

Project patterns in JavaScript



Purpose of the training

The training is intended for the people who would like to enrich their workshops with an ability to use project patterns.



Benefits of completing the training

The participants are acquainted with production good practices and architectural structures proper for JavaScript language in ES6+ standard, which are the foundation of scalable web applications.



Expected Listener Preparation

Knowledge of JavaScript language.



Training Language

- Training: English



Duration

3 days / 21 hours

Training agenda

1. JavaScript characteristics in ES6+ standard
2. Developer tools on Node.js platform
 - Babel compiler and code conversion
 - statistical code analysis with ESLint
 - automating the building process with WebPack
3. Patterns of modular structure of applications, CommonJS, AMD
4. The elements of functional software
5. Engineering project patterns
 - creative: Singleton, Factory, Builder, Prototype
 - structural: Facade, Proxy, Adapter, Bridge, Decorator, Composite
 - behavioural: Command, Observer, Iterator, State, Strategy
6. Patterns related to the view layer implementation
 - MVC, MVP, MVVM
7. Implementation and the use of patterns, CQRS and EventSourcing
8. SPA application architecture
9. State containers, Flux, Redux