Angular

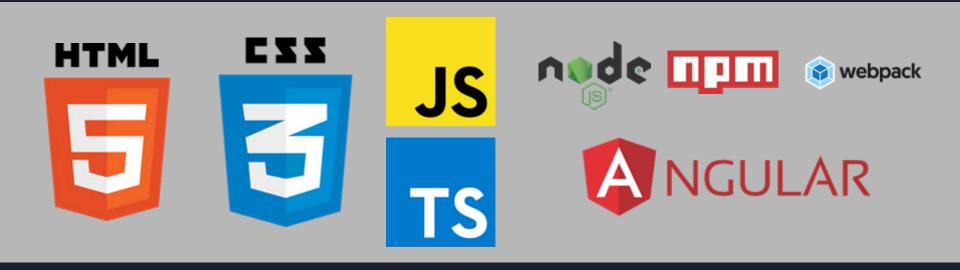
Facundo Goyena - 2019

Angular

Angular is a platform that makes it easy to build applications with the web. Angular combines declarative templates, dependency injection, end to end tooling, and integrated best practices to solve development challenges. Angular empowers developers to build applications that live on the web, mobile, or the desktop

Angular.io

Tecnologías y herramientas



Historia

- Angular JS / Angular 1
- Angular 2
 - Se comenzó de cero
 - Es parcialmente compatible con Angular JS
- Angular 3
 - Versión descartada
- Angular 4+
 - Compatible con Angular 2
 - Agrega funcionalidad

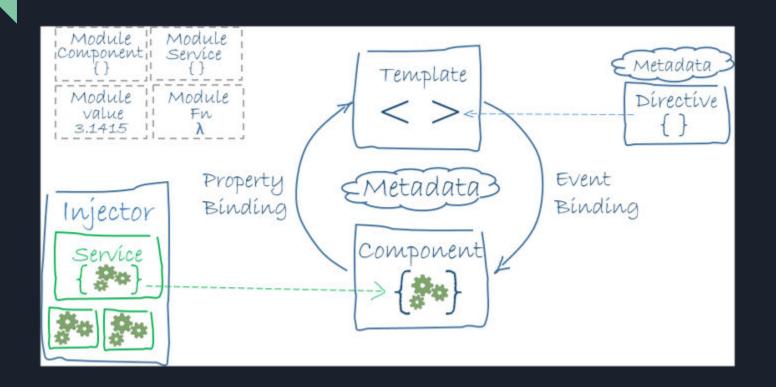
Conceptos

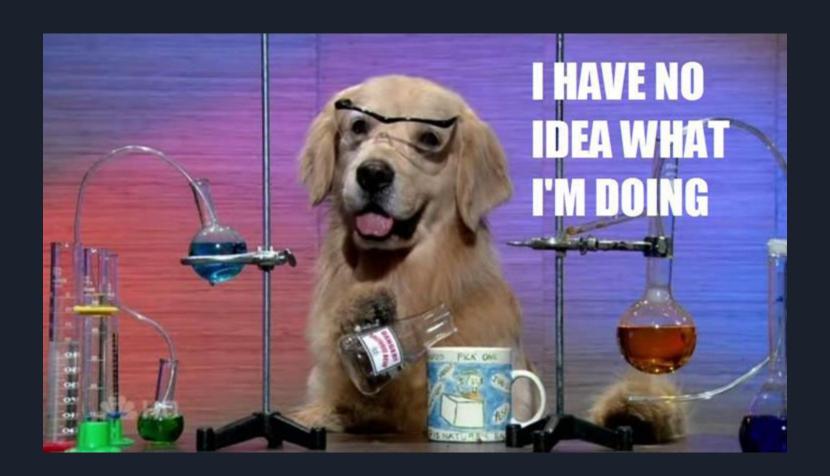
- Modules
- Components
- Services
- Routing
- Testing
- Build Tools
- Data Binding
- Templating

- HTTP Module
- Observables
- Reactive Forms
- Directives
- Pipes
- Events

https://angular.io/guide/cheatsheet

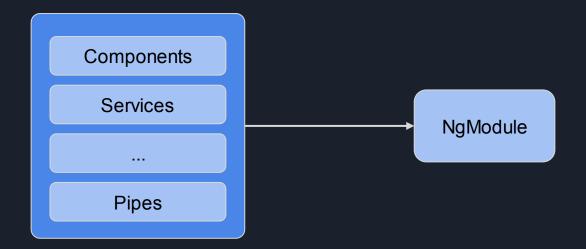
Structure





Modules

- Un módulo es una clase con @NgModule
- Toda aplicación tiene al menos 1 módulo
- Sirve para encapsular funcionalidad



Module Declaration

Components



Cabecera

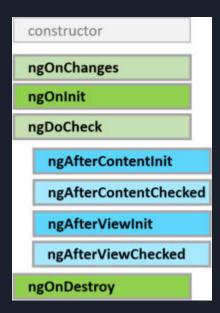
Noticia

Noticias

Components

- Un componente es una clase con @Component
- Los módulos se componen de uno o múltiples componentes
- Sirve para mostrar información
- Se compone de su clase, template y estilos

Component Lifecycle



https://angular.io/guide/lifecycle-hooks