Lets start…

Sections

Topic

points

**1:Getting started**

**Create new application ->**

Ng new myapp --no-strict --standalone false --routing false

**Run**

Ng serve

**Installing packages**

Npm I --save bootstrap@3

@stands for version

**Create new component->**

ng generate component xyz **or** ng g c xyz

**what is ngmodule and formsmodule?**

**Ngmodule**- It is a latest angular (not angular.js) modularization mechanis m which is used for organizing our application into block of modules.Module is nothing but the encapsulation of components and services.

**Formsmodule-** provides directives and services for working with the forms.it enables two way data binding using “ngModel”.

**Typescript**

Strong type checking

**2:The basics**

**Component**

**template property of the component**

Component should have **template** attribute (to define the template in the component.ts file itself) or **templateurl** attribute (to give the link of component.html file to be used as the template) in its .ts file

Similarlly, css can be written in css file or component.ts file using the attribute **styles** as styles:[`h3{color:red}`]

**Selector property of the component**

**Selector : ‘app-server’ ---->**

<app-server></app-server>

**Selector : ’ [app-server] ‘ ---->(attribute selector)-->**

<div app-server></div >

**Selector : ’.app-server’--->(css class selector)--->**

<div class=”app-server”></app-server>

**Data binding**

**1.send data from .ts to .html**

**String interpolation** {{data}}

**Property binding** [property]=”data”

**2.send data from html to .ts**

**Event binding** (event)=”expression”

**3.two way data binding (combination of 1 and 2)**

[(ngModel)]=”empname”

**String interpolation**

It is used to insert something in html template.

Accepts all kind of expressions which returns the string or which can be easily converted to a string (e.g. number) .

We cant use multiline statements ( using if else ) in this expression.

We can use ternary operator as an expression.

E.g. {{servername}}

**Property binding**

It is used to change the value of html attributes of the html tags.

Every html element is parsed by the browser and added to the DOM .All those DOM elements have multiple properties which can be changed by angular at runtime using property binding.

E.g. [disabled]=”truefalseflag”

**Event binding**

Used to perform operations on event (e.g onclick)

e.g. (click)=”executefunc()”

**Two way data binding using ngModel**

ngModel which is used with input tag is a directive from formsmodule which is used for two way data binding i.e. we can change the values of a field from input box(frontend/template) as well as from the class itself(backend) .

ngModel- combination of event binding and property binding

e.g. [(ngModel)]=”empname"

**Directives**

Directives are the instructions to the dom.

**structural directive**

e.g. **\*ngIf** - \* indicates that it is a structural directives which means it will change the structure of dom

e.g. <p \*ngIf=”flag”>username <p>

if flag is true then only the username will be shown in the template

we can use else part in the same as follows

<p \*ngIf=”flag; else anothertext”>ashish</p>

<**ng-template** #anothertext>

show this text when if condition fails

</**ng-template**>

**\*ngFor-** it is a structural directive

E.g. \*ngFor =”let i of arr”

We can also use indexing as follows

1. g. \*ngFor=”let I of arr;**let i=index**”

Here we can use index of the current iteration as well

**Attribute directive**

**[ngStyle] –**change the styling dynamically

1. g. [ngStyle]=’{backgroundColor:getColorfunc()}’

**[ngClass] –**add or remove classes dynamically

1. g. [ngClass]=”{‘btn btn-danger’:flag,’btn btn-success’:!flag}”

Here the classes will be added according to the flag

**Structural directives are used to add or remove the elements whereas attribute directives are used to change the element they were placed on .**