

# Week 4

 [coursera.org/learn/single-page-web-apps-with-angularjs/discussions/weeks/4/threads/rO0C2hUgEeeskRI8P5CzrA](https://coursera.org/learn/single-page-web-apps-with-angularjs/discussions/weeks/4/threads/rO0C2hUgEeeskRI8P5CzrA)

\* This is a review from **Lecture 36** until **Lecture 41** (split in 2 parts)

## AngularJS – Routing with ui-router (Part 2/2)

(continuing...)

9) Declare **controllers** straight in the states: Pull down the controller declarations from all templates and declare them inside the states:

a) Add controllers to the states:

```
.state('home', {  
  url: '/',  
  templateUrl: 'src/templates/home.html',  
  controller: 'HomeController as home'  
})  
  
.state('menu', {  
  url: '/menu',  
  templateUrl: 'src/app/templates/menu.html',  
  controller: 'MenuController as menu'  
});
```

b) Remove ng-controller from menu.html template:

```
<div id="menu">  
  <a ui-sref="home" ui-sref-active="activeState">Home</a> &lt; <span  
    >Menu</span>  
  <h3>Items</h3>  
  <menu-items items="menu.items"></menu-items>  
</div>
```

10) Use **resolve** property to ensure the data before switching to a view.

a) Inside resolve's property object, define a key (**items**) to resolve to a promise that gets returned by some service (**MenuService**). For that, declare an array to protect the service injection from minification:

```
.state('menu', {  
  url: '/menu',  
  templateUrl: 'src/app/templates/menu.html',  
  controller: 'MenuController as menu',  
  resolve: {  
    items: ['MenuService', function (MenuService) {  
      return MenuService.getItems();  
    }]  
  }  
});
```

When resolve property is a promise, the **transition** to the state only happens after it is resolved. Router **does not transition** if promise is rejected.

b) Inject / pass the resolved data into the controller function declaration:

```
(function () {  
  'use strict';  
  angular.module('App')  
    .controller('MenuController', MenuController);  
  MenuController.$inject = ['items'];  
  function MenuController(items) {  
    var menu = this;  
    menu.items = items;  
  }  
})();
```

11) Set up Routing State with URL Parameters: Parameters are wrapped in curly braces and can have complex matching rules such as regular expression. Use \$stateParams service for retrieving parameters

```

...

.state('item', {

  url: '/item/{itemID}',

  templateUrl: 'src/app/templates/item.html',

  controller: 'ItemController as item',

  resolve: {

    item: ['$stateParams', 'MenuService', function ($stateParams,
      MenuService) {

      return MenuService.getItems().then( function (items) {

        return items[$stateParams.itemID];

      });

    }]

  }

});

...

```

P.S.: If you do not want to work with URL, provide **params: { itemID: null }** instead. This tells ui-router to expect a param internally:

```

...

.state('item', {

  params: { itemID: null },

  templateUrl: 'src/app/templates/item.html',

  ...

```

Example for the template *item.html*:

```

<div>Item name: {{ item.name }}</div>

<div>Item quantity: {{ item.qtty }}</div>

<div>Item description: {{ item.desc }}</div>

```

Example for ItemController ('item' is here being passed as 'itemParam'):

```

(function () {
  'use strict';

  angular.module('App')

    .controller('ItemController', ItemController);

  ItemController.$inject = ['itemParam'];

  function ItemController(itemParam) {

    var item = this;

    item.name = itemParam.name;

    item.qtyty = itemParam.qtyty;

    item.desc = itemParam.desc;

  }

})();

```

## 12) Construct a URL passing param with **ui-sref** directive

Following format: `ui-sref="stateName({paramName: value})"`

a) Make menu item clickable by adding **ui-sref** in `<li>` element in the menu template:

```

<ul>

  <li ng-repeat="item in $ctrl.items" ui-sref="item({itemID: $index})">

    {{ item.qtyty }} of {{ item.name }}

  </li>

</ul>

```

b) And give it some style (`styles.css`):

```

li[ui-sref]:hover {

  display: inline-block;

  cursor: pointer;

  border: solid black 1px;

  padding: 0 5px 0 5px;

}

```

13) Nested States are nested views: To set up a nested (child) state, declare a state with its name preceeded by another state's name (the parent scope for this state) and a dot

('parent.child'). This configuration requires a new declaration of the ui-view (<ui-view></ui-view>) in the parent's template for the child's template to be inserted.

a) Change the **'item'** state by preceding its name with **'menu.'** and removing the resolve property altogether. The resolved **items** from 'menu' state will be automatically passed into (inherited by) our new nested 'menu.item' state, which also goes into the child's controller ItemController (becomes injectable):

```
...  
  
    .state('menu.item', {  
  
        url: '/item/{itemID}',  
  
        templateUrl: 'src/app/templates/item.html',  
  
        controller: 'ItemController as item'  
  
    });  
  
...
```

This optional child URL gets concatenated with the parent's and will show up in the browser as ...#/menu/item/

b) Change ItemController by injecting '\$stateParams', replacing **itemParam** for **items** in the injection and in the function's argument, and creating new var itemParam and assigning its value from items[\$stateParams.itemID]:

```
...  
  
ItemController.$inject = ['$stateParams', 'items'];  
  
function ItemController($stateParams, items) {  
  
    var item = this;  
  
    var itemParam = items[$stateParams.itemID];  
  
    item.name = itemParam.name;  
  
    item.qty = itemParam.qty;  
  
    item.desc = itemParam.desc;  
  
}  
  
...
```

c) Update the new nested state's name in **ui-sref** in the *items.html* template:

```

<ul>

  <li ng-repeat="item in $ctrl.items" ui-sref="menu.items({itemID:
    $index})">

    {{ item.qty }} of {{ item.name }}

  </li>

</ul>

```

d) Add ui-view directive to *menu.html* template for the child to be inserted:

```

<div id="menu">

  <a ui-sref="home">Home</a> &lt; <span>Menu</span>

  <h3>Items</h3>

  <menu-items items="menu.items"></menu-items>

  <ui-view></ui-view>

</div>

```

14) State Transition Events: This short example uses ui-router state change events to show and hide a spinner by firing events on the \$rootScope. \$stateChangeStart starts a state transition; \$stateChangeSuccess tells if a transition ended successfully; \$stateChangeError tells whether a transition has failed and whether there was any errors in the resolve (errors from the resolve do not display on the Console).

```

(function () {
  'use strict';

  angular.module('App', ['ui.router', 'Spinner']);

})();

(function () {
  'use strict';

  angular.module('Spinner', []);

})();

(function () {
  'use strict';

  angular.module('Spinner')

    .component('loading', {

      templateUrl: 'src/spinner/template/loading.html',

```

```

    controller: SpinnerController

  });

  SpinnerController.$inject = ['$rootScope']

  function SpinnerController($rootScope) {

    var $ctrl = this;

    var listeners = [];

    $ctrl.$onInit = function () {

      var cancel = $rootScope.$on('$stateChangeStart', function

        (event, toState, toParams, fromState, fromParams,

        options) {

          $ctrl.show = true

        });

      listeners.push(cancel);

      cancel = $rootScope.$on('$stateChangeSuccess', function

        (event, toState, toParams, fromState, fromParams) {

          $ctrl.show = false;

        });

      listeners.push(cancel);

      cancel = $rootScope.$on('$stateChangeError', function(event,

        toState, toParams, fromState, fromParams, error) {

          $ctrl.show = false;

        });

      listeners.push(cancel);

    };

    $ctrl.$onDestroy = function () {

      listeners.forEach(function (item) {

        item();

      });

    };

  };

})();

```

```

```

\*\*\* End of Part 2 of 2 \*\*\*