



# *Angular*

## *“formerly Angular 4”*

*Benefits worth the cost*

*Eng. Niveen Nasr El-Den*  
*SD & Gaming CoE*  
*iTi*



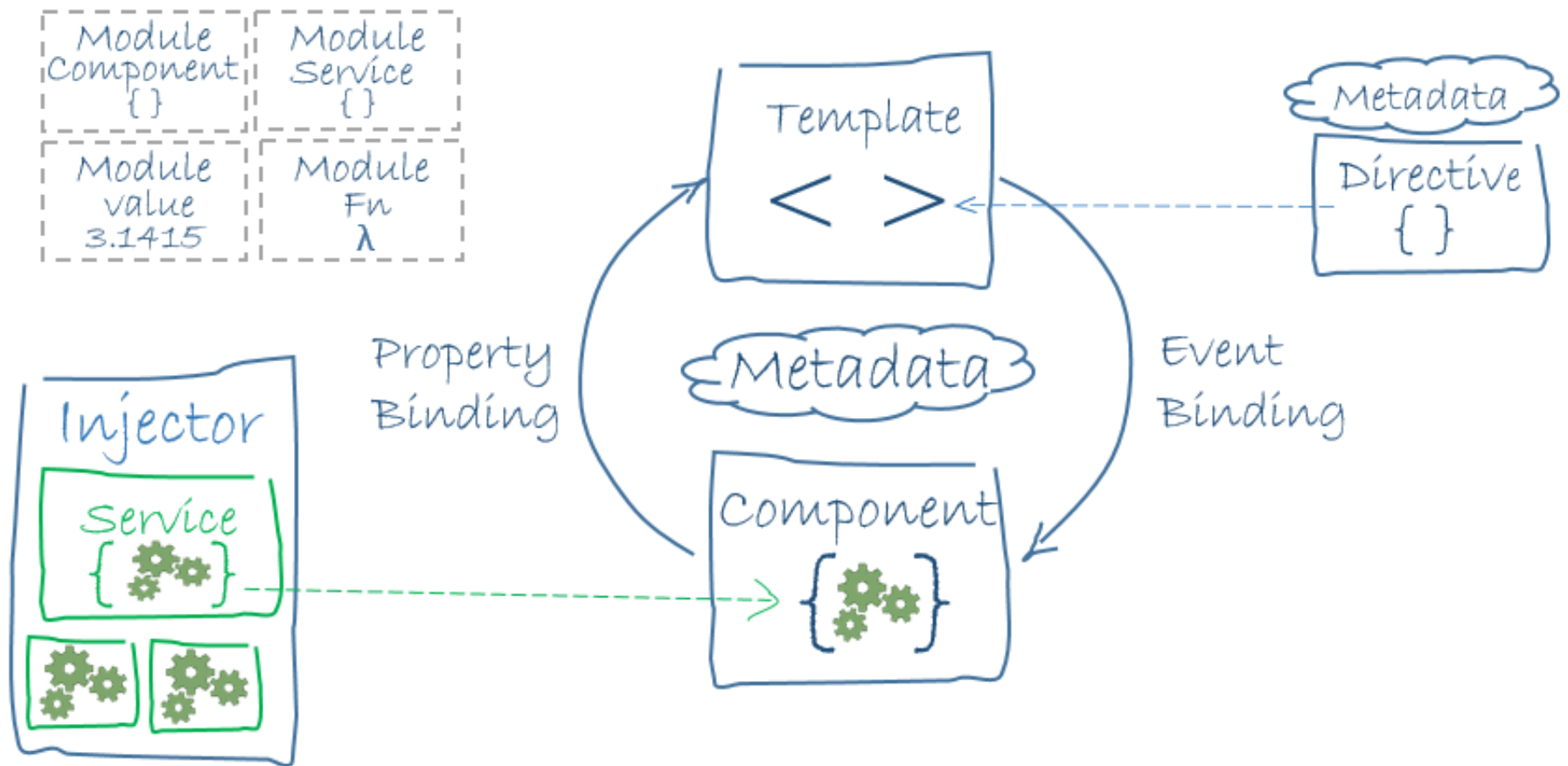
*Day 2*



# Component Based Architecture

- Angular application should be composed of well encapsulated, loosely coupled components.
  - Components can be easily replaced with alternative implementations
- Advantages:
  - Reusability
  - Readability
  - Testability
  - Maintainability

# The Big Picture

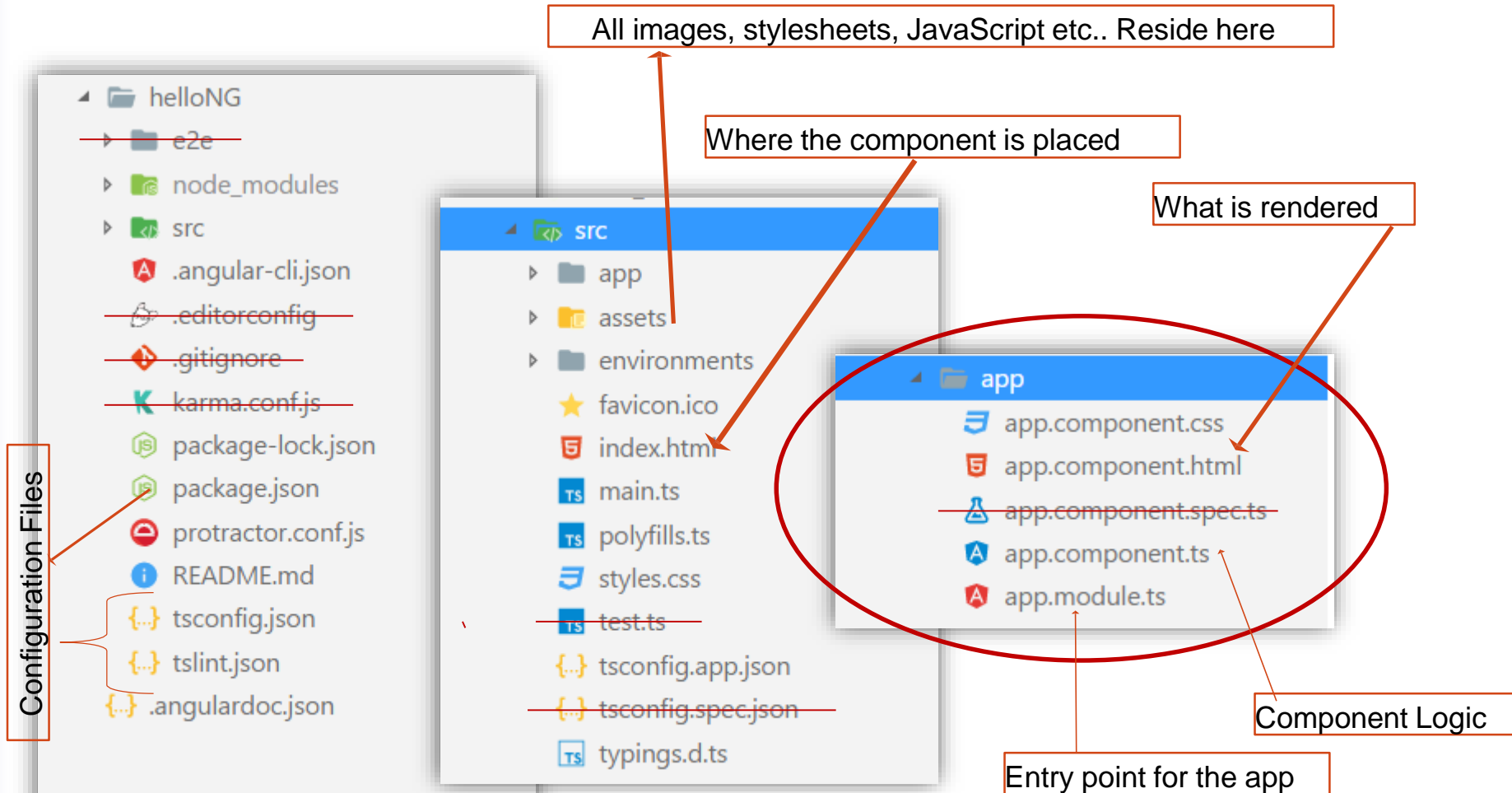




# ng Commands

- `ng new projectName`
- `cd projectName`
- `ng serve -p port -o`
- `ng g component componentName`
- etc.

# Angular Project Structure



# App Starting Point

**main.ts**

- Main.ts file is entry point of our application.
- Main.ts file bootstrap app.module.ts file

**app.module.ts**

- This file bootstrap our first component i.e app.component.ts
- There is one module per app

**app.component.ts**

- This file render app.component.html file.

**app.component.html**

- Final HTML template



# Bootstrapping the App

- Import the **bootstrap** module
- Import your top-level component
- Import application dependencies
- Call **bootstrap** and pass in your top-level component as the first parameter and an array of dependencies as the second



# Angular Expression

- Expressions usually placed in **interpolation bindings** such as  
**{{expression}}**
- It **inserts** dynamic values into your HTML.
- It allows **executing** some computation in order to return a desired **value**

- Example:

**{{ 1 + 1 }}**

**{{ 946757880 | date : 'medium' }}**

**{{ user.name }}**

**{{[1,2,3][0]+1}}**



# The Main Building Elements

- Module
- Component
- Metadata
- Template
- Data Binding
- Directive
- Pipes
- Service

# Angular Module

- An Angular Module is a class decorated by @NgModule
- Every app begins with one Angular Module
- Modules declaratively specify how an application should be bootstrapped.
  - It Organize Functionality
- Module is a container for the different parts of our app
  - components, services, pipes, directives, etc

# Module.ts

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

import { AppComponent } from './app.component';
import { MyCompComponent } from './my-comp/my-comp.component';
```

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

The diagram consists of five orange arrows pointing from text labels on the right to specific parts of the code on the left. Each arrow points to a vertical orange bar that highlights the target code element.

- Arrow 1: Points from "Declare components, directives, pipes" to the `declarations` array.
- Arrow 2: Points from "Import modules we depend on" to the `imports` array.
- Arrow 3: Points from "Provide services to app root injector" to the `providers` array.
- Arrow 4: Points from "Bootstrap a component" to the `bootstrap` array.
- Arrow 5: Points from "Class to define the NgModule" to the `export class AppModule` line.



# Component

- Components are classes decorated with `@Component` decorator
- It contains application logic that controls a region of the user interface that we call a view.
- Properties and methods of the component class are available to the template
- Components have templates, which may use other components

# Component.ts

Imports (use other modules)

```
import { Component } from '@angular/core';
```

Metadata/Decorator  
(describe the component)

```
@Component({  
  selector: 'app-root',  
  templateUrl: './app.component.html',  
  styleUrls: ['./app.component.css']  
})
```

Class (define the component)

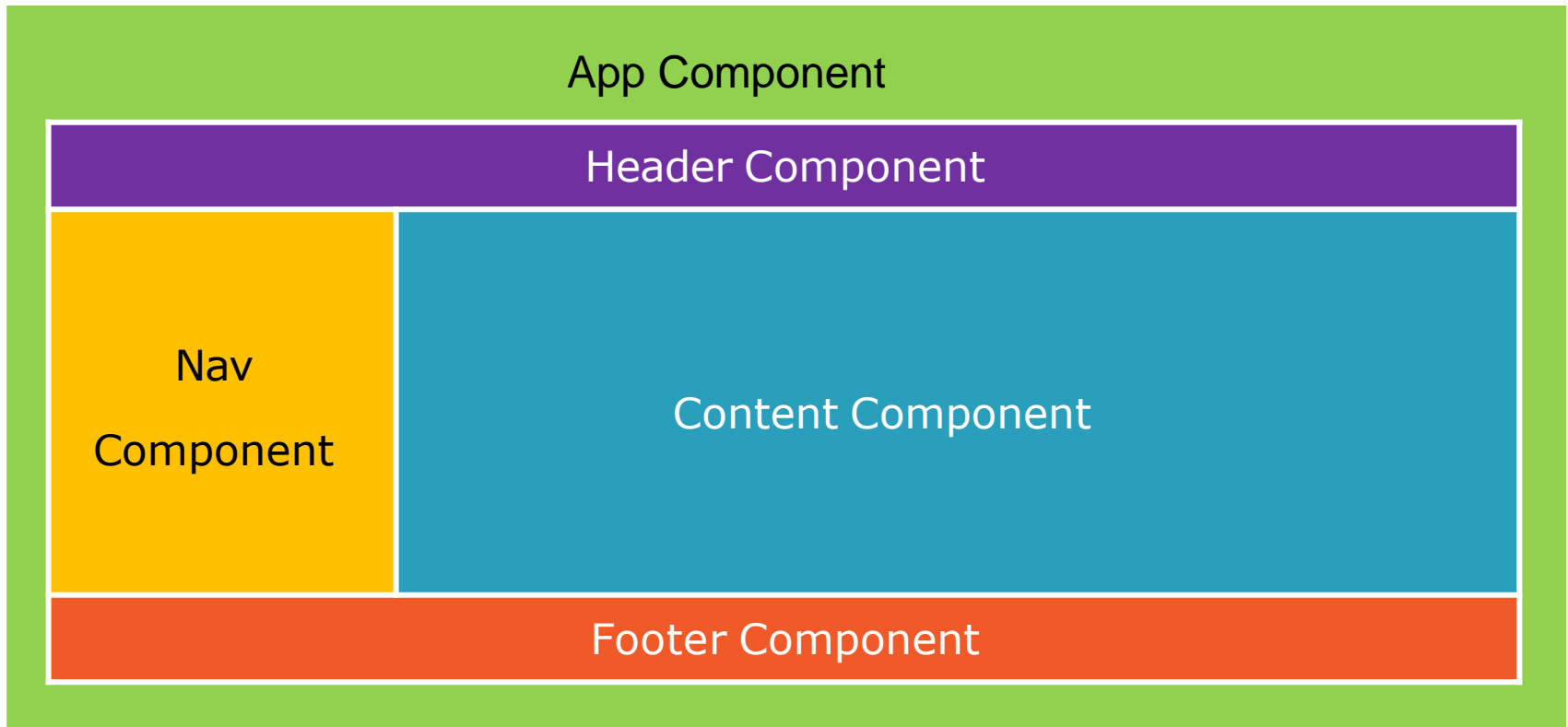
```
export class AppComponent {  
  title = 'myApp';  
  isavailable = true;  
  sty = { color: 'red', 'background-color': 'black' };  
  ctnClickHandler(e) {  
    console.log(e);  
    console.log(this.title);  
  }  
  
  onDoneDone() {  
    console.log('fired');  
  }  
}
```



# Metadata

- Metadata allows Angular to process a class
- We can attach metadata using decorators
  - Note: decorators are just functions
- Most common is the **@Component()** decorator
  - It takes a config option with the selector, template(Url), providers, directives, pipes and styles...

# Simple Example







# Template

- A template is HTML that tells Angular how to render a component
- Templates include data bindings as well as other components and directives
- Angular leverages native DOM events and properties which dramatically reduces the need for a ton of built-in directives
- Angular leverages shadow DOM to do some really interesting things with view encapsulation



# Template

## ■ Inline Templates

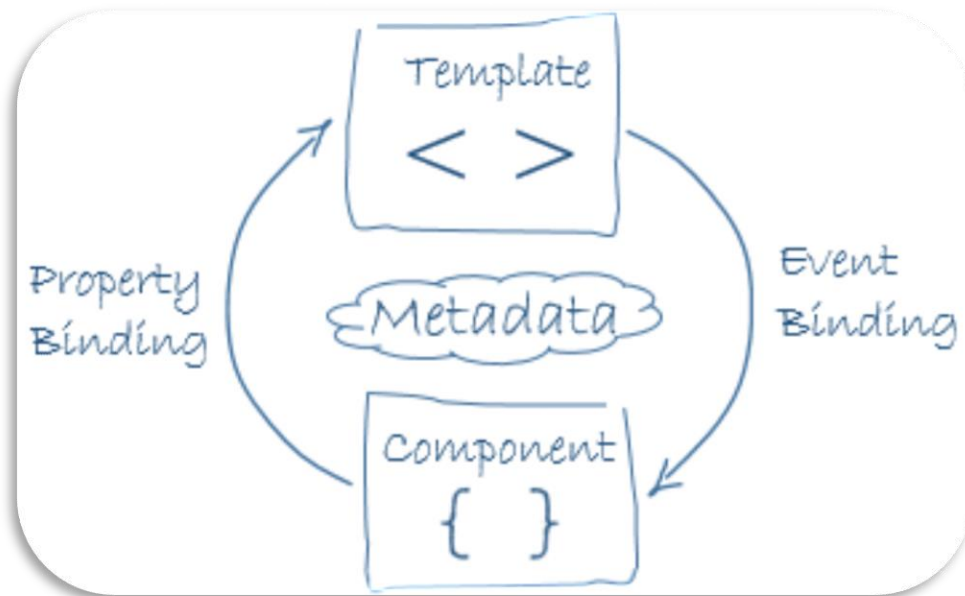
- `template` defines an embedded template string
- Use back-ticks for multi-line strings

## ■ Linked Templates

- `templateUrl` links the Component to its Template

# Data-Binding

- Its the automatic synchronization of data between the Component and its Template

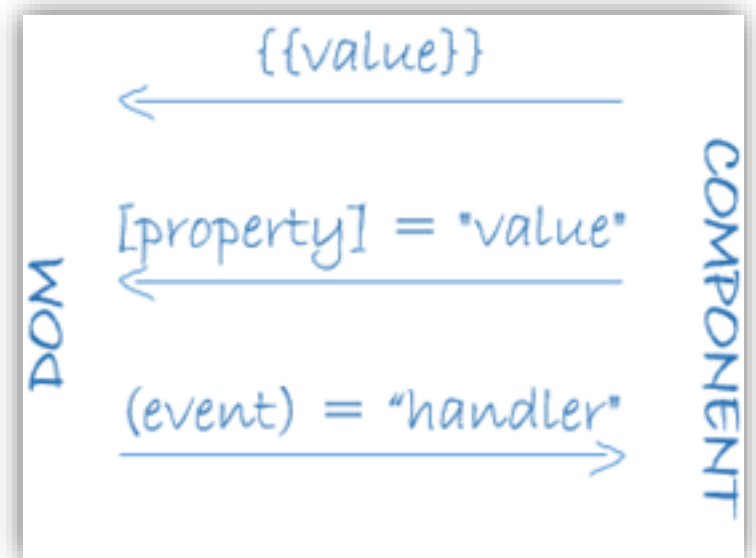


- Data binding includes
  - 1 way data binding
  - 2 way data binding

# 1 Way Data-Binding

- Data is bounded only from Component to Template via

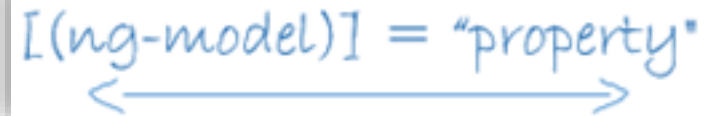
- **{{interpolation}}**.
  - Bind properties & methods
- **[property binding]**.
  - When there is no element property, prepend with **attr**
  - Canonical form **bind-attribute**



- Data is bounded only from Template to Component via **(event binding)**.
  - Canonical form **on-event**

# 2 Way Data-Binding

- Data flow from component to template and vice-versa.



`[(ng-model)] = "property"`

A diagram illustrating two-way data binding. It shows the AngularJS binding syntax `[(ng-model)]` followed by an equals sign and the word "property" in quotes. A blue double-headed arrow is positioned below the text, indicating the bidirectional flow of data between the component and the template.

- It is done via `[(ngModel)]` “banana | football in box”
- It is property binding and event binding combination
- **FormsModule** : must be imported from `@angular/forms` and added to **imports** section. This should be implemented in `app.module.ts`

# Directive

- A directive is a class decorated with **@Directive**
- Directives Types
  - structural directives
    - change (the structure of view) the DOM layout by adding and removing DOM elements. e.g. \*ngIf, \*ngFor
    - Asterisks indicate a directive that modifies the HTML
    - It is syntactic sugar to avoid having to use template elements directly
  - attribute directives
    - change the appearance or behavior of an element, component, or another directive; used as attributes of elements e.g. ngStyle, ngClass
  - Component directive
    - A component is just a directive with added template features



# *Assignment*