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Course = MCA 3A

① WAP to create an item collection & clones the items using AngularJS directives.

```
<html>
```

```
<head>
```

```
  <meta charset="UTF-8">
```

```
  <link href="animations.css" rel="stylesheet" type="text/css">
```

```
  <script src="//code.angularjs.org/1.2.23/angular.min.js"></script>
```

```
  <script src="//code.angularjs.org/1.2.23/angular-animate.js"></script>
```

```
  <script src="script.js"></script>
```

```
</head>
```

```
<body ng-app="ngRepeat">
```

```
<div ng-controller="RepeatController">
```

```
<button ng-click="removeFirst()"> Remove First </button>
```

```
<button ng-click="updateAge()"> Update Age </button>
```

```
<br><button ng-click="reset()"> Reset List </button>
```

```
<br>
```

```
<code> track by $id(friend) </code> (default):
```

```
<ul class="example-animate-container">
```

```
  <li class="animate-repeat" ng-repeat="friend in friends">
```

```
    {{friend.name}} is {{friend.age}} years old.
```

```
  </li>
```

```
</ul>
```

```
<code> track by $id(friend) </code> (default), with age  
on-time binding:
```

```
<ul class="example-animate-container">
```

```
  <li class="animate-repeat" ng-repeat="friend in friends">
```

```
    {{friend.name}} is {{friend.age}} years old.
```

```
  </li>
```

```
</ul>
```


<code> track by friend.name </code>, with age one-time binding:

```
<ul class="example-animate-container">
```

```
<li class="animate-repeat" ng-repeat="friend in friends track by friend.name">
```

```
  {{friend.name}} is {{::friend.age}} years old.
```

```
</li>
```

```
</ul>
```

<code> track by \$index </code>, with age one-time binding:

```
<ul class="example-animate-container">
```

```
<li class="animate-repeat" ng-repeat="friend in friends track by $index">
```

```
  {{friend.name}} is {{::friend.age}} years old.
```

```
</li>
```

```
</ul>
```

```
</div>
```

```
</body>
```

```
</html>
```

script.js

```
function(angular) {
```

```
  'use strict';
```

```
  angular.module('ngRepeat', ['ngAnimate']).controller('repeatController', function($scope) {
```

```
    var friends = [
```

```
      {name: 'Dev', age: 23},
```

```
      {name: 'Ashish', age: 24},
```

```
    ];
```

```
    $scope.removeFirst = function() {
```

```
      $scope.friends.shift();
```

```
    };
```



```
$scope.updateAge = function() {  
  $scope.friends.forEach(function(el) {  
    el.age = el.age + 5;  
  });  
};  
$scope.copy = function() {  
  $scope.friends = angular.copy($scope.friends);  
};  
$scope.reset = function() {  
  $scope.friends = angular.copy(friends);  
};  
$scope.reset();  
});  
})(window.angular);
```


② WAP to create an HTTP server which can communicate b/w client & server.

⇒ `const http = require("http");`

`const host = 'localhost';`

`const port = 8000;`

`const requestListener = function(req, res) {};`

`const server = http.createServer(requestListener);`

`server.listen(port, host, () => {`

`console.log('Server is running on http://${host}:
${port}');`

`});`

`const host =`