

AngularJS: Lesson 11

Intro to AngularJS Animations

Getting Started With Angular Animations

Now stop. [Then wiggle with it.](#)

ng-animate directive is deprecated as of 1.2. Don't use it.

Animations are now a service.

```
<!-- index.html -->
<script src="../../bower_components/angular-animate/angular-animate.js"></script>

// index.js
angular.module('angularjsTutorial', ['ngAnimate', ...]);
```

Some things that dependency gives you

ng-enter

Animation event when a new element is being added to the DOM

ng-leave

Animation event when a new element is being removed from the DOM

ng-move

Animation event when an element is being moved within the DOM

.ng-hide

ng-show and ng-hide both use this class to control visibility

How Angular Does Animations

Adds and removes special classes based on animation event name or CSS class

Animation Event Flow:

1. Before animation
`<div class="className"></div>`
2. Animation start state (aka, "from state")
`<div class="className [animation-event-name]"></div>`
3. Animation end state (aka, "to state")
`<div class="className [animation-event-name]-active"></div>`
4. Post-animation end
`<div class="className"></div>`

How Angular Does Animations

CSS class addition/removal flow:

1. Before

```
<div class=""></div>
```

2. Animation start state

```
<div class="[className]-add"></div>
```

or

```
<div class="[className]-remove"></div>
```

3. Animation end state

```
<div class="[className]-add-active"></div>
```

or

```
<div class="[className]-remove-active"></div>
```

4. Post-animation end

```
<div class="[className]"></div> <!-- if added ->
```

Let's see a few examples

\$filter

Used for operations on collections of data

Can be placed inside of markup or controller

Can create custom filters

Using filters in markup

{{expression | filter }}

or we can pipe

{{expression | filter | filter ...}}

(Evaluated every digest cycle)

Using Filters in JS

More efficient than markup

Pass your filter name to the \$filter service to be able to use it