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# Storybook training

## 2 days (14 hours)

## Presentation

Storybook is a front-end workshop for developing, documenting and testing UI components in isolation. It accelerates cross-team collaboration by providing interactive documentation and visual, accessibility and interaction testing tools directly integrated into the workflow.

Our Storybook training course will enable you to install, configure and industrialize a catalog of components ready for sharing. You'll learn how to integrate tests (visual, a11y, interaction), deploy living documentation in CI/CD and structure a reusable design system.

At the end of the course, you'll be able to equip your projects with a high-performance Storybook that can be maintained and deployed automatically, improve interface quality and streamline collaboration with design.

Like all our training courses, this one is based on the latest stable version of Storybook, and favors a resolutely practical and operational approach.

## Objectives

- Install and configure Storybook in a React/Vue/Angular project
- Write and organize clear, long-lasting stories
- Set up visual, accessibility and interaction tests
- Deploy interactive CI/CD documentation
- Structure a design system and share the catalog with teams

## Target audience

- Front-end developers

- UI engineers and design system managers
- Product/design teams wishing to standardize components

# Prerequisites

- Basic knowledge of JavaScript and a framework (React, Vue or Angular)
- Notions of UI components and front-end project management
- Experience of Git and continuous integration (introductory level)

# Our Storybook training program

## [Day 1 - Morning]

## Introduction to Storybook and component environments

- Understanding Storybook's role in the front-end development cycle
- Installation and initial configuration in a React, Vue or Angular project
- Story structure and configuration file management
- Documentation and navigation in the Storybook interface
- Practical workshop: Setting up a Storybook project and first story

## Organizing and structuring components

- Defining a clear hierarchy for UI components
- Using Controls to dynamically parameterize components
- Managing Addons to enhance the developer experience
- Making stories reusable and scalable
- Practical workshop: Creating a structured component catalog

## [Day 1 - Afternoon]

## Visual testing and accessibility

- Introduction to visual testing using screenshots
- Integrating Jest and Testing Library with Storybook
- Accessibility testing with the dedicated addon
- Detecting regressions and automating checks

- Practical workshop: Setting up visual and accessibility tests

## Workflow and CI/CD integration

- Using Storybook in a CI/CD context (GitHub Actions, GitLab CI, etc.)
- Generating and deploying interactive documentation
- Sharing the design system with product and design teams
- Connect Storybook to design system tools (Figma, Zeroheight)
- Practical workshop: Deploying an online Storybook with CI/CD

## Best practices and design systems

- Atomic Design approach applied to Storybook
- Standardization and documentation of reusable components
- Collaboration between developers and designers via Storybook
- Managing component updates and versioning
- Practical workshop: Creating a mini design system with Storybook

## Optimization and advanced extension

- Customizing Storybook configuration
- Using advanced addons (interactions, viewport, backgrounds)
- Optimizing Storybook performance for large projects
- Scalability: managing complex component libraries
- Practical workshop: Integrating advanced addons into a Storybook project

# Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced IT 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, the learner receives a self-assessment questionnaire enabling us to assess his or her estimated level in different types of technology, as well as his or her expectations and personal objectives for the forthcoming course, 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 training: 60% hands-on, 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.

## Certification

A certificate will be awarded to each trainee who has completed the entire course.