

## Module 1- Introducing Vue.js

1. Why Should I Care About Vue.js?
2. The Simplicity of Vue
3. Running Fast with Vue
4. Other Considerations for Vue
5. Installing and Setting up Vue
6. Installing Vue.js
7. Installing Axios
8. Initializing an Instance of Vue
9. Mounting an Instance of Vue
10. Lifecycle of a View

## Module 2- Creating Vue.js Templates

1. Introducing Templates
2. Defining Template Data
3. Loading Data Properties
4. Naming Properties
5. Understanding Property Values
6. Binding Content to a Template
7. Binding Text
8. Semantic Bindings
9. Declarative Bindings
10. One Time Bindings
11. Bindings to HTML
12. Binding to HTML Attributes
13. Introducing the Bind Directive
14. Binding to CSS Properties
15. Binding to CSS Classes
16. Using JavaScript Expressions

## Module 3- Binding with Forms in Vue.js

1. An Introduction to Binding with Forms
2. Using Input Bindings
3. Binding to Text Fields
4. Binding to Checkboxes
5. Binding to Radio Buttons
6. Binding to Drop Down Lists
7. Modifying Bound Values
8. Using the Trim Modifier
9. Using the Number Modifier
10. Lazily Binding Values (Lazy Binding)

## Module 4- Responding to User Events in Vue.js

1. Responding to User Events in Vue.js
2. Using Event
3. Defining Event Handlers

4. Examining Events and Passing Parameters
5. Altering Event Behaviours
6. Understanding Event Propagation
7. Event Capturing
8. Using the Prevent Modifier
9. Using the Stop Modifier
10. Using the Self Modifier
11. Using the Once Modifier
12. Reacting to Keyed Events
13. Creating Key Modifiers
14. Reacting to Mouse Button Events
15. Reacting to Special Keys

## Module 5- Conditional Rendering and Rendering of Lists

1. Conditional Rendering and Rendering of Lists
2. Rendering Elements Conditionally
3. Rendering Conditionally on Load
4. Rendering Conditionally During Runtime
5. Rendering Lists of Items
6. Looping a Specific Number of Times
7. Traversing Object Properties
8. Iterating Through Arrays
9. Using v-for and v-if Together
10. Detecting Array Changes
11. Using the Sort Function
12. Using the Reverse Function
13. Pushing and Popping Array Items
14. Using the Shift and Unshift Function
15. Splicing an Array
16. Updating an Array Element

## Module 6- Reacting to Data Changes with Filters, Computed Properties, and Watchers

1. Introduction
2. Monitoring Data Changes with Watchers
3. Defining a Watcher's Behaviour
4. Defining a Watcher's Depth
5. Faster Rendering with Computed Properties
6. Initializing Computed Properties
7. Using Computed Properties as Accessors
8. Formatting with Filters
9. Defining Filters
10. Programmatically Calling a Filter
11. Chaining Filters Together
12. Comparing Filters to Methods