

**Introduction to Vue**

**Course Number:** SCRPT-160
**Duration:** 3 days

**Overview**

Accelebrate's Introduction to Vue training course teaches experienced JavaScript developers the core concepts of Vue and how to use the framework to build robust Model-View-ViewModel applications.

**Prerequisites**

All attendees must be experienced JavaScript developers with a fairly advanced understanding of JavaScript, including prototypes and functions as first-class citizens.  If your group doesn’t yet have this experience, we could readily add one or two days to the beginning of your course to appropriate prepare them.

**Materials**

All attendees receive comprehensive courseware.

**Software Needed on Each Student PC**

* Google Chrome
* Other modern browsers as desired
* IDE/development environment of your choice
* Node
* Other free software and lab files that Accelebrate would specify

**Objectives**

* Understand the difference between single-page web applications and other JavaScript uses
* Articulate what Vue.js is and why it is useful in both scenarios
* Learn Vue.js coding and architecture best practices, including project layout and component management
* Set up and manage projects with the Vue.js CLI
* Add, remove, and manage features with the Vue.js CLI
* Use Vue’s reactivity features to build fresh, snappy user interfaces
* Wield the power of dynamic CSS thanks to Vue’s CSS manipulation capabilities
* Comprehend the differences among Vue’s data, computed, and method properties
* Leverage Vue’s template language and directives in the HTML portion of components
* Manage forms and respond to user input
* Communicate with a back-end server to retrieve data for Vue components
* Write effective and efficient unit and integration tests for Vue.js applications

**Outline**

* Introduction and Setup
	+ Introductions
	+ Verify setup
		- Node.js and npm
		- IDE
		- Git
		- Class repo
	+ What is Vue.js?
	+ What does Vue do for me?
* Core concepts in Vue.js
	+ Including Vue into a page
	+ Reactive rendering
	+ The Vue.js instance
	+ Instances vs components
	+ The Vue CLI
	+ The Vue devtools
* Components and Instances
	+ The Vue instance
		- Instance data with the data property
		- Actions with the methods property
		- Attaching methods to events
		- Lifecycle methods
	+ Vue components
		- Differences with a Vue instance
		- Changes to the data property
		- Changes to methods
		- When should I use components, when should I use the instance?
		- The single file component
	+ Testing in Vue.js
		- Testing instances
		- Testing against components
* Templates
	+ Rendering a variable in a template
	+ Binding properties
	+ Binding events
	+ Testing templates
	+ Optimizing with computed properties
	+ When to use a computed property vs data
	+ Interactions between computed, data, and methods
	+ Watching for changes
	+ Testing watches
* Working with Components
	+ Registering components
		- Global vs local registration
		- Module systems
		- Registering common components
	+ Properties
		- Passing properties to a component
		- Property types
		- Validating properties
		- Testing properties
		- Attribute inheritance
* Event Handling
	+ In-line vs method handlers
	+ Testing event handling
	+ Event modifiers
	+ Picking up keyboard events
* Custom Events
	+ Custom event concepts
	+ Naming custom events
	+ Binding to native events over custom events
	+ Using .sync
* Control Structures
	+ Conditionals with v-if
		- v-else
		- v-else-if
	+ Hiding and showing with v-show
		- v-show vs v-if
	+ Testing conditionals
	+ Loops with v-for
		- Basic v-for
		- State management and watching for changes
		- Sorting and filtering
		- Testing loops
* CSS Bindings
	+ Binding CSS classes
		- Object syntax
		- Array syntax
		- Checking CSS with tests
	+ Binding inline CSS styles
		- Object syntax
		- Array syntax
* Working with Forms
	+ Using v-model
	+ Specific form controls
		- Text fields
		- Checkboxes and radio buttons
		- Selects / Drop-downs
		- Multi-line text fields
	+ Testing form controls
	+ Modifiers for v-model
	+ Forms and custom events
* Slots
	+ What is a slot and what does it do?
	+ The v-slot attribute
	+ Sharing data between slots
		- Scoped slots
	+ Managing content with slots
		- Named slots
		- Dynamic names
	+ Testing slot behavior
* Conclusion