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Hono.js Training

2 days (14 hours)

Overview

Hono.js is an ultra-lightweight web framework for building modern, fast, and portable APIs on Cloudflare Workers, Node.js, Bun, and Deno. With its Web Standards-based approach, expressive routing, middleware system, and excellent TypeScript support, Hono.js makes it easy to design robust and elegant architectures.

Our Hono.js training course will take you beyond the basics to master the essential mechanisms of a production-ready web application, from routing to service architecture.

You'll learn how to organize a clean architecture, leverage middleware, and manage parameters, validation, and HTTP responses, all while taking advantage of Hono.js's multi-runtime approach.

By the end of the course, you'll be able to develop high-performance APIs, reduce server-side code complexity, improve maintainability, and prepare deployments tailored for edge and serverless environments.

This course also covers best practices for testing, configuration, integration with common runtimes, and implementing a reliable technical foundation for your modern backend projects.

Like all our training courses, this one will introduce you to **the latest stable version** of the technology and its new features.

Objectives

- Understand the architecture and principles of Hono.js.

- Create routes, handlers, and middleware in a structured manner.
- Use TypeScript to improve code readability and security.
- Develop high-performance APIs optimized for modern runtimes.
- Implement consistent validations, responses, and project organization.
- Prepare a production-ready application using best practices for testing and deployment.

Target Audience

- JavaScript Developer
- TypeScript developers
- Backend Developer
- Software Architect
- DevOps Engineer

Requirements

- Proficiency in the fundamentals of JavaScript.
- Knowledge of TypeScript is a plus.
- Experience with HTTP APIs and REST principles.
- Previous experience in backend development using a web framework.
- Understanding of routing, middleware, and project structure.

Technical Requirements

- A recent laptop with local installation privileges.
- Development environment with Node.js 20.x or higher.
- Code editor compatible with Visual Studio Code or equivalent.
- Stable Wi-Fi or Ethernet connection for workshops and related activities.
- Microphone and headset recommended for remote participation.

Hono.js Training Program

[Day 1 - Morning]

Hono.js Fundamentals

- Hono.js's place in the ecosystem of lightweight web frameworks.
- Understanding the model based on Web Standards and the Fetch API.
- Overview of compatible runtimes, from Cloudflare Workers to Node.js.
- Creating your first application and the basic structure of a project.
- Review of basic concepts: context, request, and response.
- Hands-on workshop: Setting up a Hono.js project and exposing a first functional route.

[Day 1 - Afternoon]

Routing and Middleware

- Defining routes with explicit HTTP methods.
- Handling path parameters, requests, and text or JSON responses.
- Building reusable middleware logic.
- Process scheduling, shared context, and chaining.
- Organizing code to separate business responsibilities.
- Hands-on workshop: Create a simple API with routes, logging middleware, and JSON responses.

[Day 2 - Morning]

Validation and Types

- Enhancing security with TypeScript and context typing.
- Validating inputs to ensure the reliability of data received by the API.
- Handling errors, HTTP status codes, and standardized responses.
- Structuring data schemas and exchange contracts.
- Best practices for writing readable and maintainable handlers.
- Hands-on workshop: Implementing input validation and consistent error messages.

[Day 2 - Afternoon] Deployment

and Best Practices

- Exploring execution modes on the edge and on traditional servers.
- Managing configuration and environment variables based on the runtime.
- Introduction to API testing and verifying expected behavior.
- Optimizing code readability, maintainability, and portability.
- Preparing a project foundation suitable for a phased production rollout.
- Hands-on workshop: testing and preparing the deployment of a mini Hono.js API on a target runtime.

Target Audience

This training is intended for both individuals and companies—large or small—that wish to train their teams in a new advanced IT technology or to acquire specific domain knowledge or modern methodologies.

Prerequisites for the training

The assessment conducted upon enrollment complies with Qualiopi quality standards. Upon final registration, the learner receives a self-assessment questionnaire that allows us to evaluate their estimated proficiency with various types of technology, as well as their expectations and personal goals for the upcoming training, within the limits imposed by the selected format. This questionnaire also enables us to anticipate certain connection issues or

internal security issues within the company (in-house or virtual classroom) that could hinder the monitoring and smooth operation of the training session.

Teaching Methods

Hands-On Course: 60% Hands-On, 40% Theory. Training materials distributed in digital format to all participants.

Organization

The course alternates between theoretical input from the instructor—supported by examples and reflection sessions—and group work.

Assessment

At the end of the session, a multiple-choice quiz is administered to verify that participants have successfully acquired the skills.

Certification

A certificate will be issued to each trainee who has completed the entire training program.