



Angular Fundamentals

.NET CORE

Angular is an application design framework and development platform for creating efficient and sophisticated single-page apps.

[HTTPS://ANGULAR.IO/DOCS](https://angular.io/docs)

TS/Angular Workspace SetUp

<https://angular.io/guide/setup-local>

<https://code.visualstudio.com/docs/typescript/typescript-compiling>

<https://angular.io/tutorial/toh-pt0#create-a-new-workspace-and-an-initial-application>

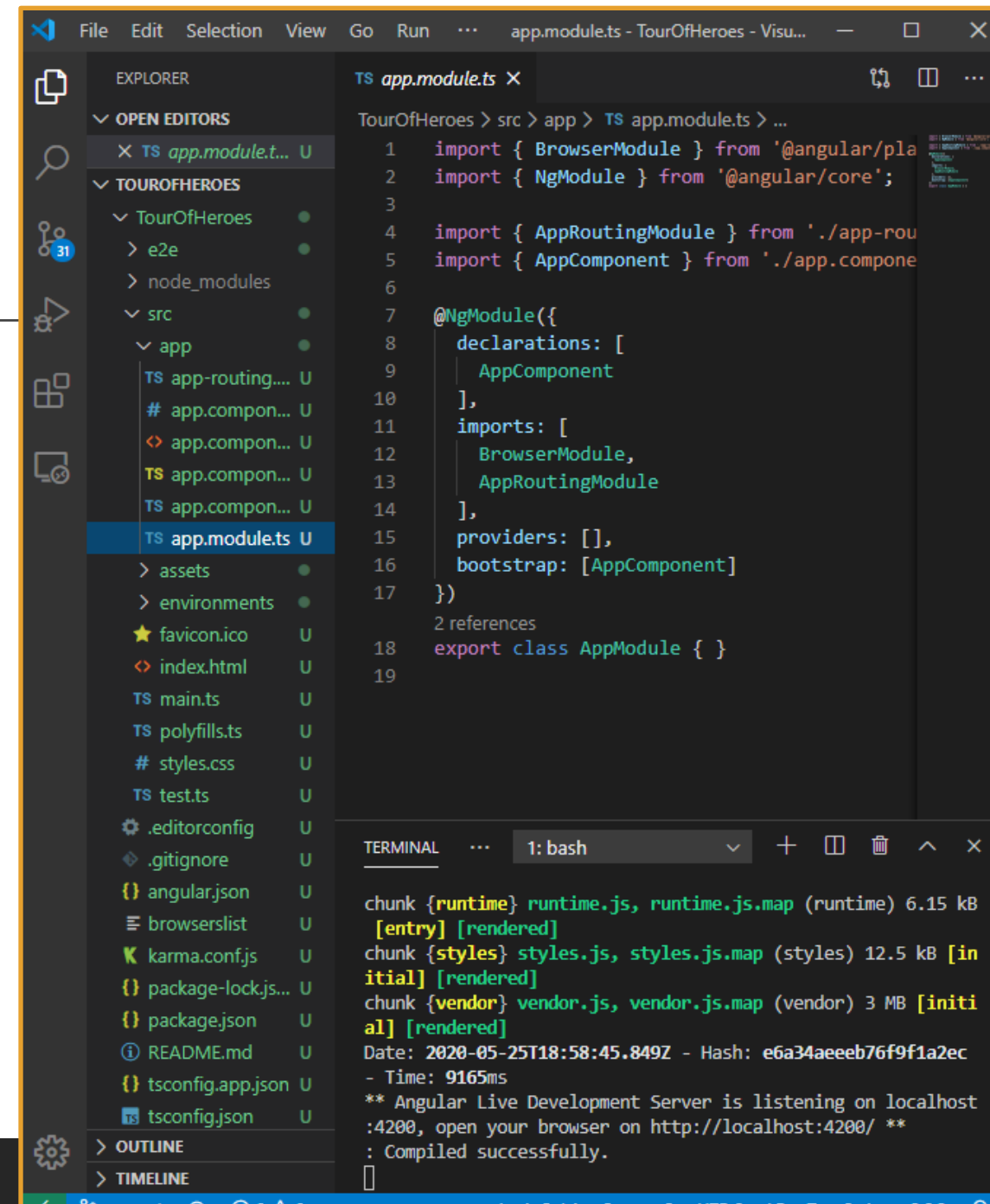
Following the steps from [here](#) to create your first Angular App.

1. Make sure you have Node.js with **node -v** in Command Line. If not, go to nodejs.org to get it.
2. Install Angular CLI globally with **npm install -g @angular/cli** in Command Line.
3. Use **ng new <my-app-name>** to create a **WorkSpace** for your app and install the default starter app.
4. Press enter to accept the defaults.
5. **ng new** installs the Angular **npm** packages needed.
6. Navigate in the CLI to your app folder. (**cd <my-app-name>**).
7. Use **ng serve -open** (2 dashes) to launch the server and open the browser with the default sample project.
8. In VS Code, install the **Angular Extension Pack** to get goodies!
9. Use this [Angular Cheat Sheet](#) for quick reference!

WorkSpace

<https://angular.io/tutorial/toh-pt0#set-up-your-environment>

A workspace contains all the files for one or more projects. A project is the set of files that comprise an app, a library, or end-to-end (e2e) tests.



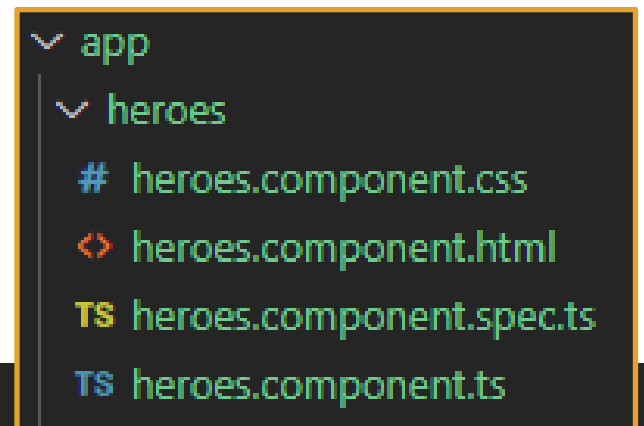
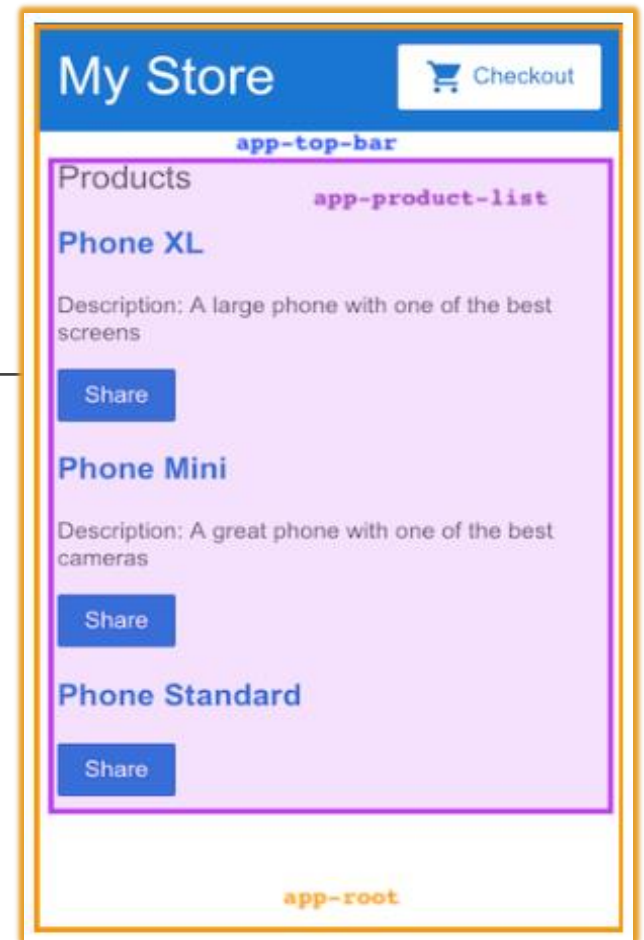
Components

<https://angular.io/tutorial/toh-pt0#set-up-your-environment>
<https://angular.io/guide/component-interaction>

Components are the fundamental building blocks of **Angular** applications. They display data on the screen, listen for user input, and take action based on that input.

An **Angular** application comprises a tree of **components**, in which each **Angular component** has a specific purpose and responsibility. In this example there are 3 components displayed:

- **app-root** (orange box) is the application shell. This is the first component to load and the parent of all other components. You can think of it as the base page.
- **app-top-bar** (blue background) is the store name and checkout button.
- **app-product-list** (purple box) is the product list.



Angular Component

<https://angular.io/tutorial/toh-pt1#create-the-heroes-component>

The **CLI** creates a new folder for each **component** and generates a **.css**, **.ts**, and **.html**, inside it. Use either the Angular helper (R-click the app folder) or the command **ng generate component [name]** to create a new **component**.

Always **import { Component, OnInit } from @angular/core;** library and annotate the **component class** with **@Component()**.

@Component is a **decorator** function that specifies the Angular metadata for the **component**:

1. The selector name to use for CSS and if importing this component into a .html page.
2. The relative .html location.
3. The relative .css location.

Use **export** to make the class available for **import** by other components.

ngOnInit() is a lifecycle hook. It's a good place for component initialization logic like getting current data from a **Service**.

```
1 import { Component, OnInit } from '@angular/core';
2
3 @Component({
4   selector: 'app-heroes',
5   templateUrl: './heroes.component.html',
6   styleUrls: ['./heroes.component.css']
7 })
8 export class HeroesComponent implements OnInit {
9
10  constructor() { }
11
12  ngOnInit(): void {
13  }
14 }
15
16
```

7 references

0 references

2 references

- app
 - heroes
 - # heroes.component.css
 - heroes.component.html
 - TS heroes.component.spec.ts
 - TS heroes.component.ts

Connect a new Component

<https://angular.io/tutorial/toh-pt1#show-the-heroescomponent-view>

Every *component* must be declared in the *NgModule* to function.

When you declare a new *component*, *Angular CLI* automatically imports the new component into *app.module.ts* and declares it under the **@NgModule.declarations** array on generation.

```
import { BrowserModule } from '@angular/platform-browser';
import { NgModule } from '@angular/core';
import { FormsModule } from '@angular/forms'; // <-- NgModel lives here

import { AppComponent } from './app.component';
import { HeroesComponent } from './heroes/heroes.component';

@NgModule({
  declarations: [
    AppComponent,
    HeroesComponent
  ],
  imports: [
    BrowserModule,
    FormsModule
  ],
  providers: [],
  bootstrap: [AppComponent]
})
export class AppModule { }
```

Create an interface

<https://angular.io/tutorial/toh-pt1#create-a-hero-interface>

Interfaces are useful for when you want to define a class or object (with its types), then import it in various components.

Create an **interface** with **ng generate interface [name]**, or R-click the app folder => choose another schematic.

Then import that **interface** into the **Component** from the relative file location in which you want to use it.

src/app/hero.ts

```
export interface Hero {  
  id: number;  
  name: string;  
}
```

```
1 import { Component, OnInit } from '@angular/core';  
2 import { Hero } from '../hero';
```


TypeScript Modules

<https://www.typescriptlang.org/docs/handbook/modules.html>

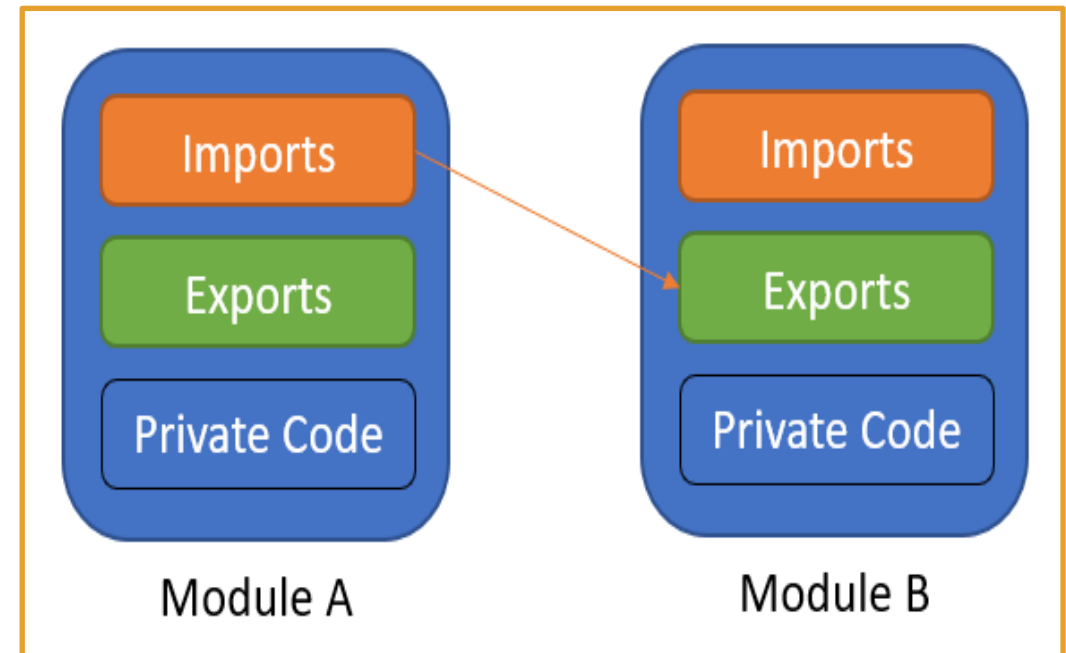
TS shares the *JS* concept of *Modules*.

Modules in *TS* have their own scope. Anything declared inside a *module* is not visible outside that *module* unless it is explicitly *exported*.

To consume a property *exported* from a different *module*, it must be *imported* using an *import* method.

The relationships between *modules* are specified in terms of *imports* and *exports* at the file level.

In *TS*, any file containing a top-level *import* or *export* is considered a *module*. A file without any top-level *import* or *export* declarations is treated as a script whose contents are available in the global scope (and therefore in *modules* as well).



TypeScript - Exporting a Declaration

<https://www.typescriptlang.org/docs/handbook/modules.html#export>

Any declaration (variable, function, class, type alias, interface) can be **exported** by adding the **export** keyword before the type keyword.

1. Use the **export** keyword to make a class, function, or variable available to other **modules** from within the **module (component)**.
2. **Import** the class, function, or variable into the **module (component)** where you want to implement it.

```
export interface StringValidator {  
    isAcceptable(s: string): boolean;  
}
```

```
import { StringValidator } from "./StringValidator";  
  
export const numberRegex = /^[0-9]+$/;  
  
export class ZipCodeValidator implements StringValidator {  
    isAcceptable(s: string) {  
        return s.length === 5 && numberRegex.test(s);  
    }  
}
```

TS Function Parameter Types

<https://www.typescriptlang.org/docs/handbook/functions.html#optional-and-default-parameters>

- In *TS*, every function parameter is assumed to be **required** by the function.
- Make a parameter **optional** by placing a '?' behind the parameter name.
- **Optional** parameters must be last.
- Give parameters **default** values with '=' **"value"**.
- When the **default** parameter comes last, it is treated as **optional**.
- **Rest** Parameters in *TS* are like *args* parameters in *JS*.
- **Rest** parameters are treated as **optional** parameters. The compiler builds an array of the additional arguments passed with the name given after the ellipsis (...). The ellipsis is also used to declare the type of the **Rest** parameters.

```
function buildName(firstName: string, lastName?: string) {  
    if (lastName) return firstName + " " + lastName;  
    else return firstName;  
}
```

Optional parameters

```
function buildName(firstName: string, lastName = "Smith")  
    return firstName + " " + lastName;  
}
```

Default parameters

```
function buildName(firstName: string, ...restOfName: string[]) {  
    return firstName + " " + restOfName.join(" ");  
}
```

Rest parameters

Dependency Injection – Services and Injectables

<https://angular.io/guide/glossary#dependency-injection-di>
<https://angular.io/guide/dependency-injection>

Components shouldn't fetch or save data directly. They should delegate data access to a **Service**. A **Service** can get data from anywhere—a web service, local storage, or a mock data source.

Services are an integral part of Angular applications. In Angular, a **service** is an instance of a class that you can make available to any part of your application using Angular's *dependency injection* system.

Services are the place where you share data between parts of your application. The **Service** is your portal to persist data and have methods to access that data.

You can use **services** to share data across **components**.

The **@Injectable()** decorator accepts a metadata object for the service, the same way the **@Component()** decorator does for component classes.

```
TourOfHeroes > src > app > TS hero.service.ts > HeroService
1  import { Injectable } from '@angular/core';
2  import { Hero } from './hero';
3  import { HEROES } from './mock-heroes';
4
5  @Injectable()
```

Dependency Injection – Services and Injectables

<https://angular.io/tutorial/toh-pt4#provide-the-heroservice>
<https://angular.io/guide/dependency-injection>

You must make the **Service** available to the *dependency injection system* before **Angular** can inject it into the **Component** by registering a *provider*.

By default, *the Angular CLI* command **ng generate service** registers a *provider* with the *root* injector for your **Service** by including *provider* metadata that's provided in: **'root'** in the **@Injectable()** *decorator* of the **Service Component**.

When a **Service** is provided at the root level, Angular creates a single, shared instance of the **Service** and injects it into any class that asks for it.

Angular will also remove any unused **Services**.

```
1  import { Injectable } from
2  import { Hero } from './hero
3  import { HEROES } from './mo
4
5  @Injectable({
6    providedIn: 'root'
7  })
8  3 references
9  export class HeroService {
10
11    0 references
12    getHeroes(): Hero[] {
13      return HEROES;
14    }
15  }
16  0 references
```

Angular – How to Use DI to Get a Service

<https://angular.io/tutorial/toh-pt4>

To create a service to access your stored data,

1. Create a **Service** with
 - `ng generate service [serviceName]`.
2. Import the **Injectable** symbol into the **Service component**. This allows the **Service** to be injected into any other **Component**.
 - `import { Injectable } from '@angular/core';`
3. Import the **Service** into the **Component** where it will be used with
 - `import { ServiceName } from '../relative.location';`
4. Inject the **Service** into the constructor of the **Component** where it will be used with
 - `constructor(private ServiceVariableName: ServiceName) {}`.
5. Now you can access the **Services** functions with dot notation!

```
2 import { Hero } from '../hero';
3 import { HeroService } from '../hero.service';
4
```

```
0 references | 1 reference
constructor(private heroService: HeroService) {}

1 reference
getHeroes(): void {
  this.heroes = this.heroService.getHeroes();
}

6 references
ngOnInit(): void {
  this.getHeroes();
}
```

Best Practice is to use `ngOnInit()` to access and retrieve data from the service on instantiation of the Component instead of retrieving it in the constructor.