

Project patterns in JavaScript



Training recipients

The training is intended for the people who would like to enrich their workshops with an ability to use project patterns.



Benefits

The participants are acquainted with production good practices and architectural structures proper for JavaScript language in ES6+ standard, which are the foundation of scalable web applications.



Training program

1. JavaScript characteristics in ES6+ standard
2. Developer tools on Node.js platform
 - Babel compiler and code conversion
 - statistical code analysis with ESLint
 - automating the building process with WebPack
3. Patterns of modular structure of applications, CommonJS, AMD
4. The elements of functional software
5. Engineering project patterns
 - creative: Singleton, Factory, Builder, Prototype
 - structural: Facade, Proxy, Adapter, Bridge, Decorator, Composite
 - behavioural: Command, Observer, Iterator, State, Strategy
6. Patterns related to the view layer implementation
 - MVC, MVP, MVVM
7. Implementation and the use of patterns, CQRS and EventSourcing
8. SPA application architecture
9. State containers, Flux, Redux



Expected preparation of the participant

Knowledge of JavaScript language.



Duration

3 days / 21 hours

Language

- Training: English