



Angular - Basic Concepts



Components: building blocks of an Angular app

Templates: defines the user interface (UI) of an app

Directives: adds new behavior to elements in the Document Object Model (DOM)

- **ngFor:** iterates over a collection of data in the template and generates HTML elements for each item in the collection
- **ngIf:** conditionally renders or removes elements from the Document Object Model (DOM) based on a specified condition
- **ngModel:** used for two-way binding
- **ngSwitch:** used for mutually exclusive conditions, similar to a switch or case statement in programming
- **ngClass:** allows you to dynamically apply CSS classes to HTML elements based on component data or conditions

Services: shares data and functionality between components

Dependency Injection: provides services and other dependencies to components

Routing: allows you to navigate between different views or components within your app

Modules: helps you organize your application

Data Binding: allows you to connect between the components of your application and the Document Object Model (DOM)

- **Interpolation ('{{ }} '):** one-way data binding technique that encloses the data in between the two curly braces
- **Property Binding ('[] '):** one-way data binding method that dynamically sets properties of HTML elements or directives using data from the component by enclosing the binding expression in square brackets
- **Event Binding ('() '):** one-way data binding technique that allows you to respond to user interactions (e.g., clicks, mouse movements, keyboard events)
- **Two-Way Binding ('[(ngModel)]'):** two-way data binding technique that combines property binding and event binding into a single notation

Forms: allows you to create interactive and user-friendly web applications by capturing and handling user input (e.g., text, checkboxes, radio buttons)

HTTP Client: used to make HTTP requests to a server (e.g., connecting Angular to a back-end server or API)