

# Mobile Application Development

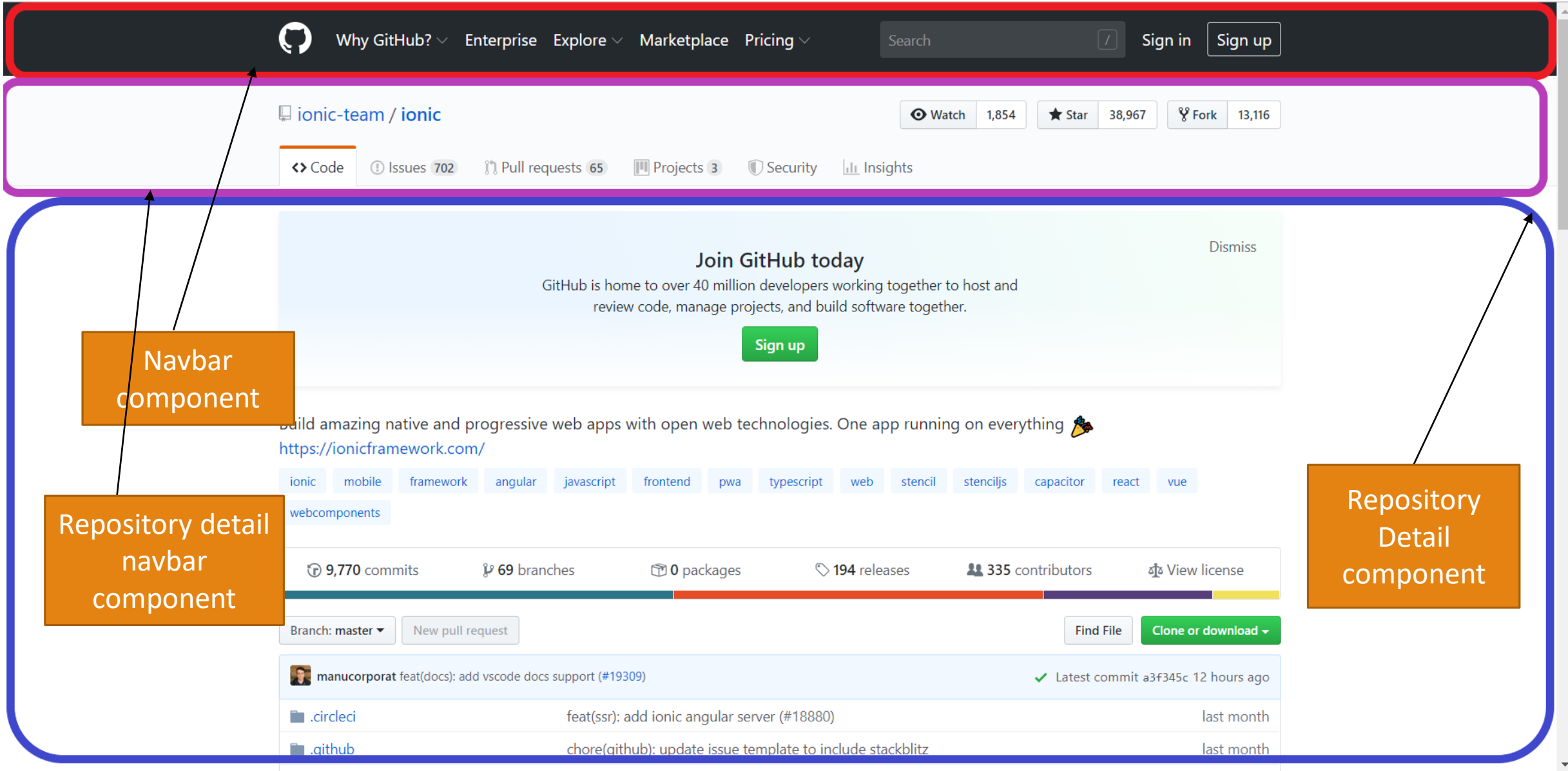
## LECTURE 3

---

# Introduction to Components

---

- **Components** are like building blocks of a program. Think of components as blocks. You join many blocks together to build a house. Sometimes you use same blocks/components in different areas of the house.
- `<div> </div>` tag in HTML provides a logical block. Components can be like that.
- Components are just a controller for a user interface.



Navbar  
component

Repository detail  
navbar  
component

Repository  
Detail  
component

Navbar

List Items

Featured Properties



\$500,000

sale

Condominium in Texas

Carson St, Haltom City, TX 76117, USA

35000 SF

1 1 2



\$2,000,000

sale

Single Family Attached (Townhome) i...

53215 Timberview Rd, North Fork, CA 9...

20000 SF

1 0 1



\$3,000,000

sale

Single Family-Detached in Louisiana

4818 Tulane Dr, Baton Rouge, LA 70808,...

30000 SF

5 3 0

# Example of a Component

---

- A Component in Angular has its own css file (optional), html file and a .ts (typescript file).

```
import { Component } from '@angular/core';

Unsaved changes (cannot determine recent change or authors)
@Component({
  selector: 'app-root',
  templateUrl: './app.component.html',
  styleUrls: ['./app.component.css']
})
export class AppComponent {
  title = 'testapp';

  constructor() {}

  changeTitle(value) {
    this.title = value;
  }
}
```

**@Component** is a TypeScript Decorator. It provides meta data. E.g Selector, html file, css file.

if it was a Directive or Pipe, it would be **@Pipe**,  
**@Directive**

“Don’t wish it were easier; wish you were better.” ~ Jim Rohn

# Angular Modules

---

- **Modules** is a mechanism to group components, directives, pipes and services that are related, in such a way that can be combined.
- A Module is a collection of different components (usually with a similar functionality)
- By Default, we have 1 App module. We can create modules ourselves depending on our needs.

# Directives

---

- **Directive** is a component without its html or css.
- Directives are very powerful as they help you change functionality of the DOM/View depending on your requirements.
- Angular provides few built-in directives (\*ngFor, \*ngIf). However, we can also create directives ourself.



# Type of Directives

---

There are three main types of directives in Angular:

**Component** - directive with a template. (yes components are a directive)

***Attribute directives*** - directives that change the behavior of a component or element but don't affect the template. E.g ngClass, ngStyle

***Structural directives*** - directives that change the behavior of a component or element by affecting how the template is rendered . E.g \*ngIf, \*ngFor

# Pipes

---

- Pipes provides a new way of filtering data.
- There are many built-in pipes like currency, date etc. However, just like Directives, we can create them according to our requirements.
- Pipes only filter data but don't actually change the value.

```
export class AppComponent {  
  title = 'testapp';  
  
  amount = 100.42331234;  
  todayDate = Date.now();  
  
  constructor() {}  
  
  changeTitle(value) {  
    this.title = value;  
  }  
}
```

```
2 <h3>amount {{amount | number}}</h3>  
3 <h3>date without pipe {{todayDate }}</h3>  
4 <h3>date with pipe {{todayDate | date}}</h3>  
5
```

## Result in Browser

amount 100.423

date without pipe 1568129303333

date with pipe Sep 10, 2019

# Template Syntax in Angular

---

A template helps us to render HTML with some dynamic parts depending on our data.

`{{ }}` for interpolation.

`[]` for property binding.

`()` for event binding.

`#` for variable declaration.

`*` for structural directives.

**Interpolation** allows you to incorporate calculated strings into the text between HTML element tags and within attribute assignments. E.g `{{ amount }}` or `{{ 2+4 }}`. It can also include a JS expression