

Thanks for your registration to one of our Angular training!

We are **thrilled** to have you for our upcoming **Angular Virtual Class!**

Please read this current document before joining the class.

A few days before the training you'll get an email with the instructions to join the Zoom Meeting.

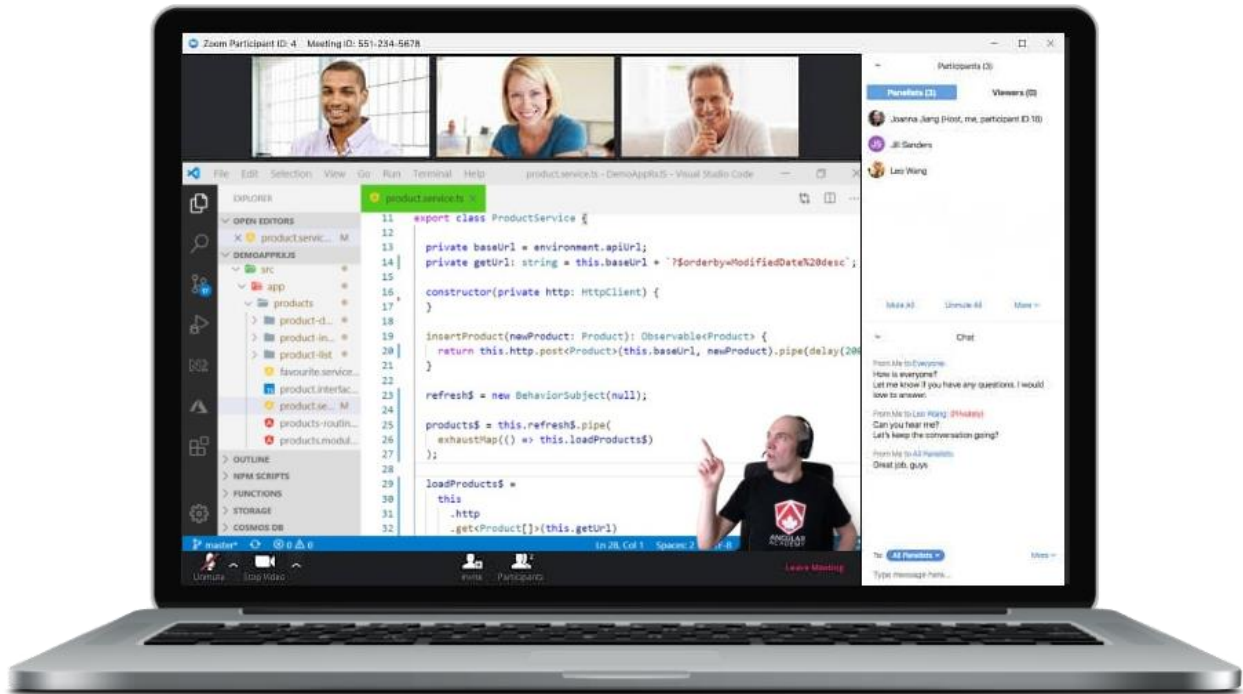
Important:

If you **do not** have the meeting url 48 hours before the event, please contact us: contact@angular.ac

Original URL of this document:

<https://angular.ac/zoom>

The class will be conducted with the **Zoom's communications platform**, which is free and requires no account for attendees.



Is Zoom secure?

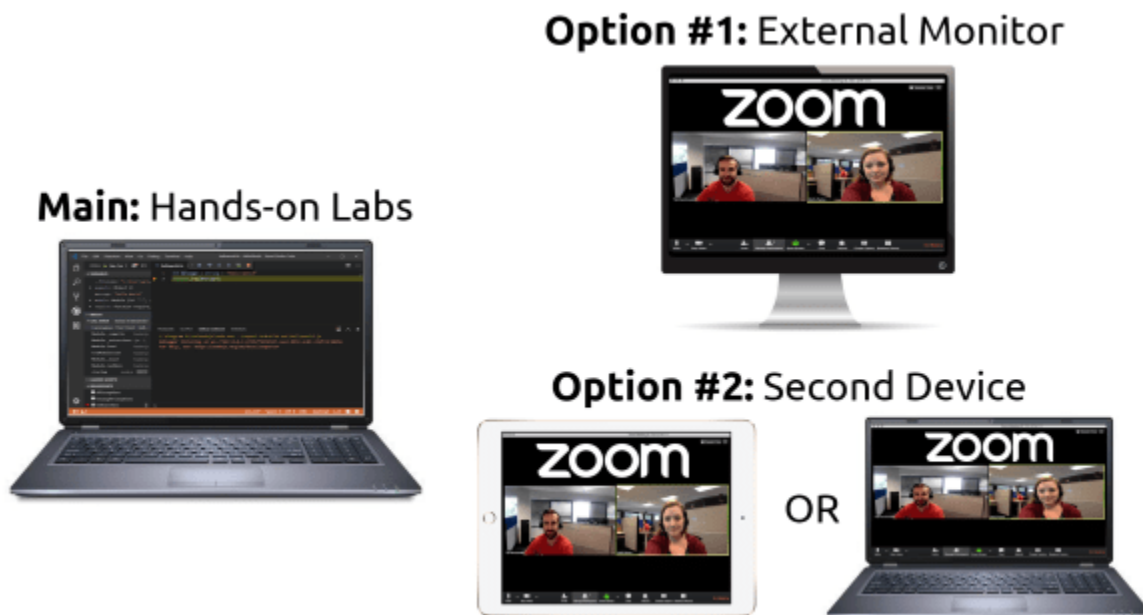
Since v5.0, Zoom has fixed its known security issues, and we are following the security's best practices:

- Filtering people through the waiting room.
- Password is required to access the meeting.
- Meeting is locked when all attendees have joined.
- Data routing through North American data centres only.

Second screen

Having a second screen is required (you'll be coding along with the instructor).

- **Option #1:** Connect an external monitor to your computer/laptop so you can code on your main screen and watch the course on the 2nd screen (Best, as you can copy/paste shared code from Zoom).
- **Option #2:** Use a 2nd computer or tablet (iPad, Android) to watch the course.



Zoom system requirements

PC, Mac, Linux:

<https://support.zoom.us/hc/en-us/articles/201362023>

iOS, iPad and Android:

<https://support.zoom.us/hc/en-us/articles/201179966>

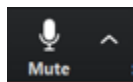
Install Zoom and try a test meeting

Prior to the class, **test Zoom** on your device (laptop/PC/Mac/Tablet) by joining a test meeting:

<https://zoom.us/test>

Make sure that your microphone and webcam are working.

Audio



Change the microphone source using the audio menu right to the microphone icon.

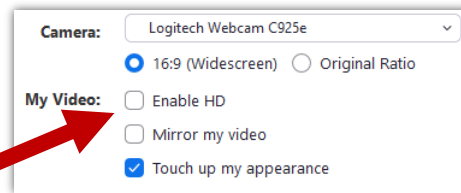
Mute yourself when not talking.

Tip: when muted, you can press and hold the spacebar to unmute yourself.



Webcam

In the **settings**, open the **video menu** and **disable HD** (save some bandwidth).



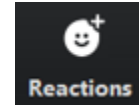
You can turn your camera on and off by using the Video icon next to the microphone one.

Note that although it is not required to have your camera on at all time, the instructor **do appreciate** those who do, so he can get some visual feedback, and it feels less lonely 😊.



Feedback

Throughout the class, the trainer will ask you if you have questions. If none, simply send a **Thumb Up** reaction.



If you have any questions do not hesitate to unmute yourself and ask them!

Also, we'll use the **chat** feature a lot to:

- Ask questions
- Write any feedback
- Send messages to the instructor (privately)
- Share code snippets
- Share urls
- Share files

