

kod szkolenia: JSWP / ENG DL 3d

# 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



#### Czas trwania

3 dni / 21 godzin



#### Training agenda

- 1. JavaScript characteristics in ES6+ standard
- 2. Developer tools on Node.js platform
  - Babel compilator 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