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ANGULAR JS ESSENTIALS, Summer 2017

The objective of this Course it to explore the Angular JS framework, used by web developers to extend HTML vocabulary and build single-page web applications.

Lecture Topics

- Model View (MV) design
- controllers
- data management
- views & templates
- routing
- directives

Class Sessions

Fridays 6:00pm to 9:00pm
Class starts on Jun 16
Last day of class Sep 15

Grading

The best result is the knowledge and experience that you will gain during this course, you will also receive a grade based on the following rubric.
Presentations 30% | Assignments 30% | Web App 40%

Software

- Sublime Text 3 or Brackets
- Git (Mac) or GitBash (Win)
- MAMP (Mac) or XAMPP (Win)
- Google Chrome
- Github Account
- A Gmail Account with Google Drive
- Draw.io connected to your Google Drive

Date	Topics	Assignments
6/16	Introductions Learning Programming Computer Principles Hardware, Software, Network The Internet World Wide Web MVC Xampp and MAMP: Introduction and Setup to Local Servers Review BASH, GIT and GITHUB Angular Framework, What it does and how to initialize AngularJS: Directives, Modules, Expressions, Scopes	Recreate an AngularJS Installation

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6/23	Agile Methodologies: SCRUM and Sprints Flowcharts, wireframes and scope Review BootStrap Framework Discussion on Web App AngularJS: Controllers, Filters	Initialize a Bootstrap Project with Angular Modules, Controllers and Scopes
6/30	JSON AngularJS: Services, Events, Libraries	Build a JSON files Add http and events to your project binding data from your JSON
7/7	AngularJS: JQLite, Repeat, If	Add a repeat directive to your project creating an LI from an Array
7/14	AngularJS: Include and Route	Add an Include and route to your project Commit and Push the last 5 assignments to GitHub
7/21	AngularJS: Bringing it all together Workshop: eCard builder App	SPRINT 1: Come up with a flowchart and wireframe for your Web App
7/28	Workshop: eCard builder App Pt 2	SPRINT 1: Come up with a flowchart and wireframe for your Web App Prep for Sprint Presentation
8/4	**SPRINT 1 ENDS** Class Presentation of Wireframes and Flow Charts	SPRINT 2: Layout the Static version of your Web App Build pages, add content and build templates for each view of your web app
8/11	1 on 1's In-Class Lab Session	SPRINT 2: Finalize Static version of your Web App Build pages, add content and build templates for each view of your web app Commit and push to GitHub and submit on Slack Prep for Sprint Presentation
8/18	**SPRINT 2 ENDS** Class Presentation of Static site In-Class Lab Session	SPRINT 3: Develop the MVP Functionality for your Web App
8/25	FileZilla and Remote Environment Preparing App for Launch	SPRINT 3: Finalize Development Soft Launch your Web App Submit link on Slack
9/1	**SPRINT 3 ENDS** 1-on-1s Instructor, Classmates In-Class Lab Session	SPRINT 4: Rework Your web app according to feedback
9/8	Small Group Presentation Prepare for final presentation QA other group members work	SPRINT 4: Rework Your web app according to feedback Prepare for Final Presentation

9/15	**SPRINT 4 ENDS** **Final Project Presentations** Presentations Prepare a 30 to 45 second elevator pitch for your application. You should be able to explain what it does, what problem it is solving and who are the primary users. Then prepare for a 5 minute walk through presentation. Please allocate 3 to 5 minutes for Q and A. Please make sure to have all items ready for submission, including: ● Flowcharts ● Wireframes ● MVP / Prototype ● Source code