APPDEV1 – Introduction to Application Development
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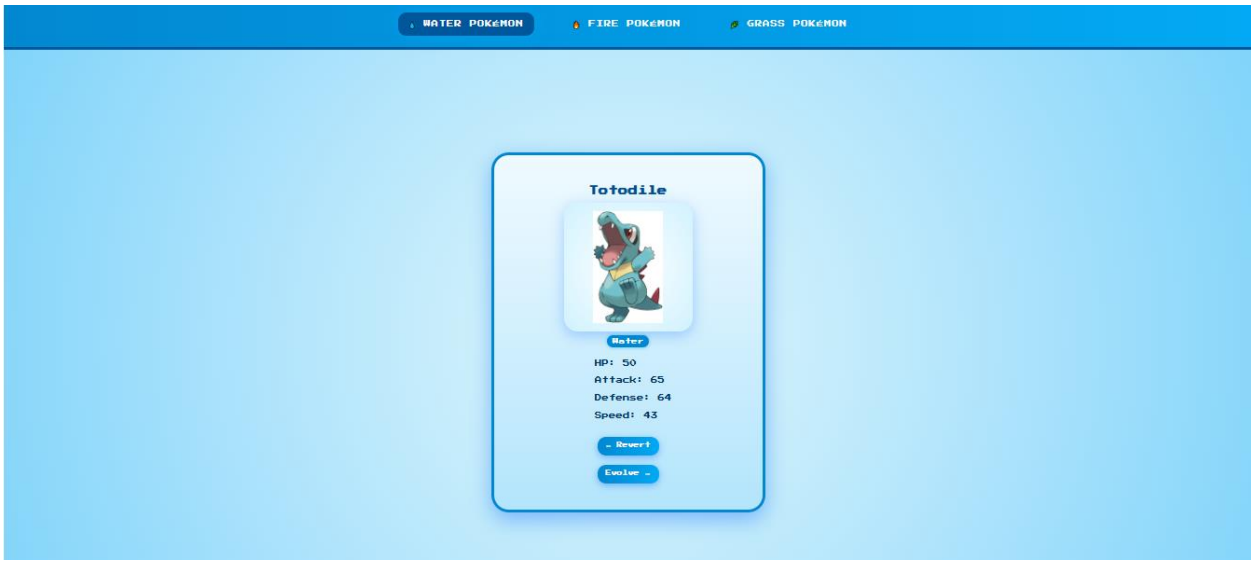

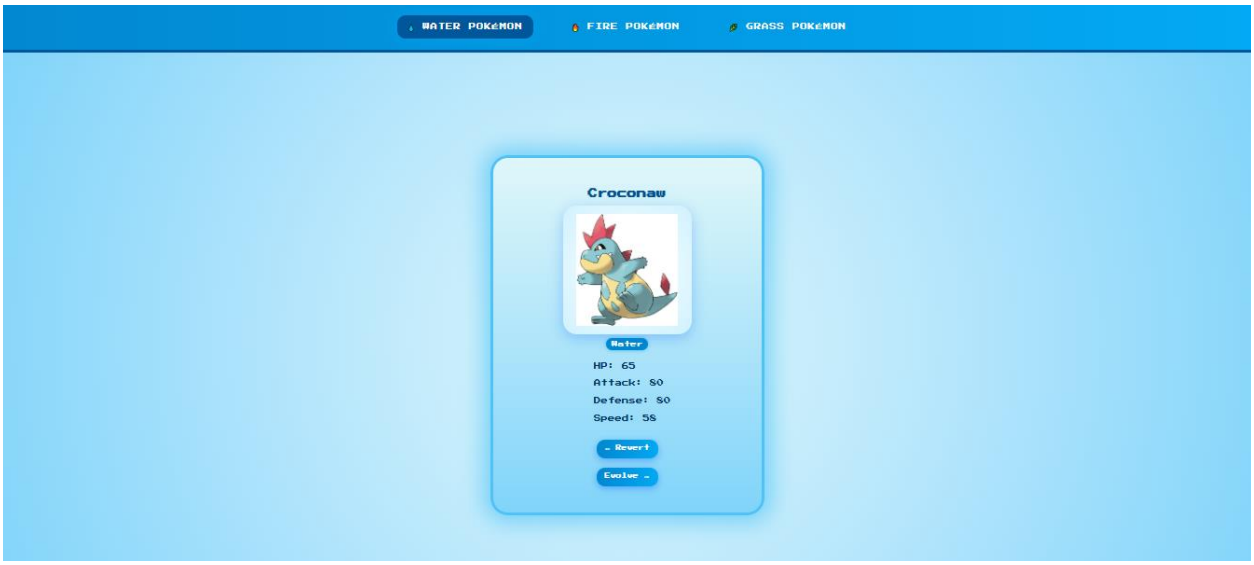

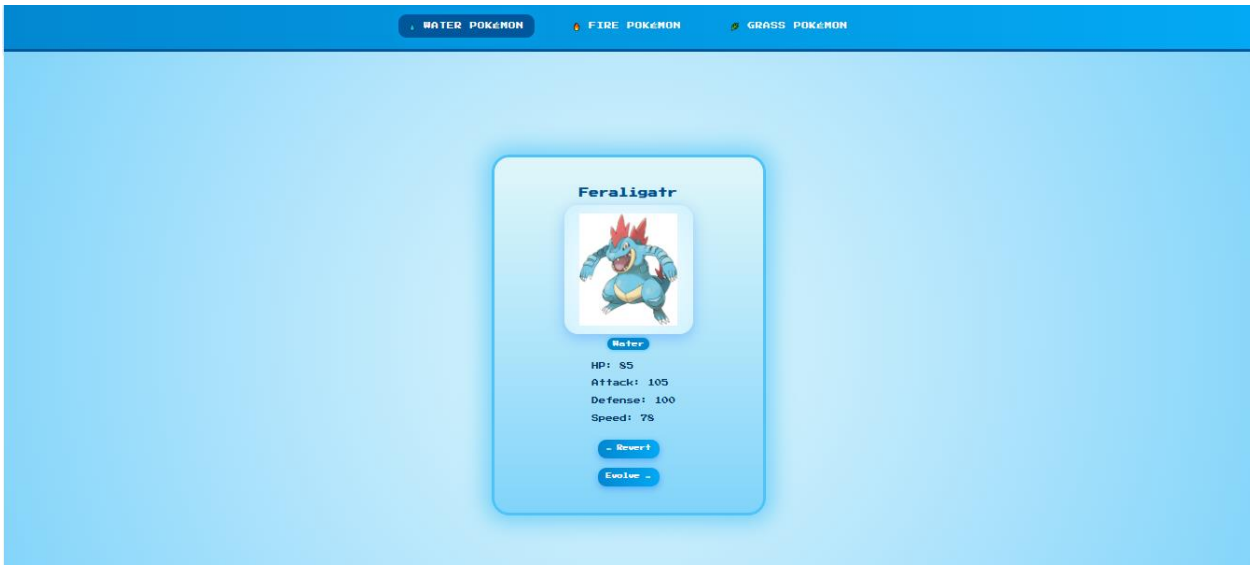

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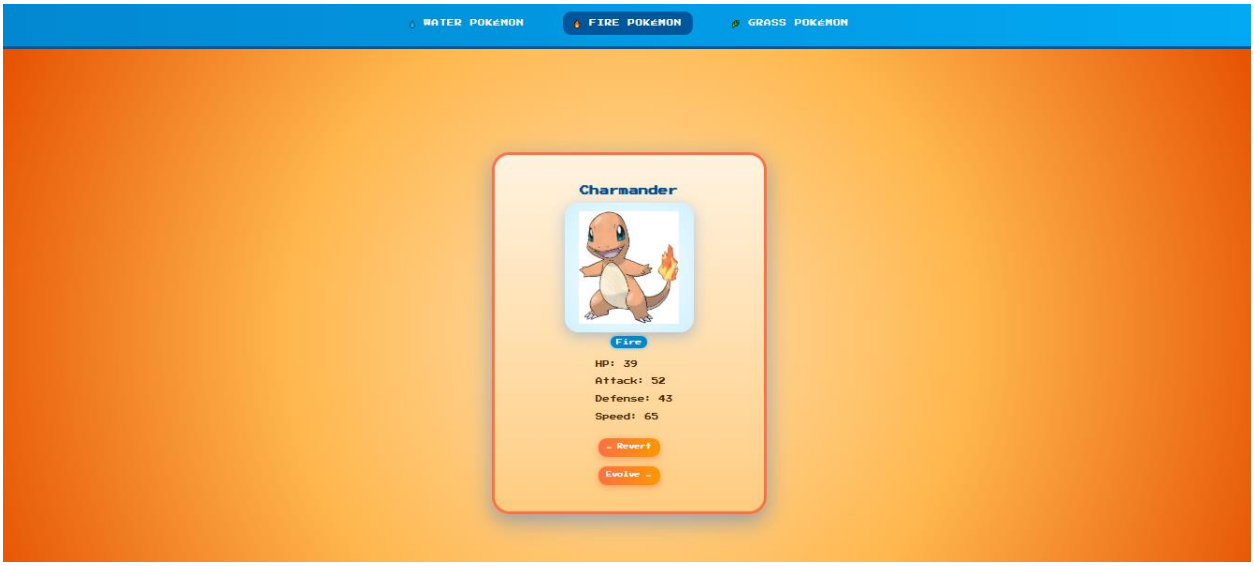

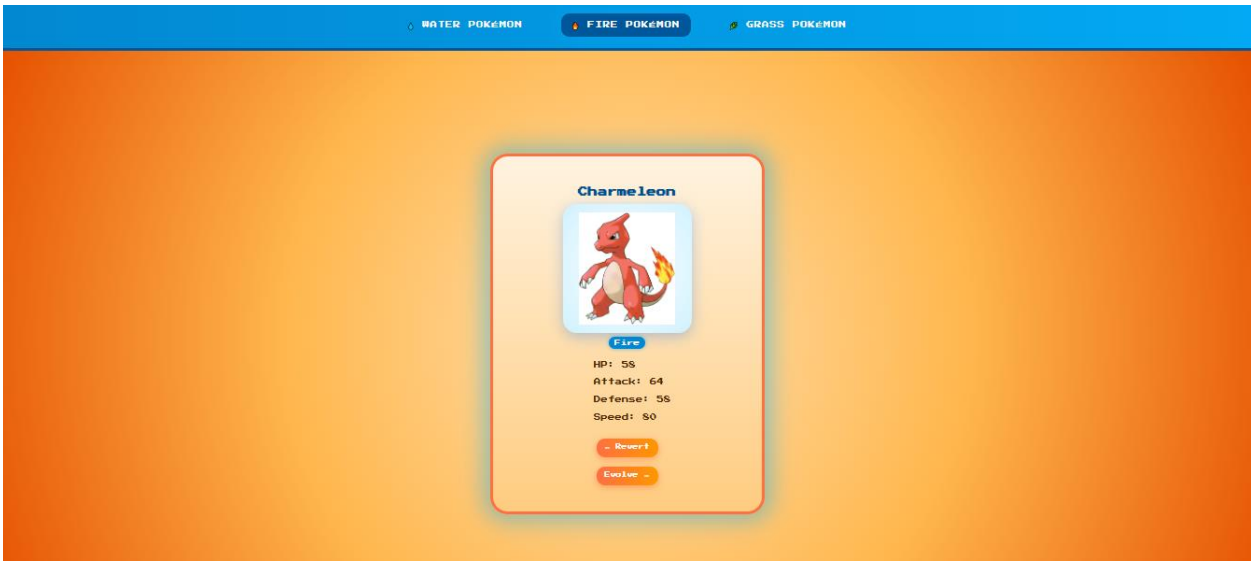

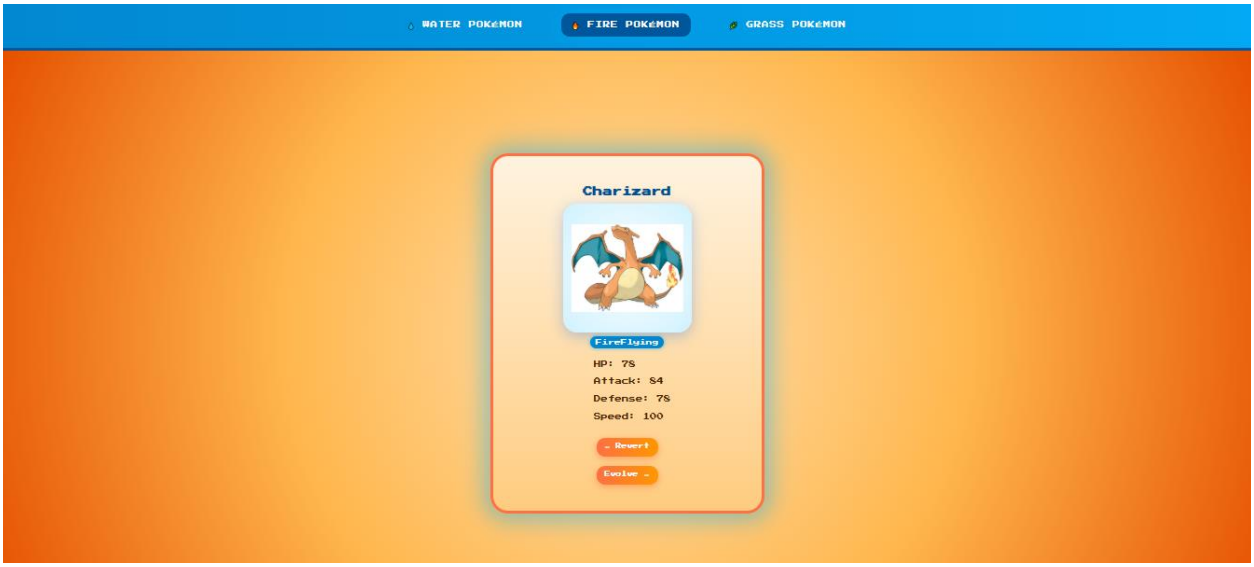

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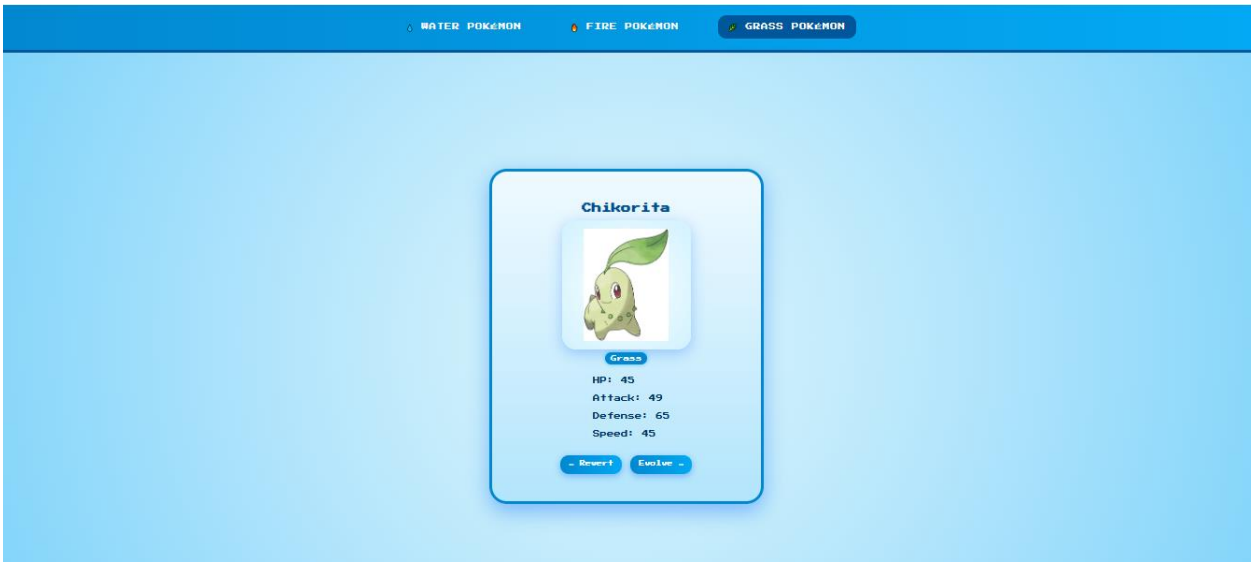

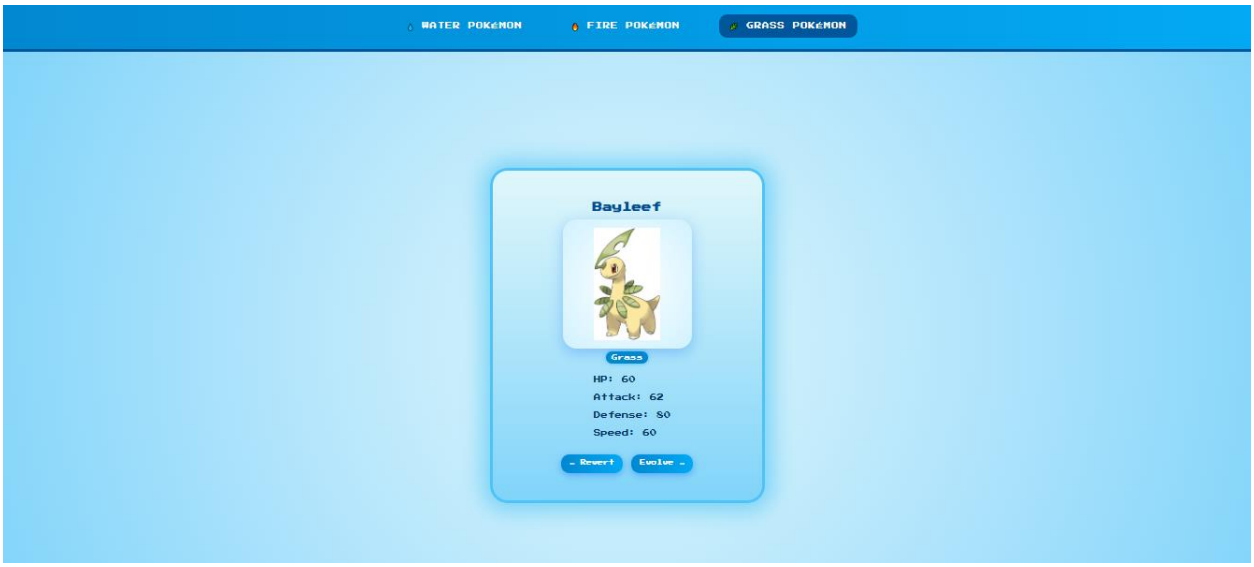

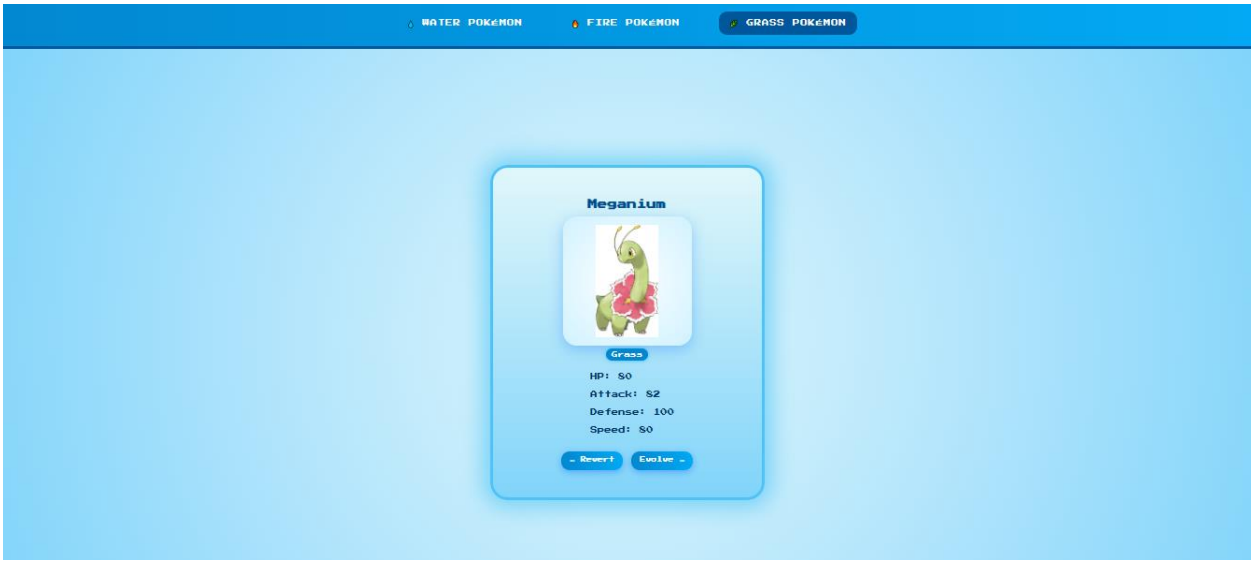

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app.html | app.ts | fire-pokemon.html | fire-pokemon.css | water-pokemon.css | grass-pokemon.css

src ▸ app ▸ fire-pokemon ▸ fire-pokemon.html ▸ div.pokemon-container ▸ div.pokemon-card

```
<div class="pokemon-container">
  <div class="pokemon-card" [class.evolved]="isEvolved">
    <h2>{{ currentPokemon.name }}</h2>

    <img [src]="currentPokemon.image" [alt]="currentPokemon.name" class="pokemon-img" />

    <div class="type-label">
      <span *ngFor="let type of currentPokemon.typing">{{ type }}</span>
    </div>

    <div class="stats">
      <p>HP: {{ currentPokemon.hp }}</p>
      <p>Attack: {{ currentPokemon.attack }}</p>
      <p>Defense: {{ currentPokemon.defense }}</p>
      <p>Speed: {{ currentPokemon.speed }}</p>
    </div>

    <button (click)="revert()" [disabled]="currentIndex === 0">← Revert</button>
    <button (click)="evolve()" [disabled]="currentIndex === pokemonList.length - 1">Evolve →</button>
  </div>
</div>

```

This workspace has extension recommendations.

Install All | Show Recommendations

app.html | app.ts | fire-pokemon.html | *fire-pokemon.ts* | fire-pokemon.css | water-pokemon.css

src ▸ app ▸ fire-pokemon ▸ fire-pokemon.ts ▸ FirePokemon ▸ ngOnInit

```
import { Component, OnInit } from '@angular/core';
import { CommonModule } from '@angular/common';
import { FirePokemonService } from '../services/fire-pokemon';
import { Pokemon } from '../models/pokemon.model';

@Component({
  selector: 'app-fire-pokemon',
  standalone: true,
  imports: [CommonModule],
  templateUrl: './fire-pokemon.html',
  styleUrls: ['./fire-pokemon.css']
})
export class FirePokemon implements OnInit {
  pokemonList: Pokemon[] = [];
  currentIndex = 0;
  isEvolved = false;

  constructor(private fireService: FirePokemonService) {}

  ngOnInit(): void {
    this.pokemonList = this.fireService.getPokemonList();
    this.updateEvolvedState();
  }

  get currentPokemon(): Pokemon {
    return this.pokemonList[this.currentIndex];
  }

  evolve(): void {
    if (this.currentIndex < this.pokemonList.length - 1) {
      this.currentIndex++;
      this.updateEvolvedState();
```

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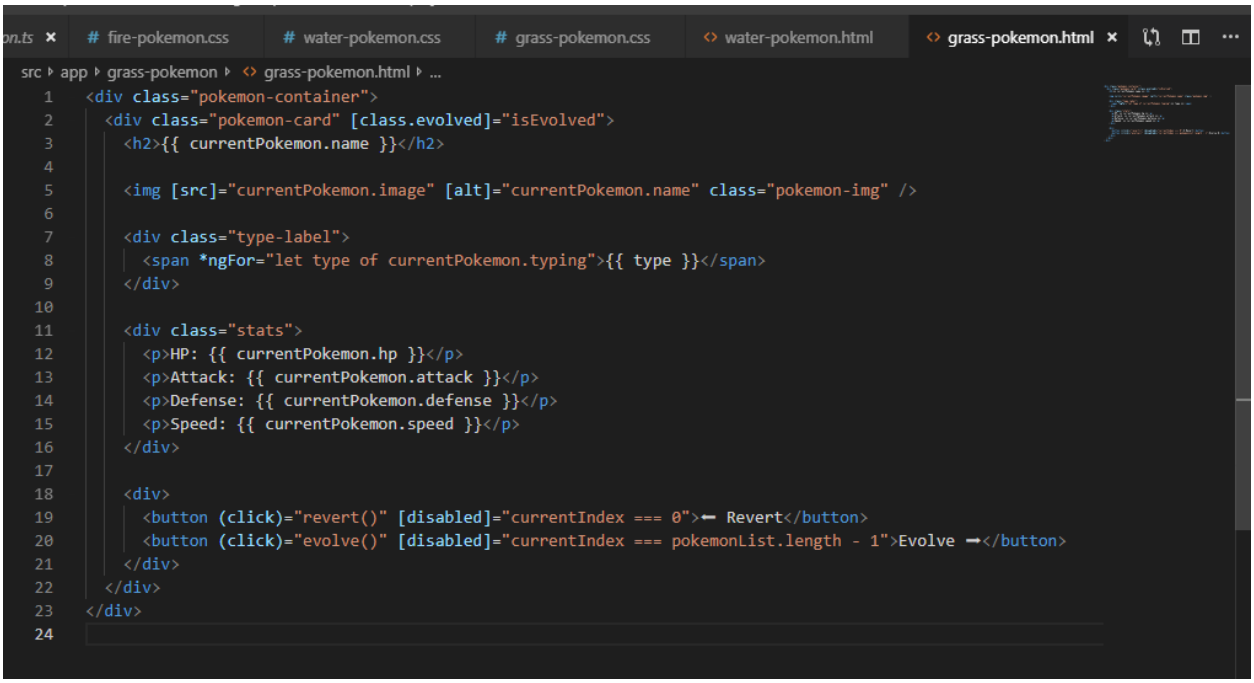


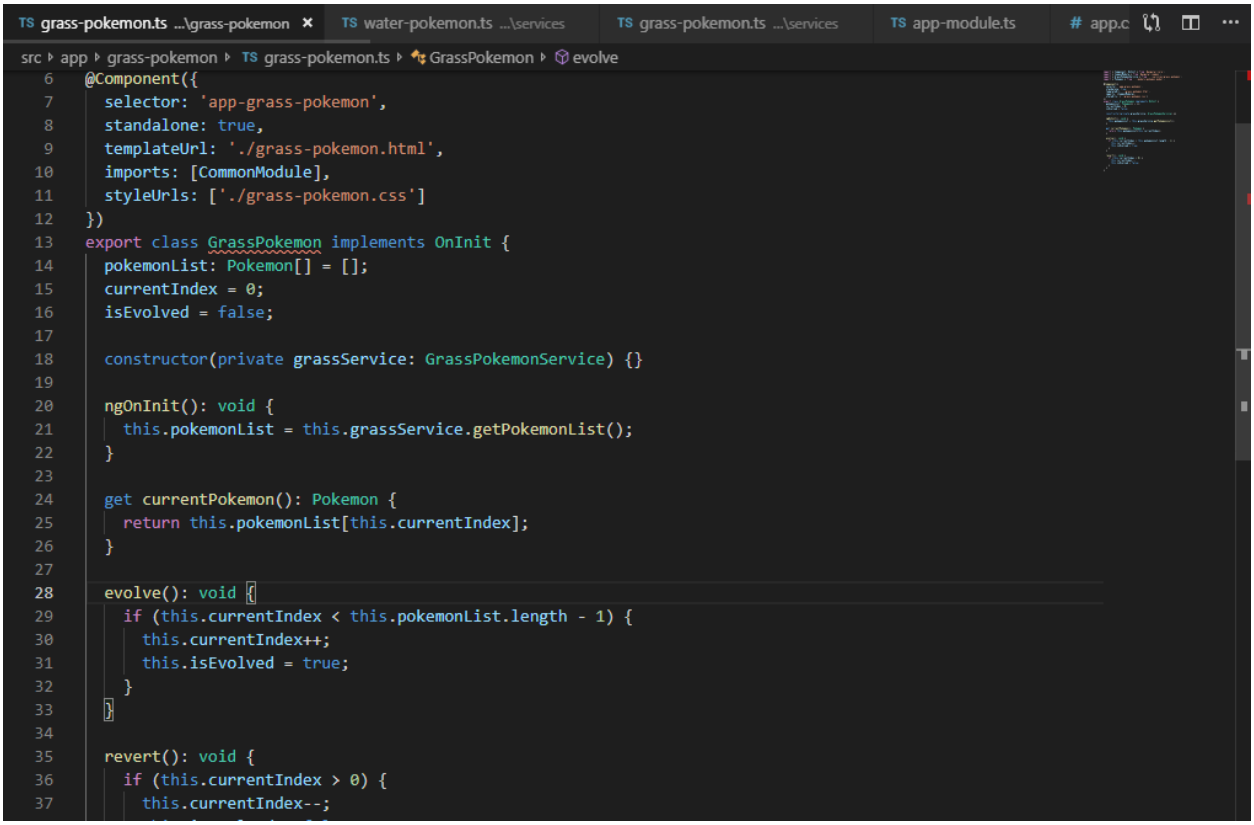
```
src ▸ app ▸ grass-pokemon ▸ grass-pokemon.html ▸ ...
<div class="pokemon-container">
  <div class="pokemon-card" [class.evolved]="isEvolved">
    <h2>{{ currentPokemon.name }}</h2>

    <img [src]="currentPokemon.image" [alt]="currentPokemon.name" class="pokemon-img" />

    <div class="type-label">
      <span *ngFor="let type of currentPokemon.typing">{{ type }}</span>
    </div>

    <div class="stats">
      <p>HP: {{ currentPokemon.hp }}</p>
      <p>Attack: {{ currentPokemon.attack }}</p>
      <p>Defense: {{ currentPokemon.defense }}</p>
      <p>Speed: {{ currentPokemon.speed }}</p>
    </div>

    <div>
      <button (click)="revert()" [disabled]="currentIndex === 0">⬅ Revert</button>
      <button (click)="evolve()" [disabled]="currentIndex === pokemonList.length - 1">Evolve ➡</button>
    </div>
  </div>
</div>
```



```
src ▸ app ▸ grass-pokemon ▸ grass-pokemon.ts ▸ GrassPokemon ▸ evolve
@Component({
  selector: 'app-grass-pokemon',
  standalone: true,
  templateUrl: './grass-pokemon.html',
  imports: [CommonModule],
  styleUrls: ['./grass-pokemon.css']
})
export class GrassPokemon implements OnInit {
  pokemonList: Pokemon[] = [];
  currentIndex = 0;
  isEvolved = false;

  constructor(private grassService: GrassPokemonService) {}

  ngOnInit(): void {
    this.pokemonList = this.grassService.getPokemonList();
  }

  get currentPokemon(): Pokemon {
    return this.pokemonList[this.currentIndex];
  }

  evolve(): void {
    if (this.currentIndex < this.pokemonList.length - 1) {
      this.currentIndex++;
      this.isEvolved = true;
    }
  }

  revert(): void {
    if (this.currentIndex > 0) {
      this.currentIndex--;
```

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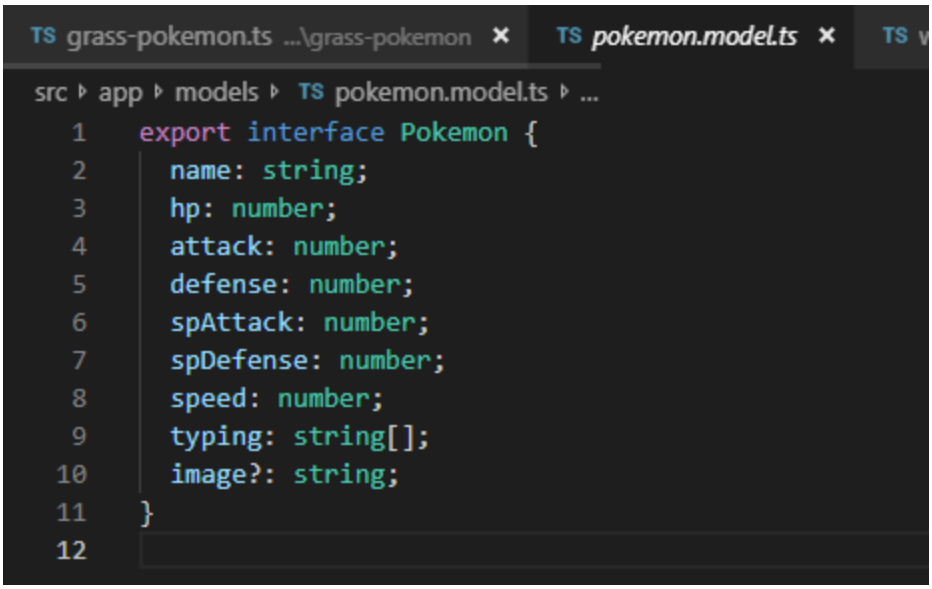

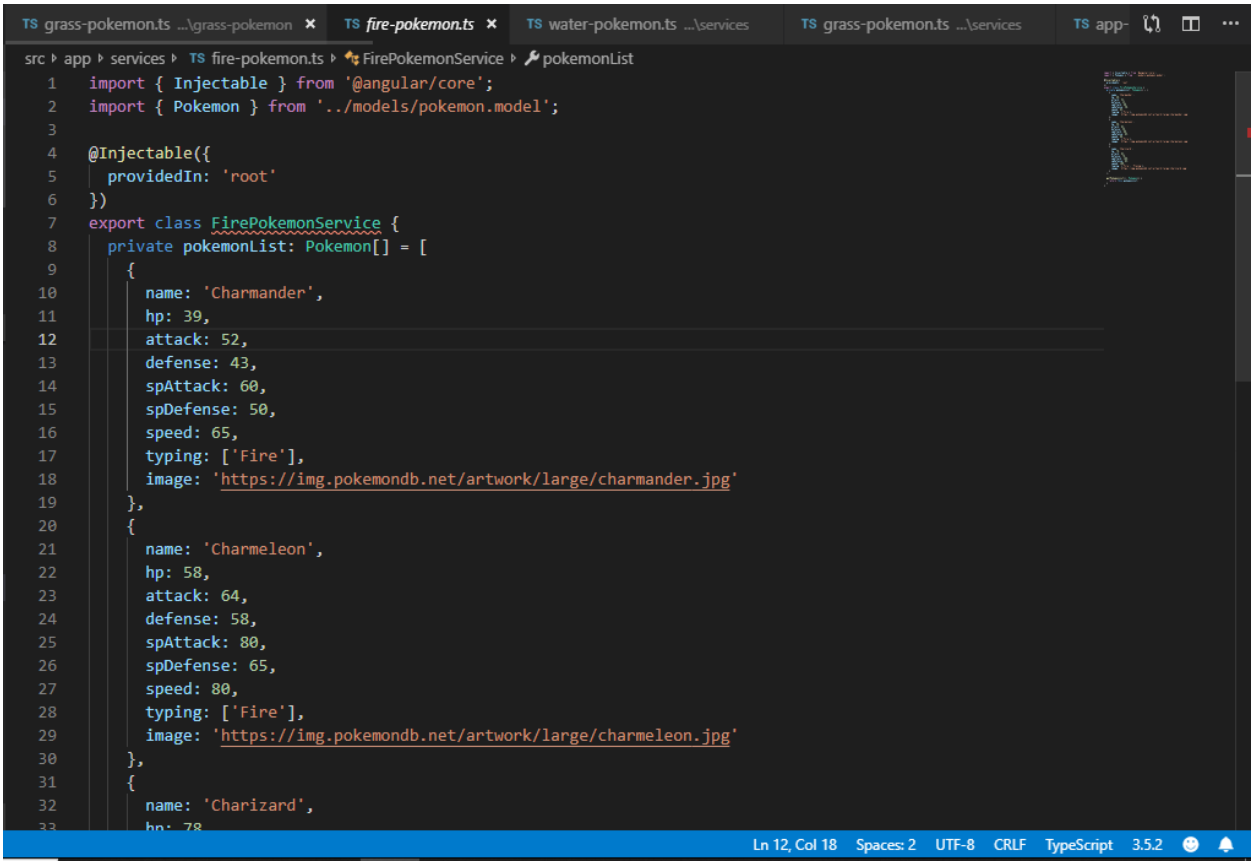

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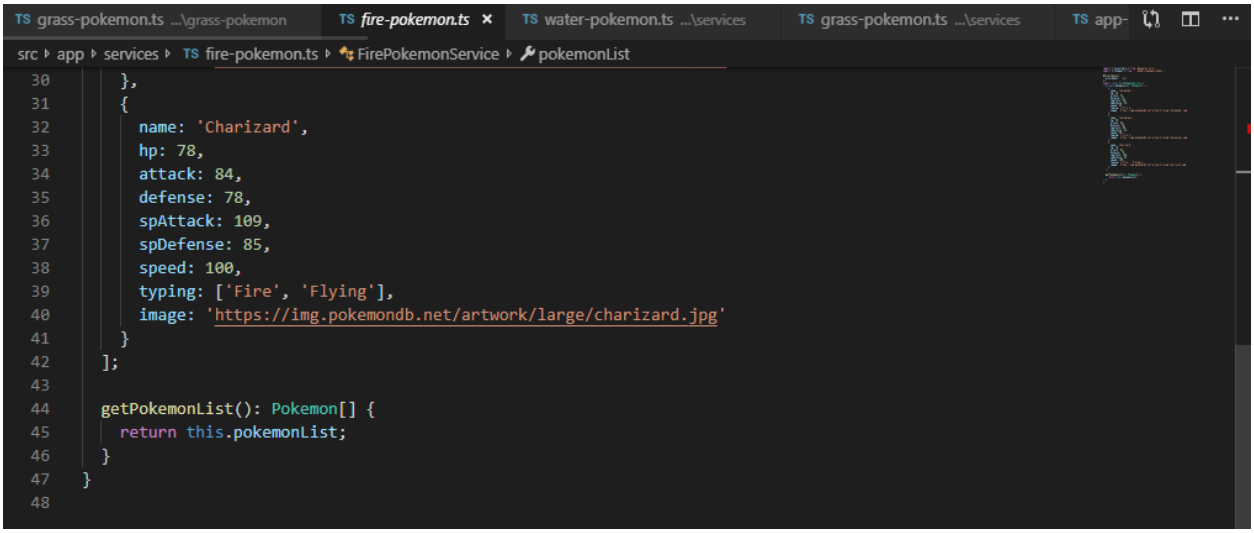
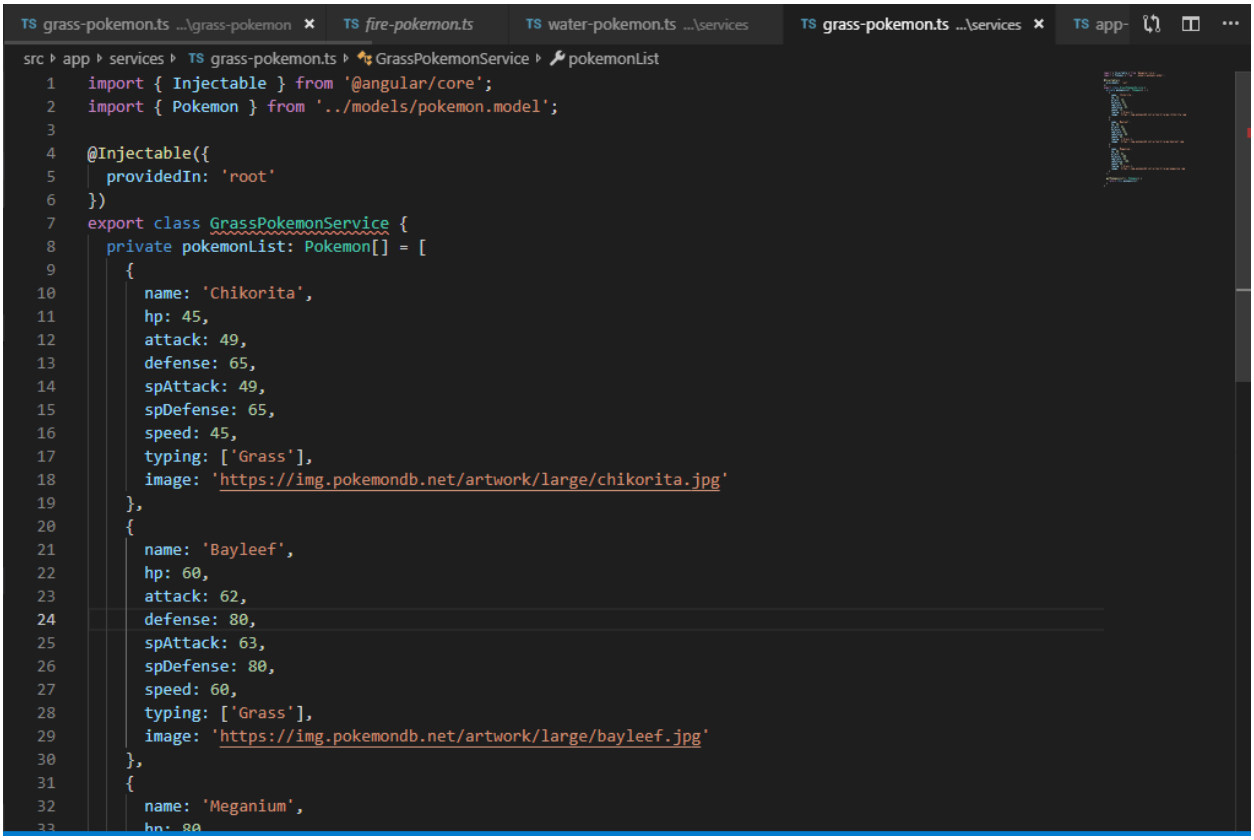


```
TS grass-pokemon.ts ...\grass-pokemon   TS fire-pokemon.ts ×   TS water-pokemon.ts ...\services   TS grass-pokemon.ts ...\services   TS app-
src ▸ app ▸ services ▸ TS fire-pokemon.ts ▸ FirePokemonService ▸ pokemonList
30      },
31      {
32        name: 'Charizard',
33        hp: 78,
34        attack: 84,
35        defense: 78,
36        spAttack: 109,
37        spDefense: 85,
38        speed: 100,
39        typing: ['Fire', 'Flying'],
40        image: 'https://img.pokemondb.net/artwork/large/charizard.jpg'
41      }
42    ];
43
44    getPokemonList(): Pokemon[] {
45      return this.pokemonList;
46    }
47  }
48
```



```
TS grass-pokemon.ts ...\grass-pokemon ×   TS fire-pokemon.ts   TS water-pokemon.ts ...\services   TS grass-pokemon.ts ...\services ×   TS app-
src ▸ app ▸ services ▸ TS grass-pokemon.ts ▸ GrassPokemonService ▸ pokemonList
1   import { Injectable } from '@angular/core';
2   import { Pokemon } from '../models/pokemon.model';
3
4   @Injectable({
5     providedIn: 'root'
6   })
7   export class GrassPokemonService {
8     private pokemonList: Pokemon[] = [
9       {
10        name: 'Chikorita',
11        hp: 45,
12        attack: 49,
13        defense: 65,
14        spAttack: 49,
15        spDefense: 65,
16        speed: 45,
17        typing: ['Grass'],
18        image: 'https://img.pokemondb.net/artwork/large/chikorita.jpg'
19      },
20      {
21        name: 'Bayleef',
22        hp: 60,
23        attack: 62,
24        defense: 80,
25        spAttack: 63,
26        spDefense: 80,
27        speed: 60,
28        typing: ['Grass'],
29        image: 'https://img.pokemondb.net/artwork/large/bayleef.jpg'
30      },
31      {
32        name: 'Meganium',
33        hp: 80
```

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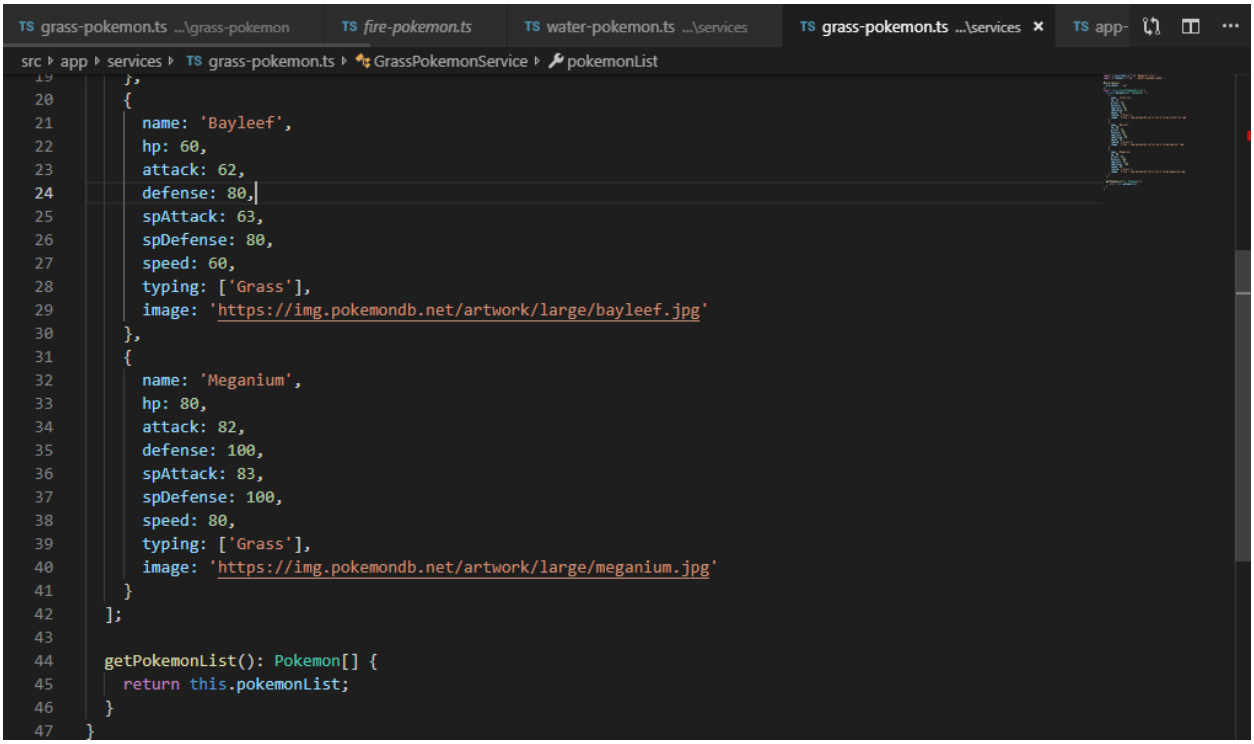
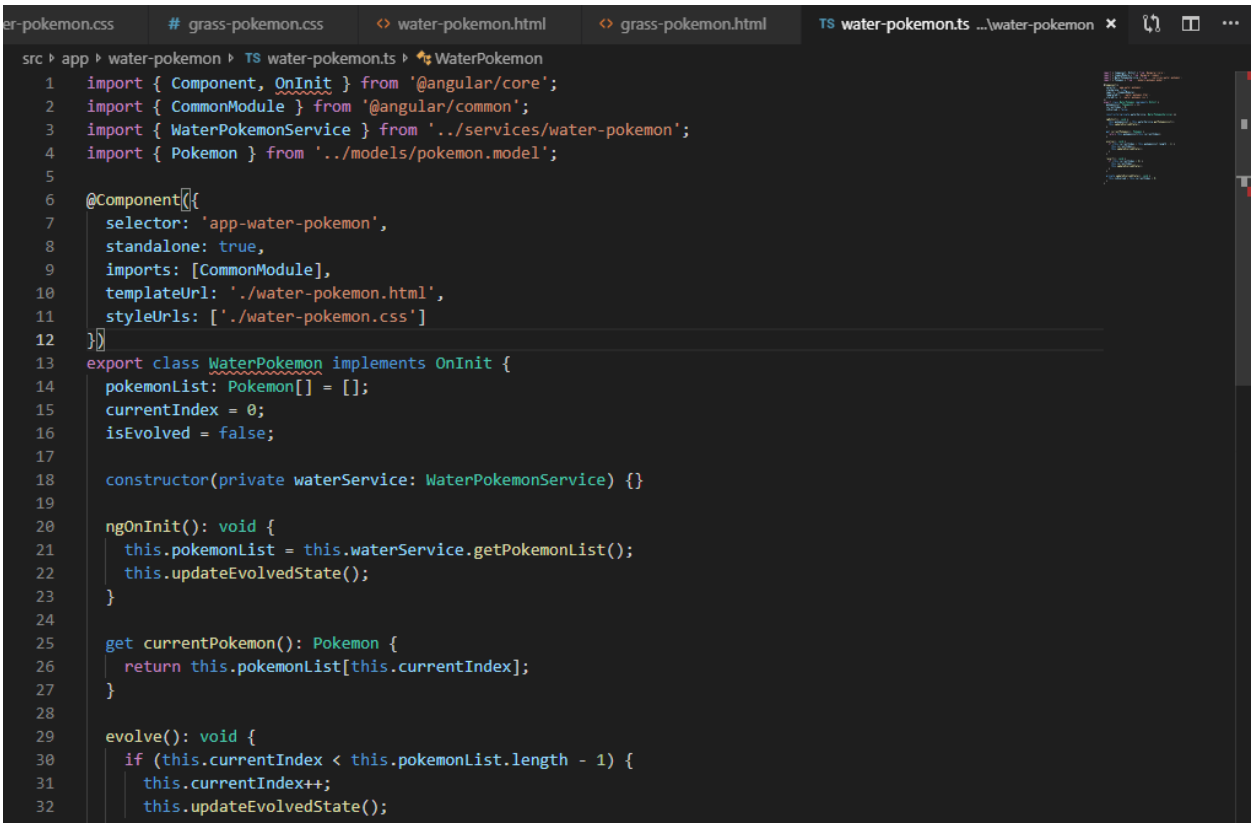


```
TS grass-pokemon.ts ...\grass-pokemon   TS fire-pokemon.ts   TS water-pokemon.ts ...\services   TS grass-pokemon.ts ...\services ×   TS app-
src ▸ app ▸ services ▸ TS grass-pokemon.ts ▸ GrassPokemonService ▸ pokemonList
    },
    {
      name: 'Bayleef',
      hp: 60,
      attack: 62,
      defense: 80,
      spAttack: 63,
      spDefense: 80,
      speed: 60,
      typing: ['Grass'],
      image: 'https://img.pokemondb.net/artwork/large/bayleef.jpg'
    },
    {
      name: 'Meganium',
      hp: 80,
      attack: 82,
      defense: 100,
      spAttack: 83,
      spDefense: 100,
      speed: 80,
      typing: ['Grass'],
      image: 'https://img.pokemondb.net/artwork/large/meganium.jpg'
    }
  ];

  getPokemonList(): Pokemon[] {
    return this.pokemonList;
  }
}
```



```
er-pokemon.css   # grass-pokemon.css   <> water-pokemon.html   <> grass-pokemon.html   TS water-pokemon.ts ...\water-pokemon ×
src ▸ app ▸ water-pokemon ▸ TS water-pokemon.ts ▸ WaterPokemon
import { Component, OnInit } from '@angular/core';
import { CommonModule } from '@angular/common';
import { WaterPokemonService } from '../services/water-pokemon';
import { Pokemon } from '../models/pokemon.model';

@Component({
  selector: 'app-water-pokemon',
  standalone: true,
  imports: [CommonModule],
  templateUrl: './water-pokemon.html',
  styleUrls: ['./water-pokemon.css']
})
export class WaterPokemon implements OnInit {
  pokemonList: Pokemon[] = [];
  currentIndex = 0;
  isEvolved = false;

  constructor(private waterService: WaterPokemonService) {}

  ngOnInit(): void {
    this.pokemonList = this.waterService.getPokemonList();
    this.updateEvolvedState();
  }

  get currentPokemon(): Pokemon {
    return this.pokemonList[this.currentIndex];
  }

  evolve(): void {
    if (this.currentIndex < this.pokemonList.length - 1) {
      this.currentIndex++;
      this.updateEvolvedState();
```

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er-pokemon.css | # grass-pokemon.css | water-pokemon.html × | grass-pokemon.html | TS water-pokemon.ts ...\water-pokemon

src ▸ app ▸ water-pokemon ▸ water-pokemon.html ▸ div.pokemon-container ▸ div.pokemon-card

```
<div class="pokemon-container">
  <div class="pokemon-card" [class.evolved]="isEvolved">
    <h2>{{ currentPokemon.name }}</h2>

    <img [src]="currentPokemon.image" [alt]="currentPokemon.name" class="pokemon-img" />

    <div class="type-label">
      <span *ngFor="let type of currentPokemon.typing">{{ type }}</span>
    </div>

    <div class="stats">
      <p>HP: {{ currentPokemon.hp }}</p>
      <p>Attack: {{ currentPokemon.attack }}</p>
      <p>Defense: {{ currentPokemon.defense }}</p>
      <p>Speed: {{ currentPokemon.speed }}</p>
    </div>

    <button (click)="revert()" [disabled]="currentIndex === 0">⬅ Revert</button>
    <button (click)="evolve()" [disabled]="currentIndex === pokemonList.length - 1">Evolve ➡</button>
  </div>
</div>
```

okemon.css | water-pokemon.html | grass-pokemon.html | TS water-pokemon.ts ...\water-pokemon | TS app-routing-module.ts ×

src ▸ app ▸ TS app-routing-module.ts ▸ ...

```
import { NgModule } from '@angular/core';
import { RouterModule, Routes } from '@angular/router';
import { WaterPokemon } from './water-pokemon/water-pokemon';
import { FirePokemon } from './fire-pokemon/fire-pokemon';
import { GrassPokemon } from './grass-pokemon/grass-pokemon';

const routes: Routes = [
  { path: 'water', component: WaterPokemon },
  { path: 'fire', component: FirePokemon },
  { path: 'grass', component: GrassPokemon }
];

@NgModule({
  imports: [RouterModule.forRoot(routes)],
  exports: [RouterModule]
})
export class AppRoutingModule {}

```

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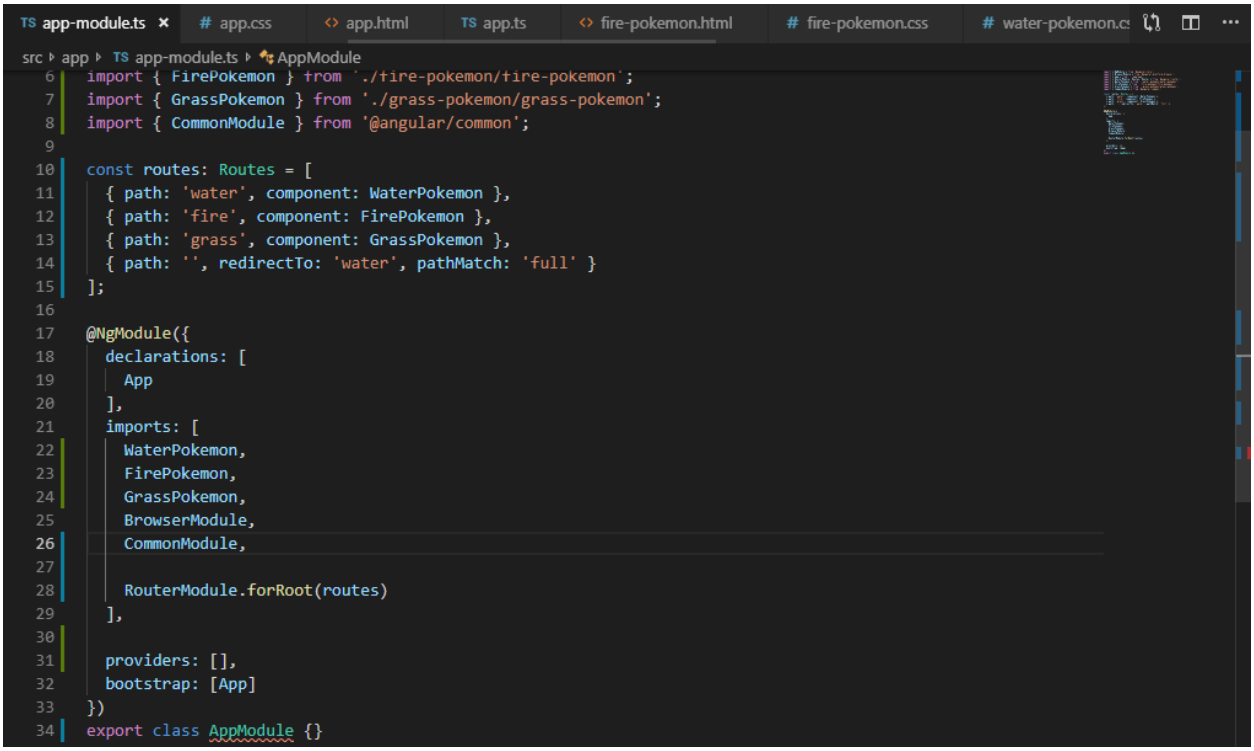


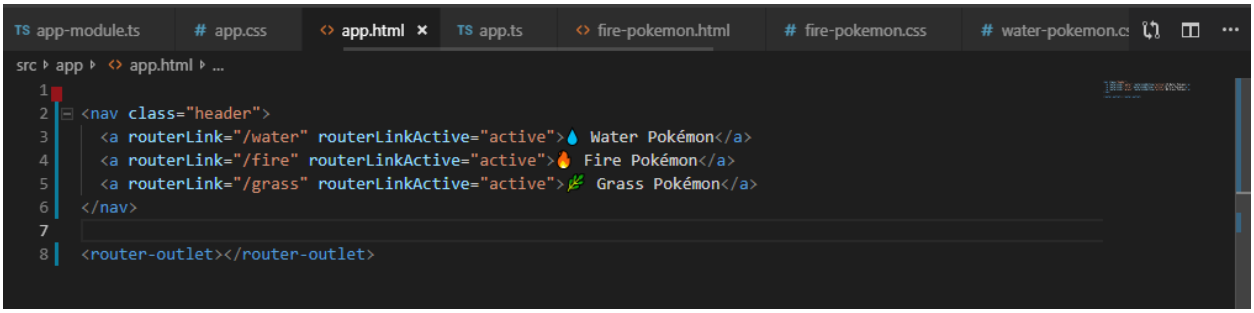
```ts
import { FirePokemon } from './fire-pokemon/fire-pokemon';
import { GrassPokemon } from './grass-pokemon/grass-pokemon';
import { CommonModule } from '@angular/common';

const routes: Routes = [
  { path: 'water', component: WaterPokemon },
  { path: 'fire', component: FirePokemon },
  { path: 'grass', component: GrassPokemon },
  { path: '', redirectTo: 'water', pathMatch: 'full' }
];

@NgModule({
  declarations: [
    App
  ],
  imports: [
    WaterPokemon,
    FirePokemon,
    GrassPokemon,
    BrowserModule,
    CommonModule,

    RouterModule.forRoot(routes)
  ],

  providers: [],
  bootstrap: [App]
})
export class AppModule {}
```



```html
<nav class="header">
  <a routerLink="/water" routerLinkActive="active">💧 Water Pokémon</a>
  <a routerLink="/fire" routerLinkActive="active">🔥 Fire Pokémon</a>
  <a routerLink="/grass" routerLinkActive="active">🌿 Grass Pokémon</a>
</nav>

<router-outlet></router-outlet>
```