1. ng-view
   1. Angular 1 only allows one
   2. With ng-view, we can achieve single page application
   3. What is shown is depending on .config, $routeProvider .when (usually in app.js)
2. ng-model
   1. model – store data
   2. view – representation
   3. controller – business logic
   4. mode -> view -> controller ->
   5. Also where we can inject dependencies.
3. ng- bind
   1. sdfs
4. MVC
   1. Angular design pattern
5. In service, factory, where should I keep track the variables I need?
   1. If there are more than one controller to share the will-be-updated variables, it is better to keep track in factory/service.
   2. If each controller only has its own variables(not share), then it is better to keep track it in the controller.
6. Replace: true/false
   1. One definition is for parent scope, inherit from it or not
   2. Another definition is to consider older bowser, if it is true, we might not be able to use <custom-directive></custom-directive> in html directly because older bowsers cannot recognize it. A workaround will be using <div custom-directive></div>
   3. Better to learn more about custom-directive before actually using it.
7. Use –-save when install, if you want to keep the change
   1. bower install angular-material
      1. will install the angular-material, but will delete after grunt serve (maybe)
   2. bower install angular-material –save
      1. will install the angular-material and also add it to bower.json
8. ‘use strict’ use strict mode
   1. use strict mode to all controllers/js, to force us to have a better code syntax.
9. Controller constructor function
   1. In controller, when we inject dependencies, there could be array.
   2. Like [someServer, function(someServer)], in this case, the function is called constroller constructor function.
10. Data Binding