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# Ember.js training : Develop single-page web applications

2 days (14 hours)

## PRESENTATION

**Ember.js** is a free, open-source JavaScript framework. This framework lets you build [single-page](#) applications.

Our training will enable you to create single-page web applications that can withstand heavy load growth. Ember.js will enable you to improve and optimize your web application development.

Your team will learn more about the framework's principles, its development environment and the various best development practices, so they can understand how to debug and test your application.

You'll be able to create rich, responsive interfaces for your web applications. The framework also facilitates access to server data with the native REST API.

As with all our training courses, this one will introduce you to the latest version: [Ember.js 4.8](#).

## Objectives

- Understanding the Ember.js ecosystem
- Debugging and testing an application
- How to develop with the Ember.js framework

## Target audience

- **Project managers**
- Developers
- Web designers

## Prerequisites

Javascript skills.

## Ember.js training program

### INTRODUCTION TO EMBER.JS

- What is Ember.js?
- JavaScript Object
- Prototyping
- Best practices
- Origins of Ember.js
- Installation

### ENVIRONMENT

- The different sources
- Git
- Yeoman
- Ember.js generator
- Dependencies
- Build management
- [PRACTICE] Creating your first application

### THE BASICS

- The different concepts
  - Templates
  - Router
  - Components
  - Models
  - Route
  - Controllers
- Object model
  - Class
  - Bodies
  - Dynamic properties
    - Events
  - Observers
  - Bindings

### ROUTING

- Creating an application router
- Mapping
- [PRACTICE] Router configuration and path definition
- Asynchronous routing
- [PRACTICE] Setting up a route controller and template

## TEMPLATES

- The different templates
- Helpers link
- Bound
- Unbound
- [PRACTICE] Create your own helpers

## CONTROLLERS AND VIEWS

- Controller types
- Controller methods
- View management

## COMPONENT

- Component declaration
- The properties
- Tag types
- Class and attributes
- Layout

## LOGS AND DEBUG

- Error handling
- Unit testing
  - Calculated properties
  - Method calls
  - Observers
- Application build

## Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

## Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

## Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

## Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

## Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

## Sanction

A certificate will be issued to each trainee who completes the course.