+33 (0)1 48 10 09 46
formation@ambient-it.net 140 Avenue Jean Lolive 93500 Pantin - France

Updated on 12/17/2024

Sign up

Svelte training

3 days (21 hours)

Presentation

The Svelte training course will introduce you to this open-source JavaScript framework that lets you develop an application with minimalist syntax and then deploy it.

Increase your skills by mastering Svelte's concepts and syntax. You'll discover why Svelte is the framework to use over its competitors.

During this course, you'll learn how to control the status of different blinds. This will enable you to put into practice ways of creating your own customized blind.

Learn how to set up animations and transitions to improve application ergonomics.

Our training will be based on the latest version of the software, Svelte 3.

Objectives

- Understanding how to prepare the development environment and install Node.js
- Master the use of useful extensions in VS Code
- Gain a thorough understanding of Svelte's basic syntax and how to create projects with Vite
- Apply the concepts of conditions, loops and event management
- Explore the use of components, slots, lifecycle hooks and blinds

Target audience

Developers

Prerequisites

- Knowledge of JavaScript
- Knowledge of HTML and CSS

Svelte training program

Introduction to Svelte

- Preparing the development environment
- Useful VS Code extensions
- Official Svelte website
- First steps with Svelte via REPL
- Adding a component
- Installing or updating Node.js
- Creating your first Svelte project with Vite

Svelte's basic syntax

- Creating a standard Svelte skeleton with Vite
- Interpolations
- Exercise
- Reactive variables
- Data binding
- Several components in one Svelte application
- Using a JSON object for props
- Passing functions from one component to another
- Interpolations in plain text or HTML
- Conditional classes

Conditions, loops and event management

- Conditional HTML code execution
- Loops each
- Two parameters in an each loop
- JSON object traversal with each
- Event-driven mouse management
- Event-driven keyboard management
- Event modifiers

Status control and blinds

- Fundamental concept of a store
- Creating and subscribing to a custom store
- Store data update
- Creating a writable store
- Derivative blinds
- Control of subscriptions and self-subscriptions

The components

- First approach to components
- Even more components
- Passing data from child to parent with Custom Events
- Transmitting data to the parent with a Custom Event
- Event chaining from component to component
- DOM event chaining

Slots and lifecycle hooks

- Single slots
- Named slots
- Default slot
- Conditional slot display
- Joint use of slots and props in a Svelte application
- Lifecycle Hooks
- Interfacing a REST API with the onMount hook
- Using the {#await} block
- Interfacing with The Movie Database
- Suite Interfacing with The Movie Database

Forms management

- Input type text and input type number
- Radio and checkbox inputs
- Select and option
- Other input tags
- Binding with a component
- Front-end form validation

Svelte blinds

- Svelte blinds
- A first example
- Avoid memory leaks with unsubscribe()
- Easy access to blinds
- Added functionality for book deletion
- Moving programmatic logic into the store
- Readable stores

Animations and transitions

- Animating numbers with the motion module
- Action on an inline CSS property
- The Spring awning

- Animating HTML elements with the transition module
- Suite Animating HTML elements with the transition module
- Capture the beginning and end of an animation
- Use different appearance and disappearance animations

A SPA application with Svelte

- SPA application creation
- A hashing-based router
- Passing parameters in the URL
- Previous page button and link in pseudo-pages

SvelteKit

- SvelteKit demo application
- The architecture of a SvelteKit application
- A SvelteKit application from scratch
- Use of props in pages
- Creating a layout component
- Defining global style rules
- Use of a layout specific to one or more pages
- Load data asynchronously
- Several data sources
- Dynamic routes
- Error in a dynamic route

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer 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 is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives with regard to the training to come, 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 course: 60% Practical, 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.

Sanction

A certificate will be issued to each trainee who completes the course.

Training organization registered under number 11 75 54743 75. This registration does not imply government approval.
Ambient IT 2015-2024. All rights reserved. Paris, France - Switzerland - Belgium - Luxembourg