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Sign up

SolidJS training

2 days (14 hours)

Presentation

SolidJS training will enable you to master the construction of responsive interfaces using one of the most powerful JavaScript libraries on the market.

Our training course will guide you through the nuts and bolts of SolidJS, arming you with the skills you need to create modern, high-performance and responsive web applications.

In this course, you'll delve into fundamental concepts such as manipulating reactive state with createSignal, using motion for smooth animations, and efficiently managing routes with SolidJS's routing module.

Our program starts with an immersion in the basics, then guides you through advanced topics such as handling forms, creating reusable components, and integrating SolidJS into modern development pipelines.

Our training will be based on the latest version, SolidJS 1.8.

Objectives

- Mastering the construction of reactive interfaces
- Develop high-performance, modern web applications
- Quickly create reusable components for modular architecture

Target audience

- Web developers
- Lead developers

Prerequisites

Basic knowledge of HTML / CSS / JS.

SolidJS training program

Introduction to SolidJS

- SolidJS architecture
- Installing and configuring SolidJS
- The basics of SolidJS syntax
- Responsive rendering concept using the createSignal hook
- SolidJS directive system
  - DOM manipulation
  - Benefits of SolidJS

State manipulation with SolidJS

- Hook createSignal
- Hook createEffect
- createMemo
- Managing complex states
- Structuring application status with SolidJS
- Best practices

Routing with SolidJS

- Implementing dynamic routes
- Advanced features of the SolidJS routing module
- Navigation links and their impact on performance
- Routing functions
- Application status by route

Forms management

- createSignal to reactively link form values
- Integration of form validation
- createSignal for managing complex form states
- Creating dynamic forms
- Processing form events
- SolidJS advanced features

Animation and transition

- Motion module
- Component animation

- Exploring the different animation configuration options
- Optimizing animation performance
- Creating reactive transitions
- Customize the visual appearance of animations

Testability and debugging

- Best practices for component testing
- Use of integrated test tools
- Test structure
- Exploring debugging features
- Using development tools
- Troubleshoot common problems

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.