

RxJS Reactive Programming

2journs / 14h

Target audience

- Understanding the concepts of reactive programming
- Interpreting Marble Diagrams
- Implementing the RxJS library and its principal operators
- Debugging and testing RxJS code

Prerequisites

Developers, integrators, software architects, technical project managers

Course Outline

- Have taken the JavaScript course: Language fundamentals or have equivalent
- Basic knowledge of object oriented programming (types, classes, interfaces, ...) are not required but will be a big plus to understand the object concepts in TypeScript
- Basic knowledge of HTML