

Updated on 18/08/2023

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Quasar training

2 days (14 hours)

Presentation

Quasar is an open-source framework under MIT license, based on Vue.JS and designed for the creation of PWAs (Progressive Web Apps). As a web developer, it lets you rapidly create responsive++ sites and applications.

Indeed, Quasar is the [Javascript framework](#) that is an offshoot of Vue.js. Built on Vue's core capabilities, Quasar is optimized for faster development of dynamic, high-performance applications.

This tool is capable of rapidly producing different types of applications from a single code base. With Quasar, you can create quality applications in record time.

At the end of our Quasar training course, you'll be able to use the same code base to create a website, a PWA, a mobile application for iOS, Mac, Linux and more.

You'll also know how to create a back-end for the application using Firebase Realtime Database, including user authentication, reading and writing data.

Objectives

- Create a cross-platform application for iOS, Windows, etc.
- Managing reports and data with Vuex
- Creating a backend application with Firebase

Target audience

Web developers

Prerequisites

- Knowledge of HTML/CSS
- Knowledge of JavaScript is a plus
- Basic knowledge of VueJS

Our Quasar training program

Introduction

- What is Quasar?
- Quasar benefits
- Installing and configuring Quasar
- Installing and configuring VueJS

Quasar's essential features

- Basic architectures for a Quasar project
- Quasar components
 - QLayout QPage
 - QPageContrainer
- File quasar.conf.js

VueJS basics

- Virtual DOM
- Data link
- Components
- Animation/transition
- Models

Preparing the development environment

- Launching a quasar command
- Creating a new project
- Launching the application
- Starting a Quasar application with Quasar CLI

Getting started with VueJS

- Linking data
- Display lists
- Manage events
- Create custom components

Data persistence with Firebase

- Create a project
- Import data
- Read and write data
- Error management

Test our app

- Unit testing and dummy testing

Debugging our app

- Dealing with errors

Platform development

- Using Electron
- Using Cordova
- Construction for production

Companies concerned

This 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.

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.

[Training Program Web page](#) - Appendix 1 - Training sheet