular 5

- Introduction & how HTTP request works in SPAs
- Sending a POST Request
- Adjusting request headers
- Sending a GET requests
- Sending a PUT Requests
- Response with observable operators
- Catching HTTP errors
- Use asynchronous pipes with HTTP requests
- Hands-On

Unit 25: Authentication & Route Protection in Angular Apps

- Introduction to Module
- How Authentication works in SPAs
- Introducing JWTs
- Creating a Signup Page and Route
- Set up the Firebase SDK

- Signing users up
- Signing users in
- Token introduction
- Send token
- An example of route protection and rerouting
- Hands-On

Unit 26: Typescript Introduction

- Module Introduction
- Using types
- Classes
- Interface
- Generics
- Wrap-up & Modules
- Deep dive into typescripts
- Hands-On

Unit 27: Typescript Introduction Version.3

- TypeScript overview
- Why use TypeScript?
- JavaScript vs TypeScript
- Hands-On

Unit 28: Installation of tools

- Installing Brackets – an IDE

- Installing TypeScript using npm
- Hands-On

Unit 29: Datatypes in TypeScript V.3

- Primitive Datatypes
- User-defined Datatypes
- Tuples and Unions
- Variables and Operators
- Hands-On

Unit 30: Decision Makers and Loops

- if, if-else, switch statements
- for, while loops
- forEach in TypeScript
- Hands-On

Unit 31: Functions in TypeScript V.3

- Defining and Calling a Function
- Returning functions
- Parameterized functions
- Arrow functions
- Hands-On

Unit 32: Inbuilt methods in TypeScript V.3

- String methods
- Array methods

- Other inbuilt methods

- Hands-On

Unit 33: Oops in TypeScript V.3

- Classes and Objects Introduction

- Interfaces

- Inheritance

- Hands-On

Unit 34: Winding up with TypeScript V.3

- Revision of TypeScript concepts

- Bridging from TypeScript to Angular

- Hands-On

Unit 35: Introduction to Angular 9

- What is Angular?

- Features of Angular

- Angular versions

- AngularJS vs Angular 2+

- What's new in Angular 9

- Hands-On

Unit 36: Angular 9 Installation of tools

- Installing the latest version of nodeJS

- Installing Angular 9 using a node package manager (npm)

- Installing an IDE like Visual studio code
- Hands-On

Unit 37: Getting started with First Angular Project

- List of commands to create, run, and build your project
- Create a new Angular project
- Angular project folder structure
- Link Bootstrap to Angular
- Associating projects with icons and fonts
- Hands-On

Unit 38: Angular 9 Components and Modules

- What are the components?
- Component structure
- Default vs custom components
- Manually create the component
- Creating components using npm
- Component call
- Component nesting
- Angular application execution flow
- Component interaction
- Module introduction
- Hands-On

Unit 39: Navigation using Routers

- Angular routing overview
- Nested routes
- Relative path vs Absolute paths
- Lazy loading modules
- Module preload
- Prevent unauthorized access with protected routes
- Hands-On

Unit 40: Angular Templates and Directives

- Angular elements
- Advance concepts of components
- Angular Lifecycle hooks
- Structural directives
- Attribute directives
- Custom directives
- Hands-On

Unit 41: Data Binding

- Data binding overview
- String Interpolation
- Property Binding
- Event Binding

- Two-way data binding
- Hands-On

Unit 42: Services and Dependency injection

- What are Services?
- Need for Services
- Creating a Service
- Achieving inter-component data exchange
- Dependency injection in Angular
- Creating an injectable service in class
- Injecting services
- Hands-On

Unit 43: Angular Animations

- Introduction to Angular Animations
- Create a simple animation
- Advanced animation example
- Creating Re-usable Angular Animations
- Hands-On

Unit 44: Angular Pipes and Maps

- Introduction to Pipes
- Importing and using pipes
- Parameterizing pipes
- Chaining pipes

- Custom pipes
- Creating a Filter pipe
- Hands-On

Unit 45: Angular Forms

- Introduction to Angular Forms
- Template-driven forms
- Reactive forms
- TDD vs Reactive forms
- Adding validations to forms
- Displaying error messages
- Hands-On

Unit 46: Validating Angular Forms

- What is Form Validation?
- Types of Form Validation
- Built-in Validators
- Form control's status and validity
- Form Validation methods
- CSS classes for Form control
- Custom validators in Template Driven Forms
- Hands-On

Unit 47: Angular Observables and RxJS

- Introduction to Observables
- Using observables to pass data
- Type-ahead suggestions using Observables
- Introduction to RxJS library
- Hands-On

Unit 48: Server Interactions using HTTP

- HTTP client service overview
- HTTP get vs post
- Requesting and sending data to the server
- Send a get Request
- Send a put Request
- Adjusting Request Headers
- Hands-On

Unit 49: Authentication with JWT and Security

- What is Authentication?
- Authentication and authorization
- Types of Authentication
- Where to store tokens?
- JSON Web Tokens (JWT)
- Authentication in Angular application

- Security threats in web application
- Hands-On

Unit 50: Testing and Application Deployment in Angular

- Testing
- Why should we perform testing?
- Types of testing
- Testing Angular application using Jasmine and Karma
- Maintaining application code using Git
- Version control system
- Why should we use Git?
- Git file workflow
- Running application on the production server: Nginx
- Architecture of Nginx
- How to configure Nginx?
- Deployment of an application using Docker
- Problems before containers
- How containers solve the problems
- What is Docker?
- Docker file
- Docker image
- Docker containers

- Docker hub
- Basic Docker commands
- Hands-On

FAQs

1. How is the training organized? How much percentage is theoretical and how much is practical hands-on?

We at eMexo believe nothing beats hands-on practice when it comes to learning a concept. Our teaching methodology is 100% practical and hands-on-oriented. You learn a concept, you practice it then and there with the trainer. We also give you assignments for each topic which you can practice at home and any doubts regarding the topic can be cleared with the trainer the next day.

2. What is the course duration? How and when do you plan to complete the course?

We generally cover our courses in 60 hours, however, we are aware that we can't put a hard-stop to learning with a number. Our trainer will make sure that you have learned everything that is part of the curriculum. This could mean 48 hours or 60 hours, doesn't matter.

3. What is the material provided in the training?

We have industry standard course material which is used by our trainers to train you. At the end of the training apart from the notes which you have taken during the course, we will also provide you with the training material which was used. This training material includes the training content, interview questions, etc.

4. Do you help in preparing for the interview?

Our trainers are working professionals who work in MNCs. They are the expert in their domain and they know exactly what an interviewer looks into a candidate. Our expert trainers apart from sharing the interview questions will also conduct mock interviews to help you prepare for the real interview.

5. Who are your trainers?

Our trainers are industry experts who work in their respective technologies day in and day out. They work in MNCs and are technology experts within their organizations.

6. What is the total batch size per course?

We maintain a strict batch size of a maximum of 5 students. We also provide exclusive one-to-one training as well. Talk to our training partner to get more details.

7. Do you provide certification for the course?

Yes, at the end of training we provide a certification of completion.

8. Will I be joining a new batch or be merged with another batch?

You will be added to a new batch.

9. Is fast track training available?

Yes, we provide fast-track training as well for those who want to complete the course faster. The curriculum and the total hours required to complete the course will remain the same. However, the trainer will be spending more hours with you to complete the course.

10. Do you assist in job placement?

Our trainers are expert professionals in their organizations and they often act as the interviewer to hire new candidates. Our trainers will help you prepare your resume with industry standards. After all, they know exactly what to look for in a resume.

11. Timings for training - Regular training/weekend training

We provide both regular and weekend training. Talk to our training partner to learn more about the timings.

12. Will you be working on a live project during training?

Yes, apart from doing the hands-on practice our trainer will also be taking a real-world project and working with you for the implementation.

13. What happens if I miss a class?

If you miss a class the content of that class will be taught to you again. With us, you might miss a class but not the content.

14. Can I attend a demo before the actual class?

Yes, absolutely! Talk to our training counselor on phone at +91-9513216462 or email us at info@emexotechnologies.com to arrange a free demo. You can also fill in the contact us form below and we will call you to discuss your training requirements.