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**Course : Angular**

**No of Days : 20 days**

**Daily Session : 1 hour**

**Pre-Requisites**

**HTML,CSS,JS,TypeScript**

## **DAY-1**

### **Agenda:**

1. What is Angular?
  - SPA
  - Goals of Angular
  - Versions
  - AngularJS vs Angular
2. Angular Set Up.
  - Installation of Node.js
  - Installation of VS Code
  - Insallation of Angular

### **Introduction to Angular:**

- ❖ Angular is a client side framework, which is used to create web applications.
- ❖ The framework provides skeleton of the project and specifies clear guidelines, where to write which type of code.
- ❖ Angular can be used in combination with any server side platform such as Java, NodeJS, Asp.Net, PHP, Python etc.
- ❖ Angular is developed using "TypeScript" language, which is a superset of JavaScript language.

- ❖ Angular is the most-used client side framework.
- ❖ Angular was developed by Google.
- ❖ Angular is free-to-use (commercially too).
- ❖ Angular is open-source. That means the source code of angular is available online for free of cost.
- ❖ Angular is cross-platform. That means it works in all the operating systems.
- ❖ Angular is cross-browser compatible. That means it works in all the browsers, except less than IE 9 (which is completely out-dated).
- ❖ Angular is mainly used to create "data bindings". That means, we establish relation between a variable and html element; When the value of the variable is changed, the same will be automatically effected in the corresponding html element; and vice versa.
- ❖ So that the developer need not write any code for DOM manipulations (updating values of html tags, based on user requirements. for example, updating the list of categories when a new category added by the user). Thus the developer can fully concentrate on the application logic, instead of writing huge code for DOM manipulations. So we can achieve clean separation between "application logic" and "DOM manipulations".
- ❖ Angular mainly works based on "Components". The component is a class, which reprints a specific section (part) of the web page.

### **Goals of Angular:**

- ❖ Make a Single Page Application:  
A Single Page Application (SPA) is a web application that loads and renders all necessary content on a single web page. Instead of navigating to different pages and reloading the entire page, SPAs dynamically update the content on the page as users interact with it, providing a more seamless and responsive user experience.
  - It make Development easier.
  - SPA provides client-side navigation system; but can communicate with server only through AJAX; the web page never gets refreshed fully.
  - **Ex:** Gmail, PayPal, Pinterest, Gmail, Facebook
- ❖ Separation HTML logic from Application Logic.
- ❖ Performing Unit Testing

## Versions:

Angular Version	Release Date	Features
AngularJS 1.x	Oct 2010	Initial release of AngularJS, a JavaScript-based framework for building dynamic web applications.
Angular 2	Sep 2016	Complete rewrite of AngularJS. Introduced a component-based architecture, improved performance, and better tooling support.
Angular 4	Mar 2017	Improved performance, smaller bundle sizes, and added new features such as the introduction of the 'else' clause in Angular templates.
Angular 5	Nov 2017	Improved build optimizer, support for progressive web apps (PWA), and introduction of Angular Universal Transfer API.
Angular 6	May 2018	Introduced Angular Elements for building reusable components, Angular Material starter components, and improved Angular CLI commands.
Angular 7	Oct 2018	Improved performance and introduced features

		like Angular CLI prompts, drag-and-drop capabilities, and Virtual Scroll.
Angular 8	May 2019	Introduced Ivy Renderer as an opt-in preview, differential loading for smaller bundles, and improved Angular CLI commands.
Angular 9	Feb 2020	Introduced the Ivy Renderer as the default rendering engine, improved performance, and updated dependencies to their latest versions.
Angular 10	June 2020	Improved performance and introduced stricter type checking with the 'strict' mode enabled by default.
Angular 11	Nov 2020	Improved performance, support for webpack 5, and updated dependencies.
Angular 12	May 2021	Introduced stricter type checking for templates, improved build and testing processes, and updated dependencies.
Angular 13	Nov 2021	Improved performance, enhanced developer experience, and updated dependencies.

### Difference between AngularJS and Angular

AngularJS	Angular
AngularJS is a <b>JavaScript-based</b> framework.	Angular is a complete rewrite of AngularJS and is built with <b>TypeScript</b> .
It follows the MVC architecture	It follows the components and directives.
It uses ng-bind in order to bind data from view to model and vice versa.	It uses () and [] to bind the data between view and model.
It uses \$routeProvider.when() for routing configuration	It uses @Route Config{(..)} for routing configuration.
It doesn't use the CLI tool	It uses the CLI tool

### Browser Compatability of Angular

S.NO	Browser	Support Version
1.	Google Chrome	Any version
2.	Mozilla Firfox	Any version
3.	MS Internet Explorer	9+



## DAY-2

### 2. Angular Set Up.

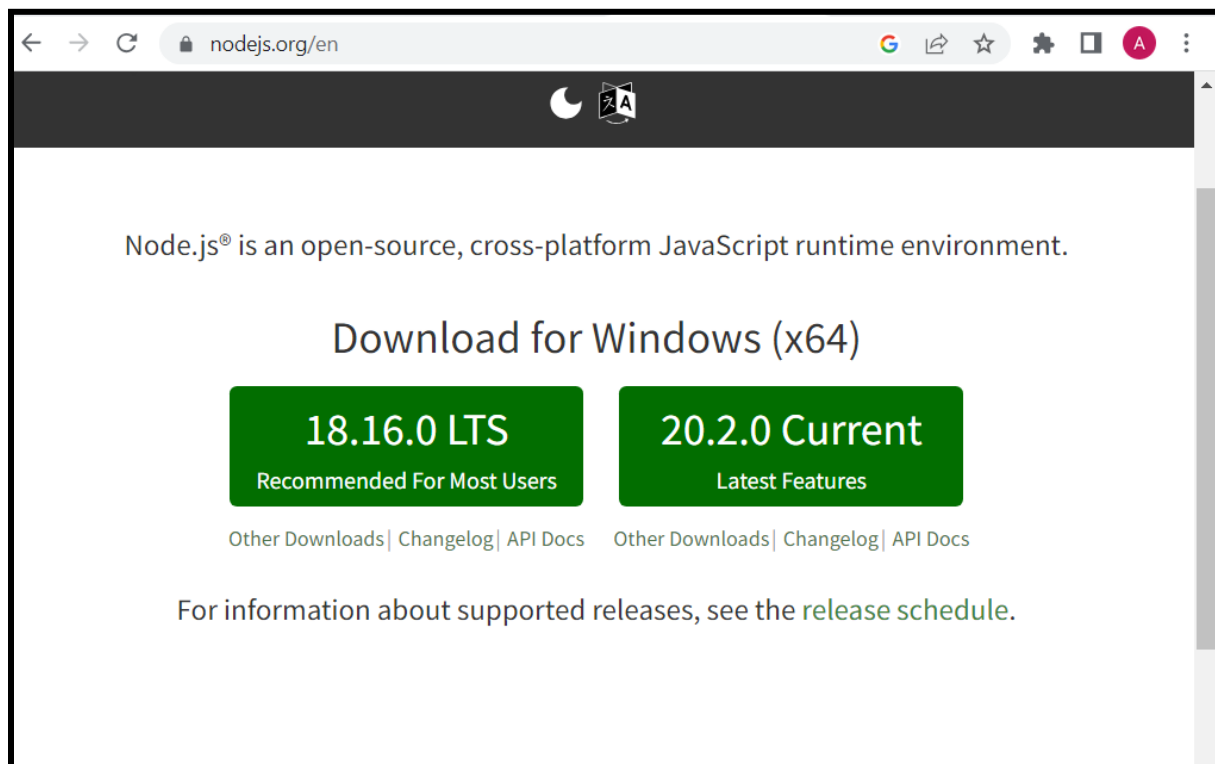
Angular

=====

The following are the steps involved to install Angular in the window operating system.

Step1: Install NodeJS in the windows. In order to download we use the following url:

<https://nodejs.org/en>



After download the nodejs the following is the way of installation of nodejs:



Node.js Setup



## Welcome to the Node.js Setup Wizard



The Setup Wizard will install Node.js on your computer.

Back

Next

Cancel



Node.js Setup



## End-User License Agreement

Please read the following license agreement carefully



### Node.js is licensed for use as follows:

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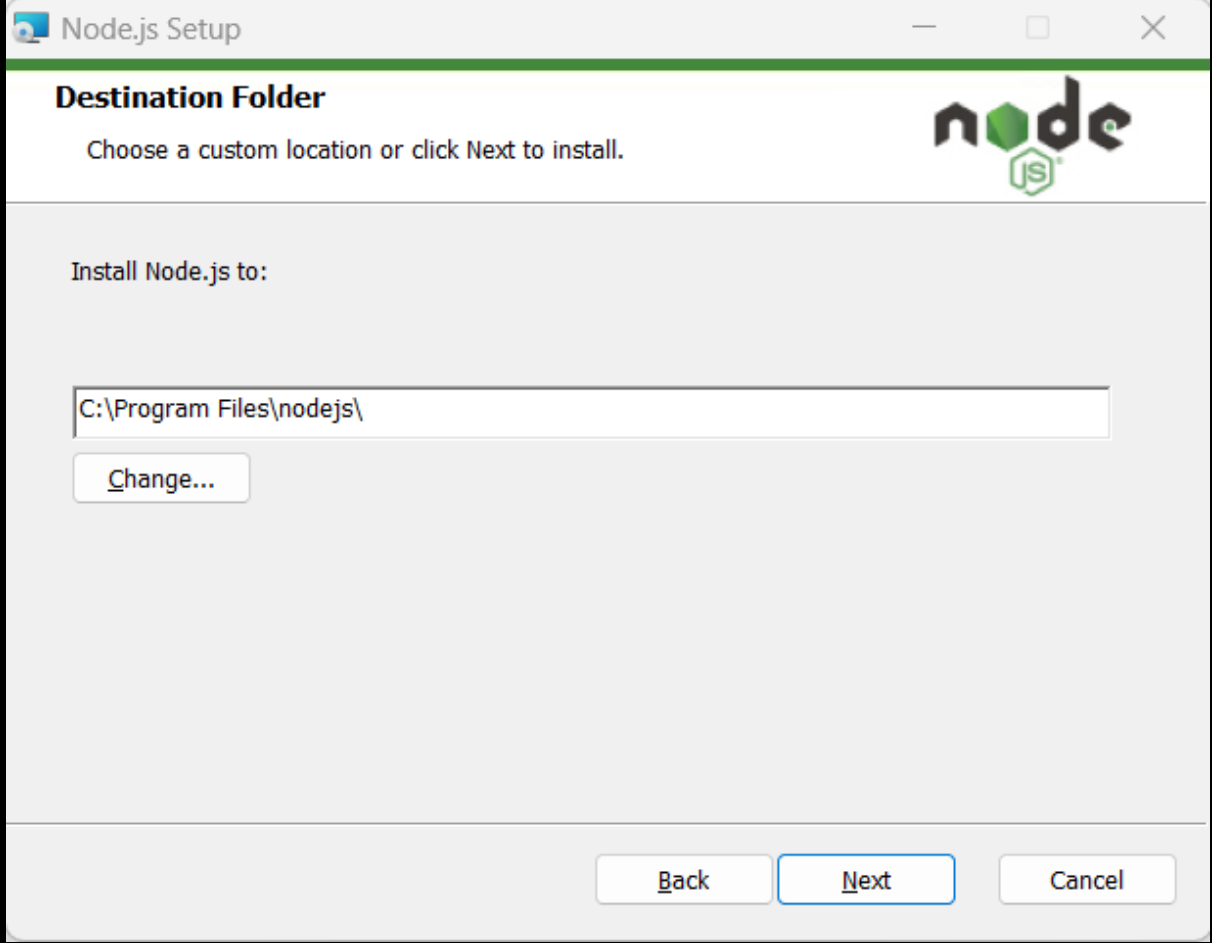
☒ I accept the terms in the License Agreement

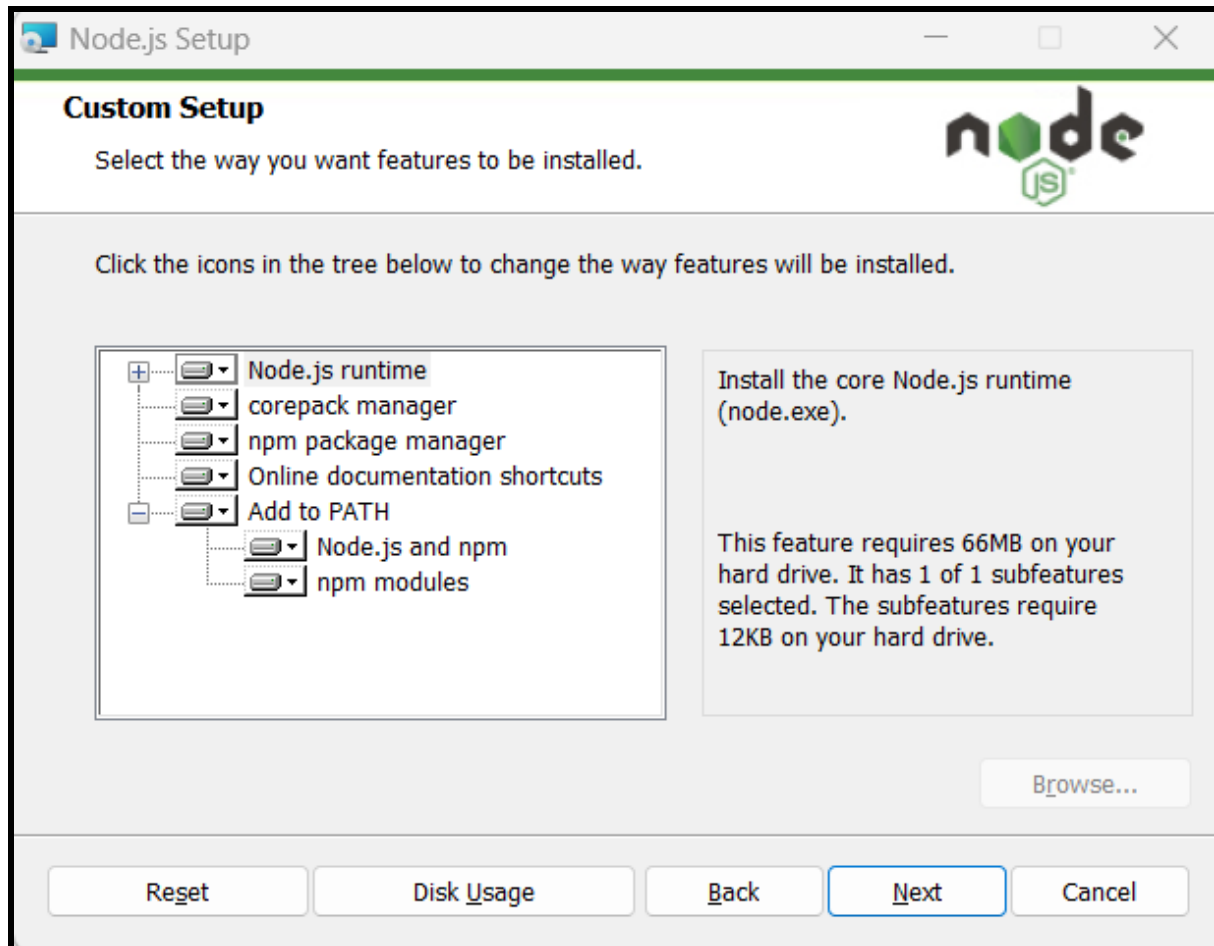
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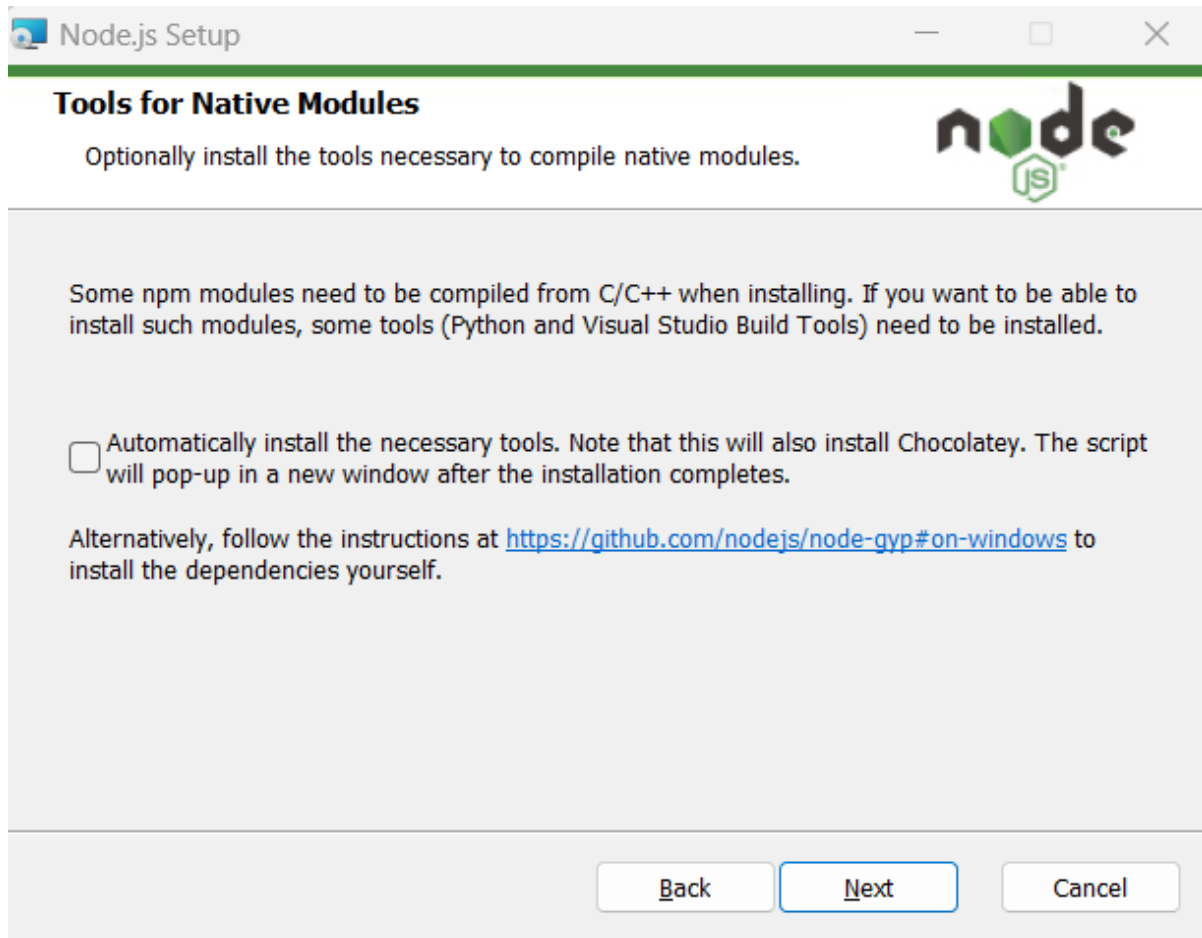
Next

Cancel

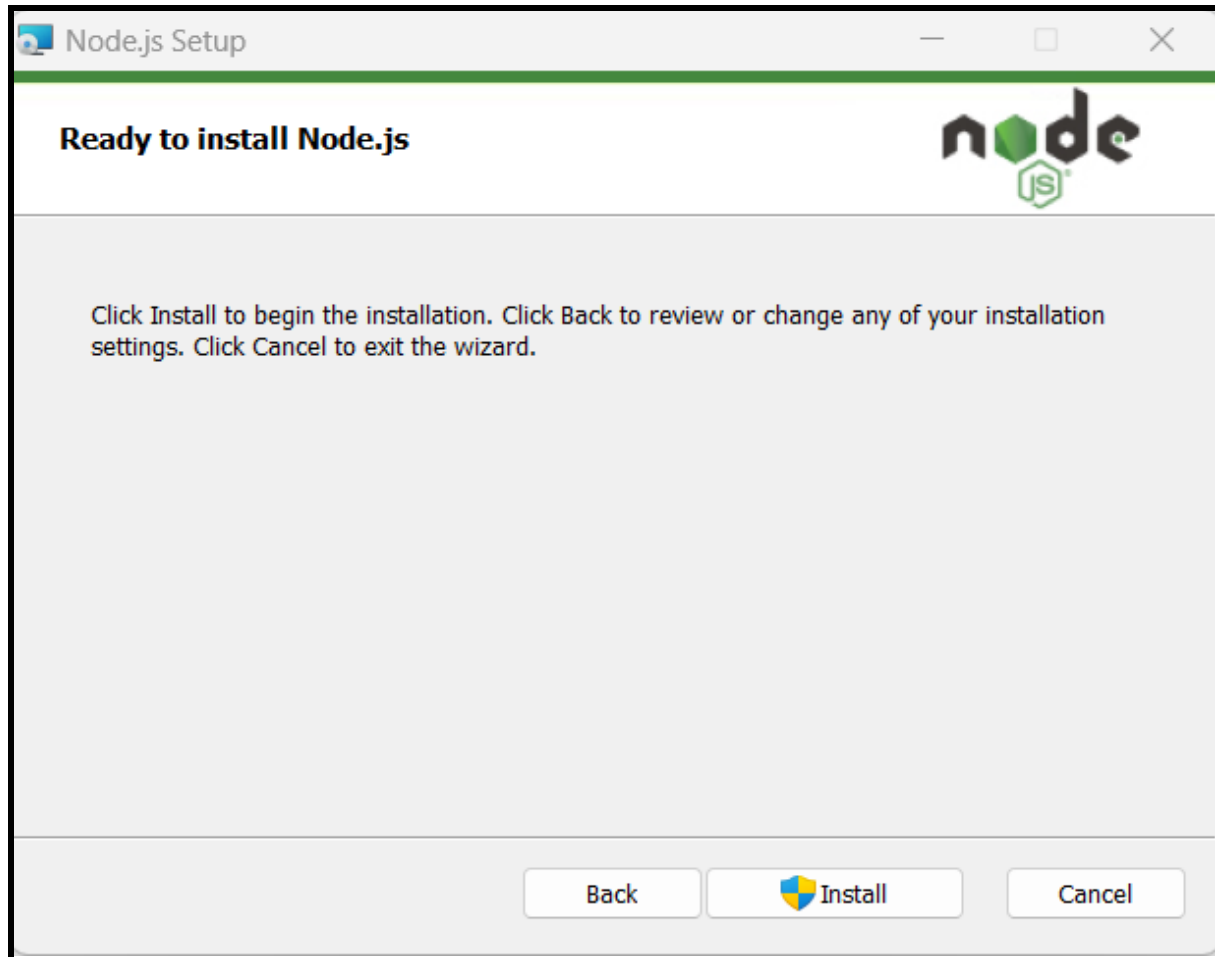




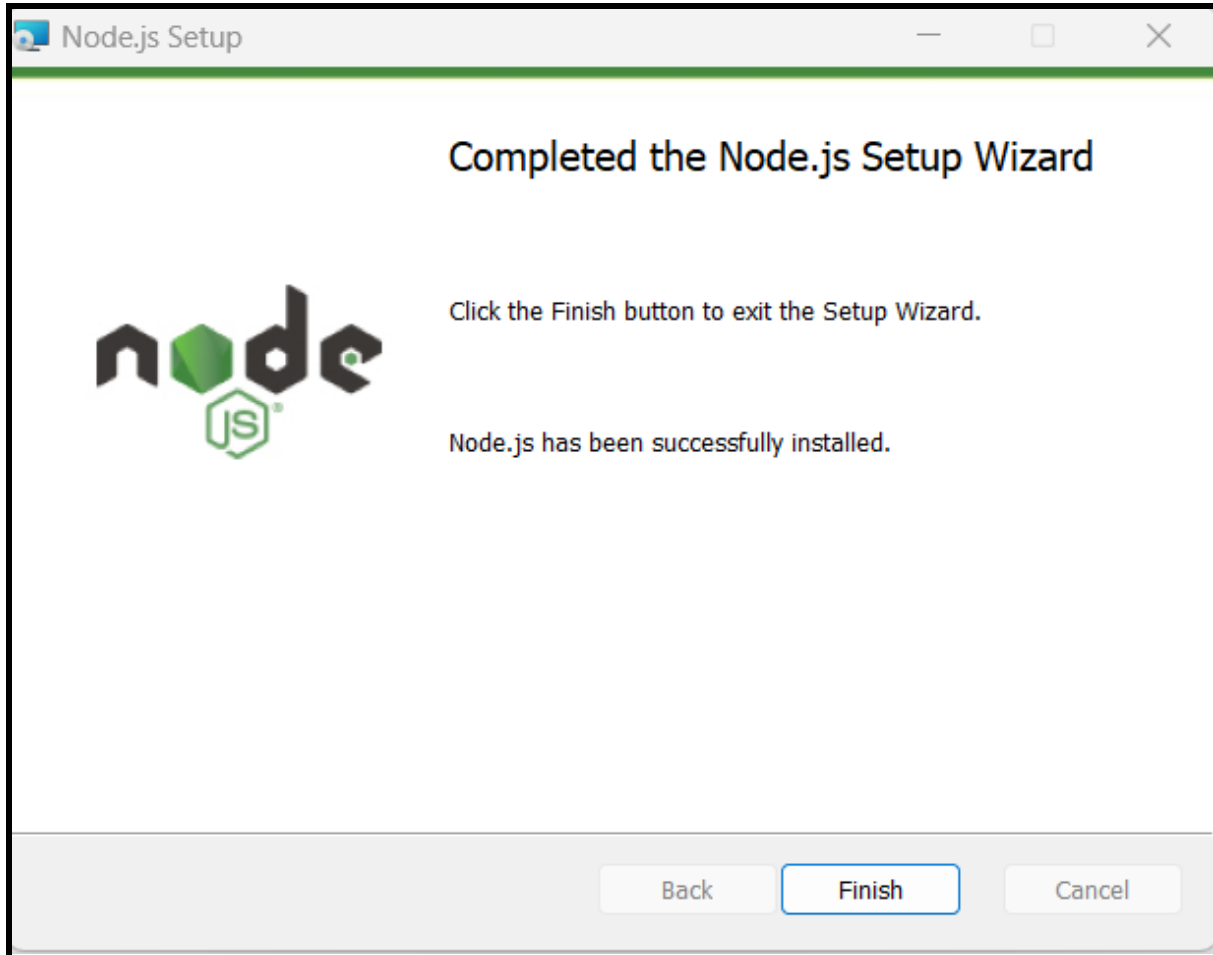
Click on Next button



Click On Next Button



Now Click on Install button



Click on Finish Button

Once we install the nodejs we can cross check the node js by opening the command prompt.

```
C:\WINDOWS\system32\cmd. x + v - [icon] X
Microsoft Windows [Version 10.0.22621.1702]
(c) Microsoft Corporation. All rights reserved.

C:\Users\ADMIN>node --version
v18.16.0

C:\Users\ADMIN>
```



Let's learn about the npm which is by default installed while we install a node js.

### What is NPM?

- NPM – or "Node Package Manager" – is the default package manager for JavaScript's runtime Node.js.
- It's also known as "Ninja Pumpkin Mutants", "Nonprofit Pizza Makers", and a host of other random names that you can explore and probably contribute to over at npm-expansions.
- **NPM consists of two main parts:**
  - a CLI (command-line interface) tool for publishing and downloading packages.
  - an online repository that hosts JavaScript packages.  
<https://www.npmjs.com/>

Let's learn how to install angular in the window operating system.  
The following are the below steps to install the angular:

Step1 : Check the version of nodejs, npm as below command:

```
C:\Users\ADMIN>node --version
v18.16.0

C:\Users\ADMIN>npm --version
9.5.1

C:\Users\ADMIN>
```

Step2: Now install the angular by visiting the official website of angular

<https://angular.io/docs>

Step3: Open the command prompt and install the angular 10

**Note** : If angular is already there in your system you can uninstall by using following command:

```
C:\Users\ADMIN>npm uninstall -g angular-cli  
  
up to date in 82ms  
  
C:\Users\ADMIN>
```

1. npm cache clean --force
2. npm cache verify

As of now we have not installed angular any version.

Let's Learn how to install

```
D:\angular practise>npm install -g @angular/cli
```

Now check the version of angular by using following command:

```
D:\angular practise>ng version
? Would you like to share pseudonymous usage data about this project with the Angular Team
at Google under Google's Privacy Policy at https://policies.google.com/privacy. For more
details and how to change this setting, see https://angular.io/analytics. Yes
```

Thank you for sharing pseudonymous usage data. Should you change your mind, the following
command will disable this feature entirely:

```
ng analytics disable --global
```

Global setting: enabled  
Local setting: No local workspace configuration file.  
Effective status: enabled

Angular CLI

Angular CLI: 16.0.4  
Node: 18.16.0  
Package Manager: npm 9.5.1  
OS: win32 x64

Angular:  
...

Package	Version
@angular-devkit/architect	0.1600.4 (cli-only)
@angular-devkit/core	16.0.4 (cli-only)
@angular-devkit/schematics	16.0.4 (cli-only)
@schematics/angular	16.0.4 (cli-only)

Step4: Create the new angular project i.e. myapp by using below command:

```

D:\angular practise>ng new myapp
? Would you like to add Angular routing? No
? Which stylesheet format would you like to use? CSS
CREATE myapp/angular.json (2695 bytes)
CREATE myapp/package.json (1036 bytes)
CREATE myapp/README.md (1059 bytes)
CREATE myapp/tsconfig.json (901 bytes)
CREATE myapp/.editorconfig (274 bytes)
CREATE myapp/.gitignore (548 bytes)
CREATE myapp/tsconfig.app.json (263 bytes)
CREATE myapp/tsconfig.spec.json (273 bytes)
CREATE myapp/.vscode/extensions.json (130 bytes)
CREATE myapp/.vscode/launch.json (470 bytes)
CREATE myapp/.vscode/tasks.json (938 bytes)
CREATE myapp/src/main.ts (214 bytes)
CREATE myapp/src/favicon.ico (948 bytes)
CREATE myapp/src/index.html (291 bytes)
CREATE myapp/src/styles.css (80 bytes)
CREATE myapp/src/app/app.module.ts (314 bytes)
CREATE myapp/src/app/app.component.html (23083 bytes)
CREATE myapp/src/app/app.component.spec.ts (889 bytes)
CREATE myapp/src/app/app.component.ts (209 bytes)
CREATE myapp/src/app/app.component.css (0 bytes)
CREATE myapp/src/assets/.gitkeep (0 bytes)
✓ Packages installed successfully.
warning: in the working copy of '.editorconfig', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of '.gitignore', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of '.vscode/extensions.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of '.vscode/launch.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of '.vscode/tasks.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'README.md', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'angular.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'package-lock.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'package.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'src/app/app.component.html', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'src/app/app.component.spec.ts', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'src/app/app.component.ts', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'src/app/app.module.ts', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'src/index.html', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'src/main.ts', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'src/styles.css', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'tsconfig.app.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'tsconfig.json', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of 'tsconfig.spec.json', LF will be replaced by CRLF the next time Git touches it
Successfully initialized git.

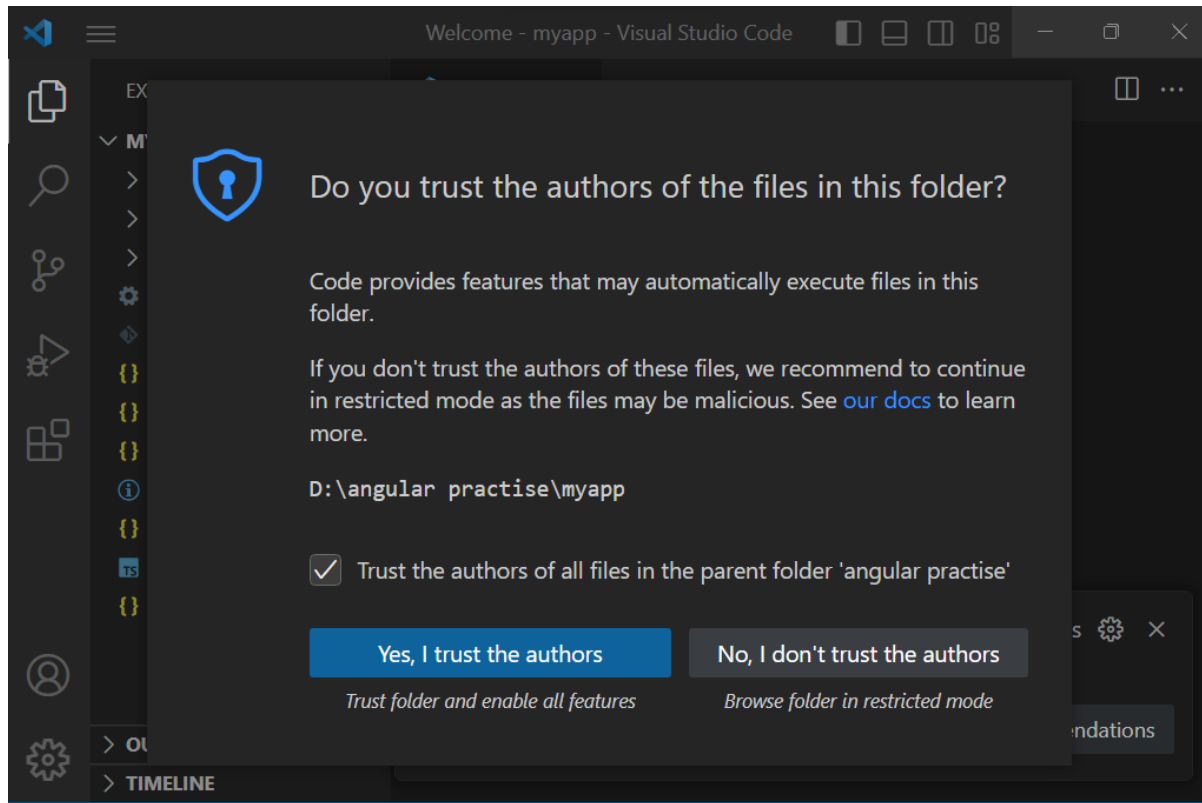
```

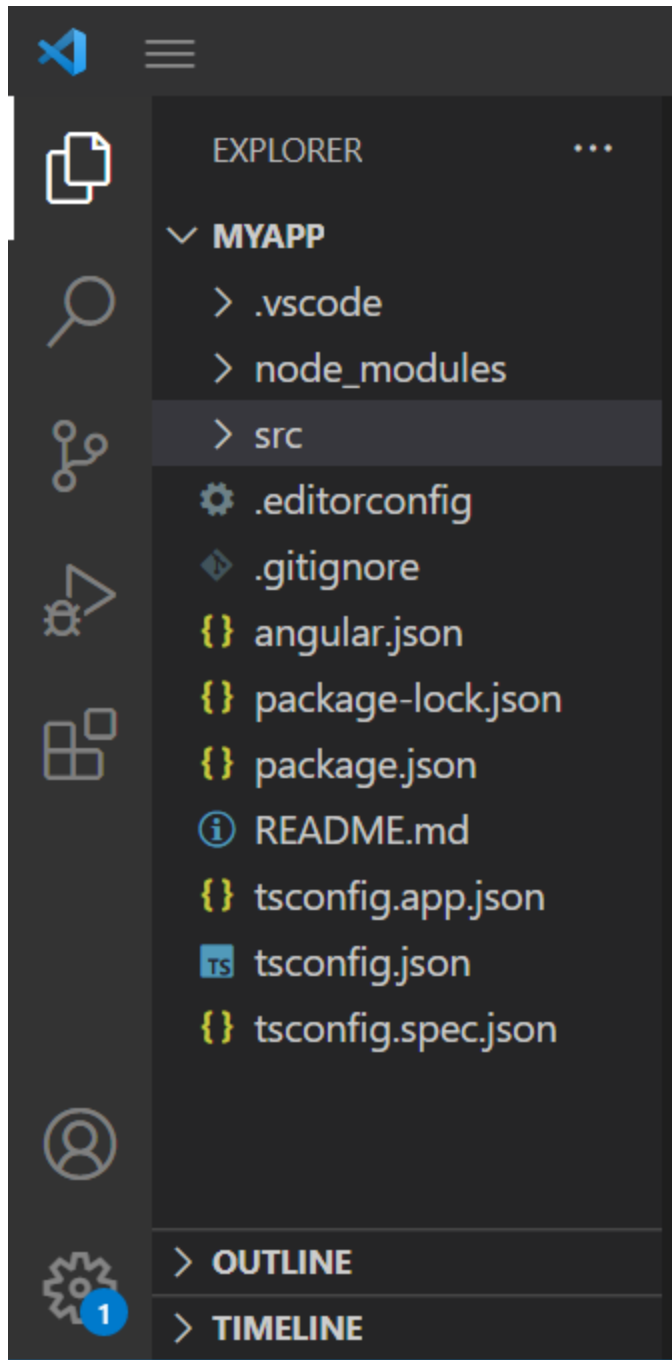
Step5: Now move to the myapp directory and open the project into the visual studio.

```

D:\angular practise\myapp>code .

```

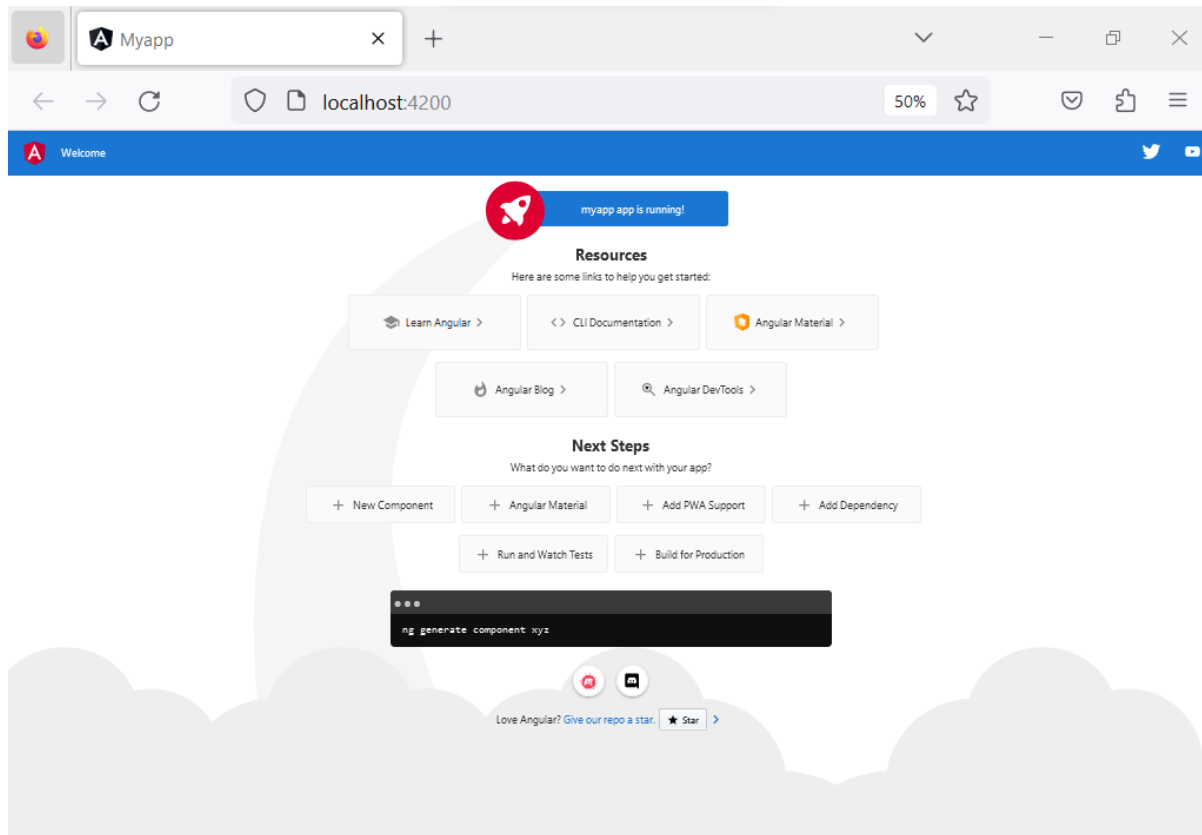




Step6: Open the terminal and start the angular application

```
PS D:\angular practise\myapp> npm start
```

## Step7: Open into the browser and test it



## DAY-3

### Agenda:

- **TypeScript**
  - What is TypeScript?
  - Difference between TypeScript and JavaScript
  - Features of TypeScript
  - Version of TypeScript
  - Steps to Prepare First Example in TypeScript



## TypeScript:

- It is programming language, which is developed based on JS.
- It is superset of JS, which adds data types, classes, interfaces and other features.
- It is developed by Microsoft Corporation in 2012.

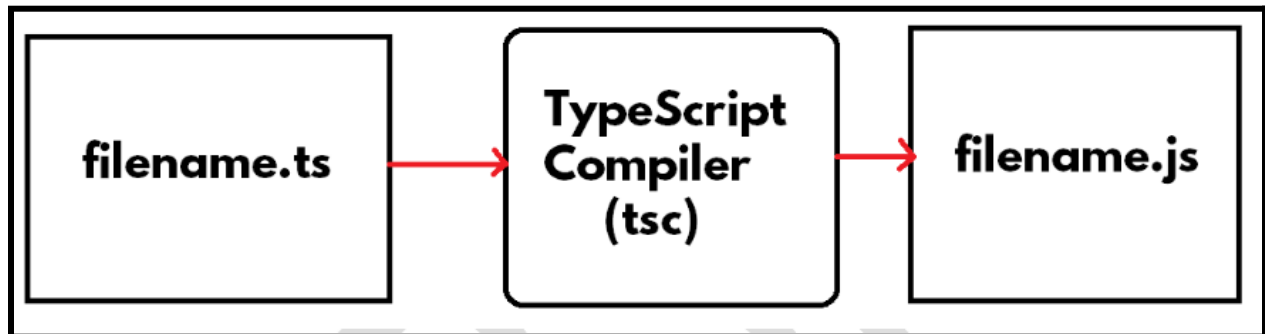
## Difference between TypeScript and JavaScript

S.NO	TypeScript	JavaScript
1.	Supports static typing and allows declaring types for variables, function parameters, and return values.	Dynamically typed language where types are determined at runtime.
2.	Requires a compilation step to convert TypeScript code into JavaScript code.	No compilation step required, as JavaScript code runs directly in the browser or on a server.
3.	In Case TS we have features like interfaces, classes, modules, and generics.	It doesn't have build-in support for interfaces, classes, modules.
4.	The extension is .ts	The extension is .js
5.	It supports object-oriented programming concepts like classes, interfaces, inheritance, generics etc..	It just a scripting language.

# Features of TypeScript

- **Static Typing :**
  - TypeScript allows you to explicitly declare the types of variables, function parameters, and return values. It helps catch errors during development by ensuring that values are used correctly and consistently.
- **Modules :**
  - TypeScript provides a module system that helps organize code into reusable and independent units. Modules allow you to encapsulate related functionality and control the visibility of variables and functions, making it easier to manage large codebases.
- **Interfaces :**
  - TypeScript introduces interfaces, which define the structure and shape of objects. They enable you to specify the expected properties and methods that an object should have, promoting code clarity and maintainability.
- **Classes:**
  - TypeScript supports object-oriented programming concepts like classes, inheritance, and access modifiers (e.g., public, private, protected). Classes allow you to define blueprints for creating objects with shared properties and behaviors.
- **Generics :**
  - TypeScript supports generics, allowing you to create reusable components that can work with different types. Generics provide a way to write flexible and type-safe code by abstracting over specific data types.
- **Tooling and IDE support :**

- TypeScript offers excellent tooling and support in popular IDEs like Visual Studio Code. This includes features like autocompletion, type checking, and refactoring tools, which enhance developer productivity and help identify errors early.
- **Browser Compatability :**
  - TypeScript code can be transpiled into JavaScript that is compatible with older browsers. You can write modern JavaScript syntax and features and then convert it into a version that works in a wide range of environments.



## Version History

Version	Year
0.8	2012 (first version)
0.9	2013
1.0	2014
2.0	2016
2.6	2017
2.8	2018
...	..
5.0	2023
<a href="https://en.wikipedia.org/wiki/TypeScript">https://en.wikipedia.org/wiki/TypeScript</a>	

# Steps to Prepare First Example in TypeScript

Step1: Install the Node.JS

- <https://nodejs.org/en>

Step2: Install the TypeScript

- <https://www.typescriptlang.org/download>

Step3: Install VS Code

Step4 : Create a folder structure

Step5 : Create the TypeScript file and write the code

Step6 : Compile the TypeScript Program

Step7: Execute the TypeScript Program

- In order to install the typescript via npm we can use the below command:
  - `npm install typescript -g`

```
C:\Users\MOHAMMED IMTIAZ>npm install typescript -g
```

```
C:\Users\MOHAMMED IMTIAZ>tsc -version  
Version 5.1.3
```

## DAY-4

### Agenda

- TypeScript Basics
  - Variables
  - DataTypes
- TypeScript OOPS
  - Class
  - Object
  - Constructor
  - Inheritance
  - Access Modifiers
  - Interface
  - Enumeration
  - Moudles

## TypeScript Basics

### Variables

- Variable is a named memory location in RAM, to store a value at run time.
  - **Syntax:** var variable : datatype = value;
  - **Example:** var a : number = 100;
- TypeScript supports “optional static typing”. That means it is optional to specify datatype
- for the variable in TypeScript.
  - **Static Typing:**
    - If you specify the data type for the variable, it is not possible assign other data type of value into the variable; if you do so, “tsc” compiler will generate coding-time and compile-time errors; but the code will be compiled and executed also, even though it is having errors.

- **Dynamic Typing:** If you don't specify the data type for the variable, we can assign any type of value into the variable.
- In TypeScript, we have "optional static typing". That means it is optional to specify datatype for the variable in TypeScript

## Data Types

- **The following are the list of DataTypes in TypeScript:**
  - number : All types of numbers(integer, floating)
  - string : Collection of characters in double quotes or single quotes
  - boolean : true or false
  - any : Any type of value

## Object

- Object is the primary concept in OOP (Object Oriented Programming).
- "Object" represents a physical item, that represents a person or a thing.
- Object is a collection of properties (details) and methods (manipulations).
- For example, a student is an "object".
- We can create any no. of objects inside the program.

## Property

- Properties are the details about the object.
- Properties are used to store a value.
- For example, **studentname="Scott"** is a property in the "student object".
- Properties are stored inside the object.
- The value of property can be changed any no. of times

## Method

- Methods are the operations / tasks of the object, which manipulates / calculates the data and do some process.
- Method is a function in the object.
- Methods are stored inside the object.

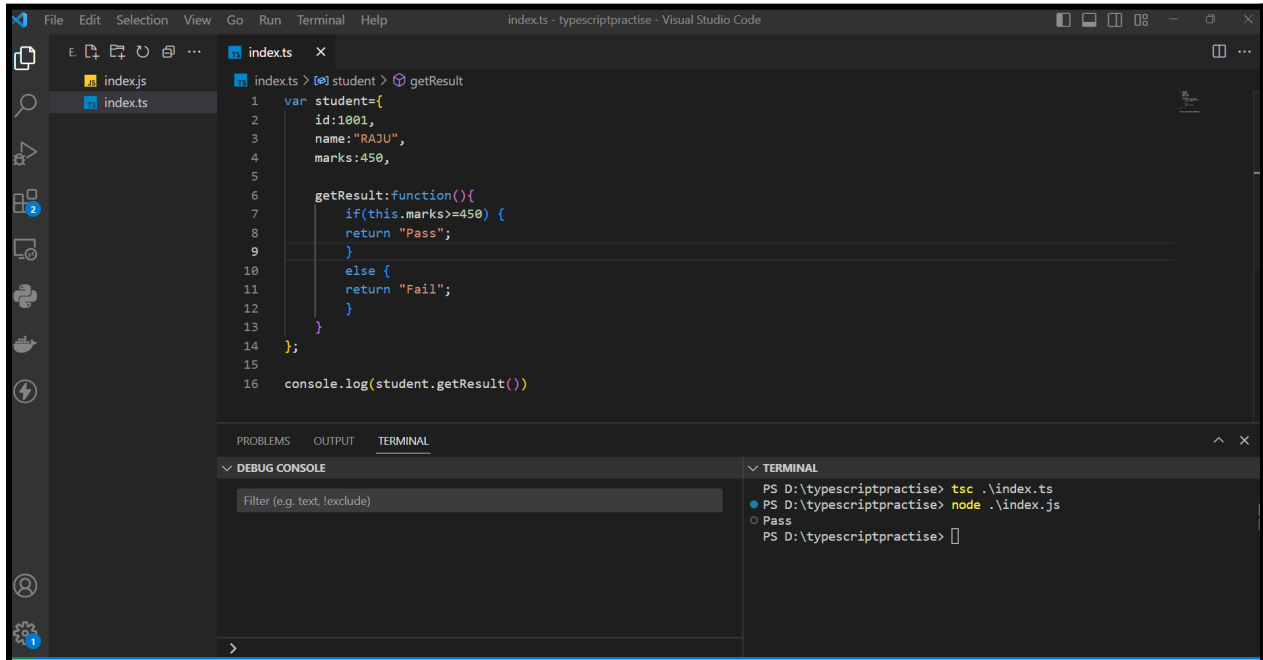
## Creating Object in TypeScript

- Object can be created by using "Object Literal Pattern" in TypeScript.
- Object literal" is a collection of properties and methods, that are enclosed within curly braces { }.
- **Syntax** to create Object: { property: value, ..., method: function( ) { code here } }

## Reference Variable

- The "reference variable" is a variable, that can store the reference of an object.
- We can access all the properties and methods of the object, by using the "reference variable".
- Syntax to create Object and store its reference in the "reference variable":
- `var referenceVariable = { property: value, ..., method: function() { code here } };`

## Example :



The screenshot shows the Visual Studio Code editor with a file named `index.ts` open. The code defines a `student` object with properties `id`, `name`, and `marks`, and a `getResult` method that checks if the marks are greater than or equal to 450. The terminal shows the output of running the code, which is `Pass`.

```
1  var student={
2      id:1001,
3      name:"RAJU",
4      marks:450,
5
6      getResult:function(){
7          if(this.marks>=450) {
8              return "Pass";
9          }
10         else {
11             return "Fail";
12         }
13     }
14 };
15
16 console.log(student.getResult())
```

TERMINAL

```
PS D:\typescriptpractise> tsc .\index.ts
PS D:\typescriptpractise> node .\index.js
Pass
PS D:\typescriptpractise>
```

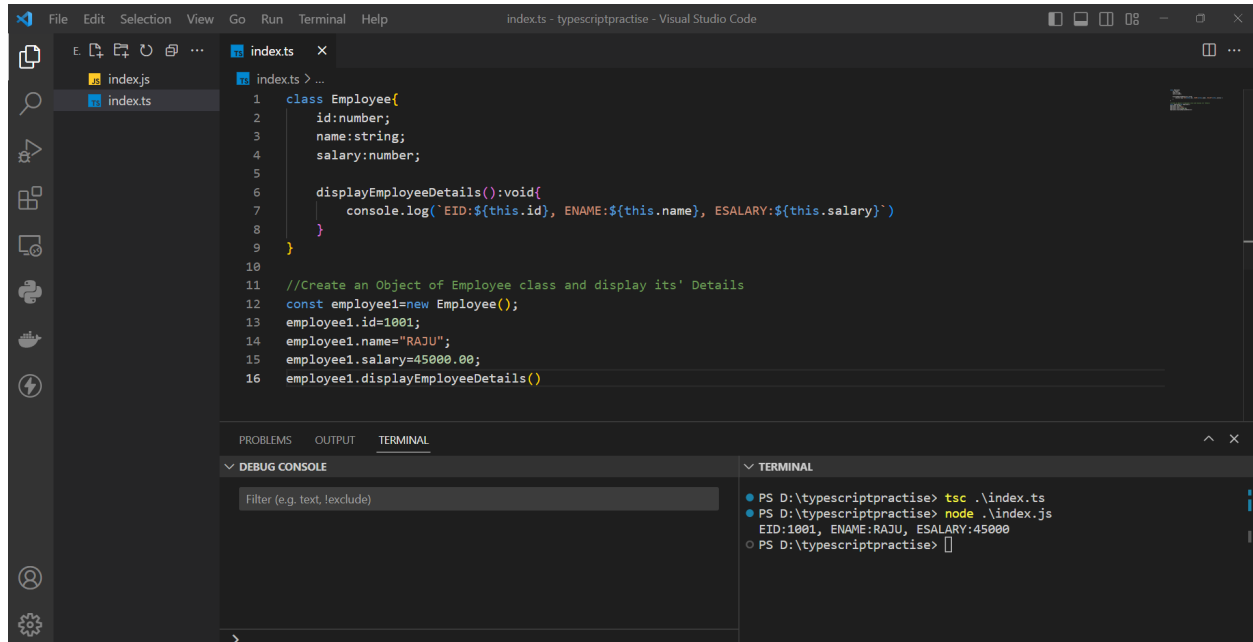
## Class

- It is represent a model of the object, which defines list of properties and method of the object.
- Example : “ Employee “ class represents structures(list of properties and methods) of every Employee object.
- We can create any no of objects based on a class by using a “new” keyword.
- All the objects of a class, shares same set of properties and method of the class.
- We can store the reference of the object in “reference variable”; using which you can access the object.
- Syntax:

```
class className{
    //properties
    //methods
}
```



## Example:



The screenshot shows the Visual Studio Code editor with a file named `index.ts` open. The code defines an `Employee` class with properties `id`, `name`, and `salary`, and a method `displayEmployeeDetails`. It then creates an instance of the class and calls the method. The terminal output shows the command `tsc .\index.ts` being executed, followed by `node .\index.js`, which produces the output `EID:1001, ENAME:RAJU, ESALARY:45000`.

```
1 class Employee{
2     id:number;
3     name:string;
4     salary:number;
5
6     displayEmployeeDetails():void{
7         console.log(`EID:${this.id}, ENAME:${this.name}, ESALARY:${this.salary}`)
8     }
9 }
10
11 //Create an Object of Employee class and display its' Details
12 const employee1=new Employee();
13 employee1.id=1001;
14 employee1.name="RAJU";
15 employee1.salary=45000.00;
16 employee1.displayEmployeeDetails()
```

TERMINAL

```
PS D:\typescriptpractise> tsc .\index.ts
PS D:\typescriptpractise> node .\index.js
EID:1001, ENAME:RAJU, ESALARY:45000
PS D:\typescriptpractise>
```

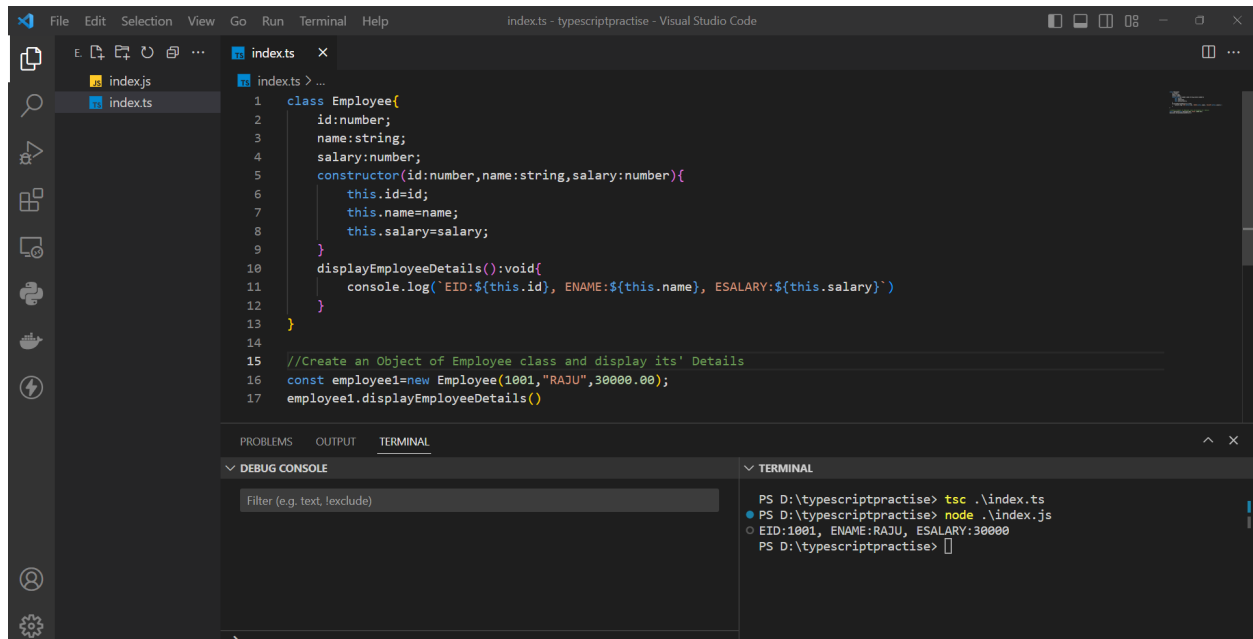
## Constructor

- It is a special function which is a part of the class.
  - It will invoked automatically when we create an instance of the class.
    - Note : When we create the multiple instance of the particular class every time it will invoke the constructor.
  - It is basically used to initialize the properties of the class.
  - We use the name as “constructor”.
  - Constructor can take any no of arguments but not the return type.
- Note : We can't define multiple constructor in TypeScript.

### Syntax:

```
constructor(arg1:dataType,arg2:dataType,arg3:dataTyp,...){
}
```

Example:



```
1 class Employee{
2   id:number;
3   name:string;
4   salary:number;
5   constructor(id:number,name:string,salary:number){
6     this.id=id;
7     this.name=name;
8     this.salary=salary;
9   }
10  displayEmployeeDetails():void{
11    console.log(`EID:${this.id}, ENAME:${this.name}, ESALARY:${this.salary}`)
12  }
13 }
14
15 //Create an Object of Employee class and display its' Details
16 const employee1=new Employee(1001,"RAJU",30000.00);
17 employee1.displayEmployeeDetails()
```

PROBLEMS OUTPUT TERMINAL

DEBUG CONSOLE

Filter (e.g. text, exclude)

TERMINAL

```
PS D:\typescriptpractise> tsc .\index.ts
PS D:\typescriptpractise> node .\index.js
EID:1001, ENAME:RAJU, ESALARY:30000
PS D:\typescriptpractise>
```

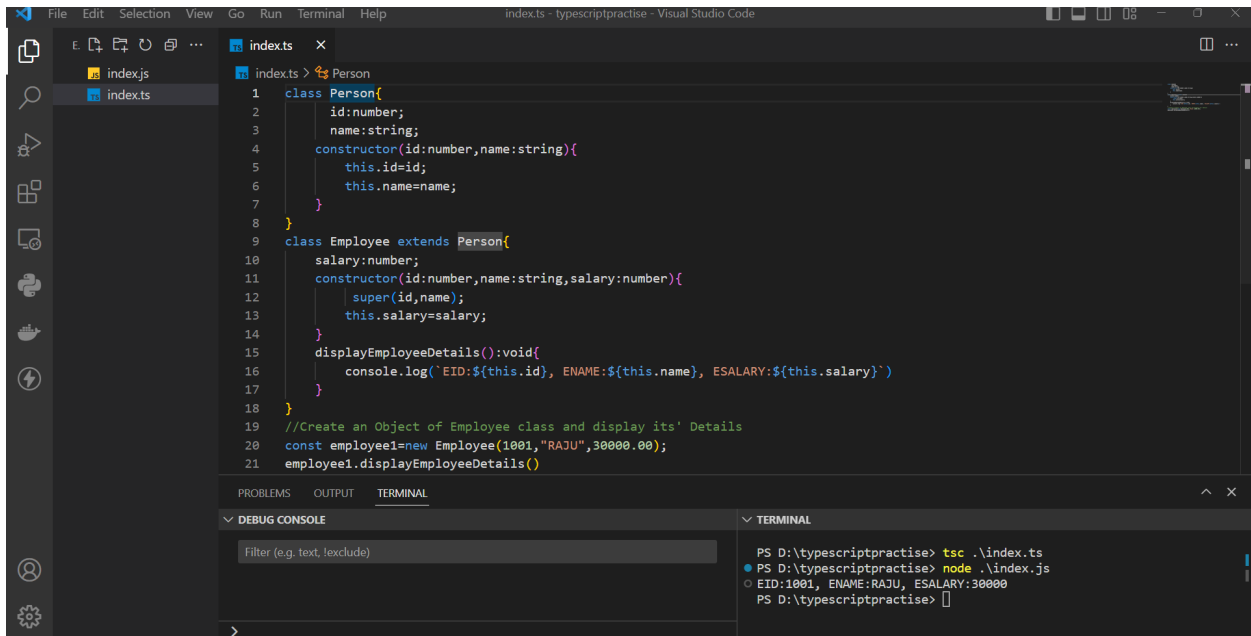
## Inheritance

- Acquiring the properties from parent class to child class is called as Inheritance.
- The main advantage of inheritance is code reusability.

### Key Points:

- ☐ The 'extends' keyword is used to create inheritance.
- ☐ The 'super' keyword is basically used to access the members of parent class from child class.
- ☐ When Parent class has a constructor, then child class has to invoke explicitly by using super(..)
- Example : Employee extends Person, Batsmen extends Player, ICICIBank extends Bank etc...
- Syntax :
  - class parentClass{  
    //parent class members  
}
  - class childClass extends parentClass{  
    // child class members  
}

Example:



```
index.ts | index.js | index.ts
class Person {
  id: number;
  name: string;
  constructor(id: number, name: string) {
    this.id = id;
    this.name = name;
  }
}

class Employee extends Person {
  salary: number;
  constructor(id: number, name: string, salary: number) {
    super(id, name);
    this.salary = salary;
  }
  displayEmployeeDetails(): void {
    console.log(`EID:${this.id}, ENAME:${this.name}, ESALARY:${this.salary}`);
  }
}

// Create an Object of Employee class and display its Details
const employee1 = new Employee(1001, "RAJU", 30000.00);
employee1.displayEmployeeDetails();
```

PROBLEMS OUTPUT TERMINAL

DEBUG CONSOLE

Filter (e.g. text, exclude)

TERMINAL

```
PS D:\typescriptpractise> tsc .\index.ts
PS D:\typescriptpractise> node .\index.js
EID:1001, ENAME:RAJU, ESALARY:30000
PS D:\typescriptpractise>
```

## Access Modifiers

- It is used to specify where the member of a class can be accessible. That means it specifies whether the member of a class is accessible outside the class or not.
- Access Modifiers are used to implement "security" in OOP.
- Each member (property / method), we can specify the access modifier separately.
- TypeScript compiler and Visual Studio Code Editor shows errors, if a developer try to access the member, which is not accessible.
- "public" is the access modifier for all the members (property / method) in TypeScript class.

**TypeScript supports three access modifiers:**

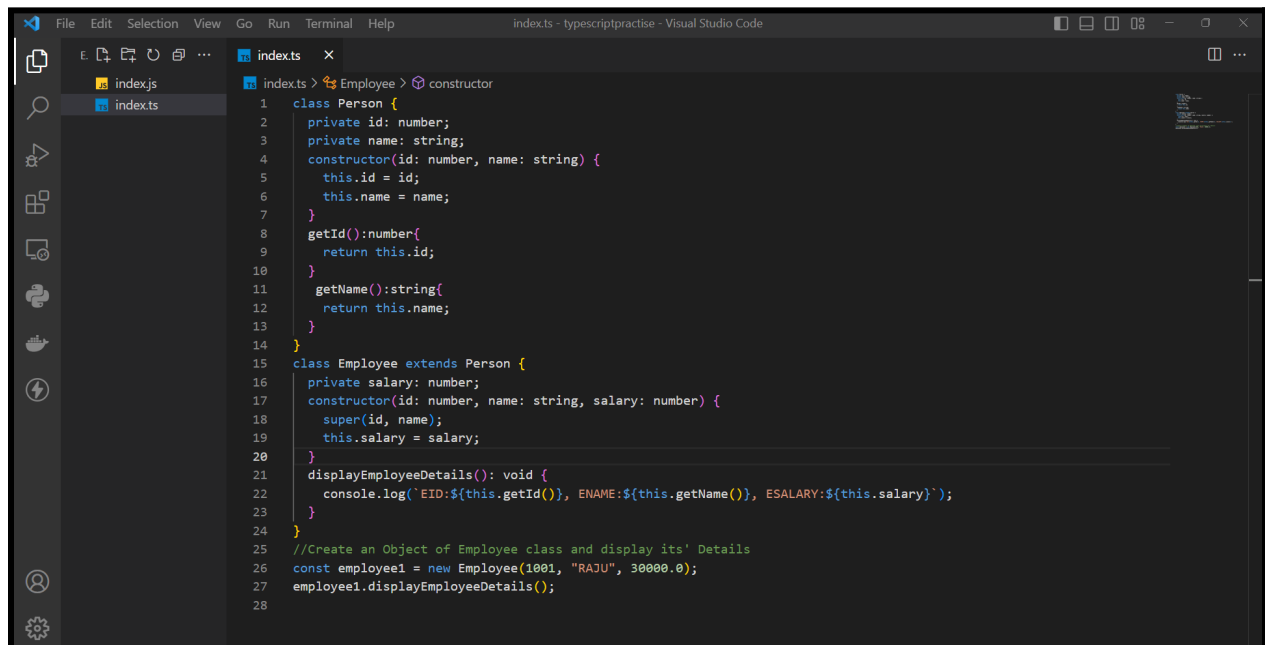
1. public
2. private
3. protected

1. **public:** Public members can be accessed from anywhere, both within the class and outside the class.
2. **private:** Private members can only be accessed within the class in which they are defined. They are not accessible from outside the class or from derived classes.
3. **protected:** Protected members can be accessed within the class and in derived classes. They are not accessible from outside the class.

### Syntax:

```
class className{  
    accessModifier property:dataType;  
  
    accessModifier methodName(lis_of_args):returnType{  
  
    }  
  
}
```

### Example:



```
1 class Person {  
2     private id: number;  
3     private name: string;  
4     constructor(id: number, name: string) {  
5         this.id = id;  
6         this.name = name;  
7     }  
8     getId():number{  
9         return this.id;  
10    }  
11    getName():string{  
12        return this.name;  
13    }  
14 }  
15 class Employee extends Person {  
16     private salary: number;  
17     constructor(id: number, name: string, salary: number) {  
18         super(id, name);  
19         this.salary = salary;  
20    }  
21    displayEmployeeDetails(): void {  
22        console.log(`EID:${this.getId()}, ENAME:${this.getName()}, ESALARY:${this.salary}`);  
23    }  
24 }  
25 //Create an Object of Employee class and display its' Details  
26 const employee1 = new Employee(1001, "RAJU", 30000.0);  
27 employee1.displayEmployeeDetails();  
28
```

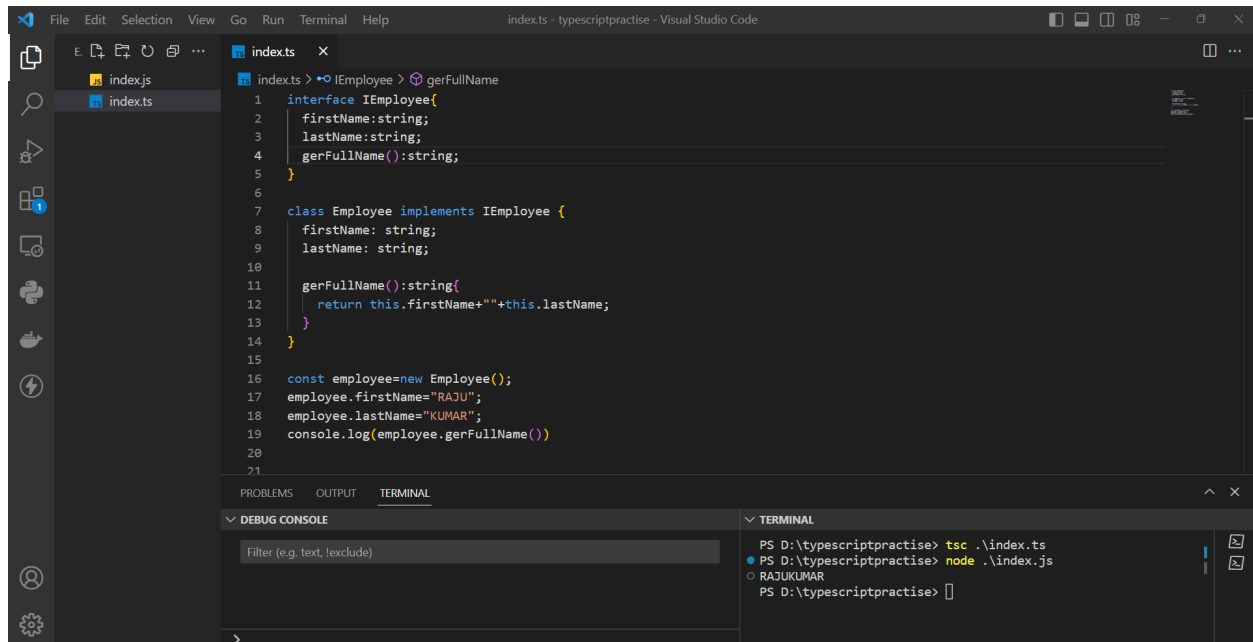
# Interfaces

- Interface is the model of a class, which describes the list of properties and methods of a class.
- Interfaces doesn't contain actual code; contains only list of properties and methods.
- Interfaces doesn't contain method implementation (method definition); it contains method declaration only, which defines method access modifier, method name, method arguments and method return type.
- The child class that implements the interface must implement all the methods of the interface; if not, compile-time error will be shown at child class. The method name, parameters, return type and access modifier must be same in between "interface method (method at the interface)" and "class method (method at the class)".
- Interfaces act as a mediator between two or more developers; one developer implements the interface, other developer creates reference variable for the interface and invokes methods; so interface is common among them.
- The child class can implement the interface with "implements" keyword.
- All the methods of interface is by default, "public".
- One interface can be implemented by multiple classes; One class can implement multiple interfaces.
- We can develop "multiple inheritance" by implementing multiple interfaces at-a-time in the same class.

## Syntax:

```
interface interfaceName{  
    property:dataType;  
    method(list_of_arg):returnType;  
}
```

Example :



```
1 interface IEmployee {
2     firstName: string;
3     lastName: string;
4     getFullName(): string;
5 }
6
7 class Employee implements IEmployee {
8     firstName: string;
9     lastName: string;
10
11     getFullName(): string {
12         return this.firstName + " " + this.lastName;
13     }
14 }
15
16 const employee = new Employee();
17 employee.firstName = "RAJU";
18 employee.lastName = "KUMAR";
19 console.log(employee.getFullName());
20
21
```

DEBUG CONSOLE

Filter (e.g. text, exclude)

TERMINAL

```
PS D:\typescriptpractise> tsc .\index.ts
PS D:\typescriptpractise> node .\index.js
RAJUKUMAR
PS D:\typescriptpractise>
```

## Enumerations:

- Enumeration is a collection of constants.
- Enumeration acts as a data type.
- We can use "enumeration" as a data type for the "enumeration variable" or "enumeration property".
- The enumeration variable or enumeration property can store any one of the constants of the same enumeration.
- Every constant of enumeration is represented with a number (starts from 0)

## #Steps for creating enumeration

Step1: create the enumeration

```
enum enumerationName{  
    constant1,constant2,...;  
}
```

Step2: Creating the property of enumeration type

```
class className{  
    property:enumerationName;  
}
```

Step3: Create a variable of enumeration type

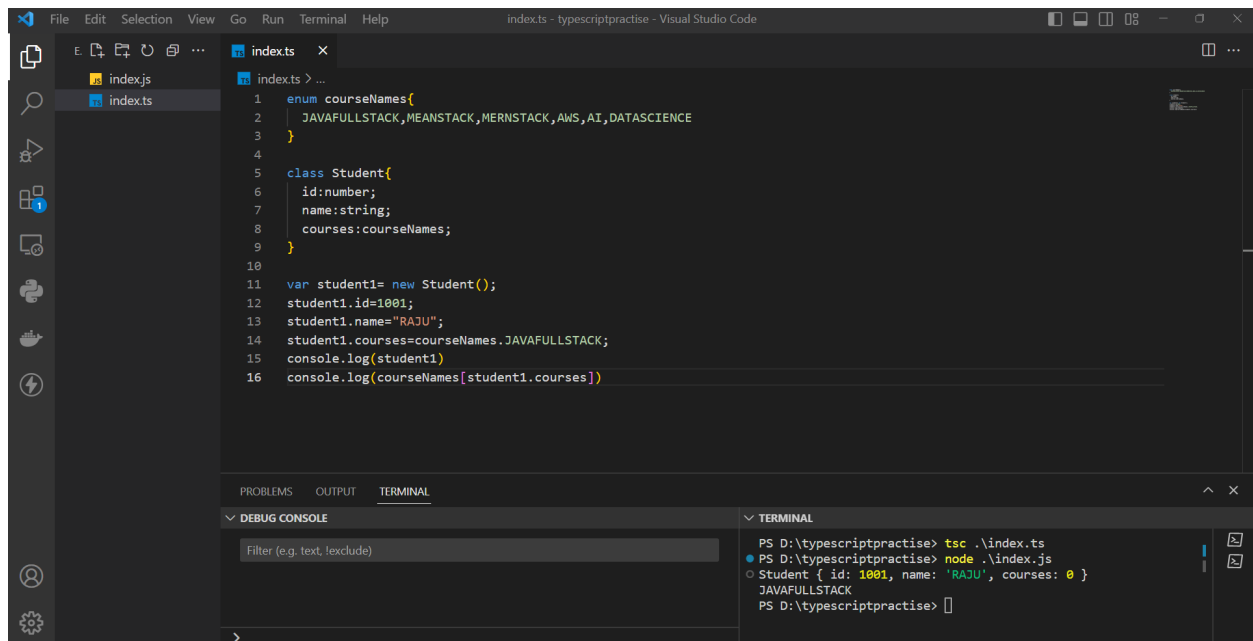
```
variableName : enumerationName;
```

Step4: Assign the value into enumeration variable or enumeration property

```
enumerationVariable = enumerationName.constant;
```

```
this.enumerationProperty=enumerationName.constant;
```

Example:



The screenshot shows a Visual Studio Code editor with a TypeScript file named `index.ts`. The code defines an enumeration `courseNames` with values `JAVAFULLSTACK`, `MEANSTACK`, `MERNSTACK`, `AWS`, `AI`, and `DATASCIENCE`. It then defines a `Student` class with properties `id` (number), `name` (string), and `courses` (of type `courseNames`). A `Student` object is created with `id: 1001`, `name: 'RAJU'`, and `courses: courseNames.JAVAFULLSTACK`. The code logs the student object and the corresponding course name from the enumeration.

```
1  enum courseNames{  
2      JAVAFULLSTACK,MEANSTACK,MERNSTACK,AWS,AI,DATASCIENCE  
3  }  
4  
5  class Student{  
6      id:number;  
7      name:string;  
8      courses:courseNames;  
9  }  
10  
11  var student1= new Student();  
12  student1.id=1001;  
13  student1.name="RAJU";  
14  student1.courses=courseNames.JAVAFULLSTACK;  
15  console.log(student1)  
16  console.log(courseNames[student1.courses])
```

The terminal output shows the command `tsc .\index.ts` being executed, followed by `node .\index.js`. The output of the program is:

```
Student { id: 1001, name: 'RAJU', courses: 0 }  
JAVAFULLSTACK
```

## DAY-5

### Agenda

- Modules
- NodeJS
  - What is NodeJS
  - Working with NodeJS Modules
    - FS(file system)
    - HTTP
  - Working with Express JS
- Understanding of Angular Project Structure

### Modules:

- In large scale applications, it is recommended to write each class in a separate file.
- To access the class of one file in other file, we need the concept of "Modules".
- Module is a file (typescript file), which can export one or more classes (or interfaces,
- enumerations etc.) to other files; The other files can import classes (or interfaces,
- enumerations etc.), that are exported by the specific file. We can't import the classes (or
- others) that are not exported.
- We can export the class (or others), by using "export" keyword in the source file.
- We can import the class (or others), by using "import" keyword in the destination file.
- To represent:
  - current folder, we use "./".
  - sub folder in current folder, we use "../subfolder".
  - parent folder, we use "../".



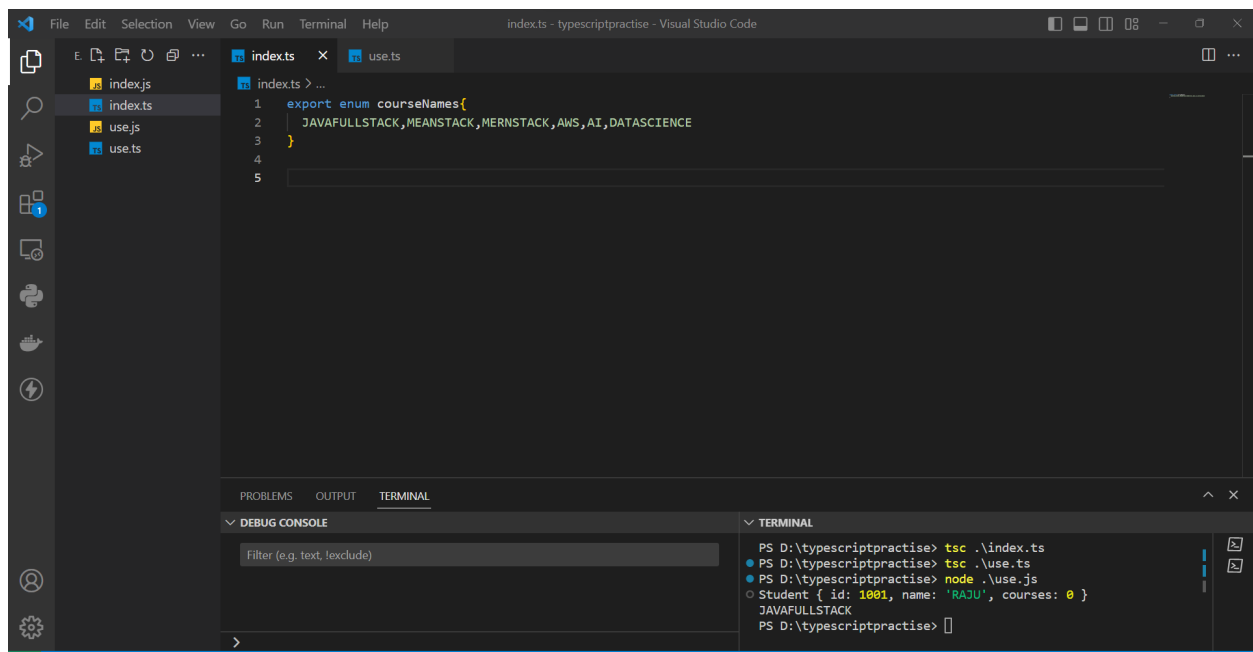
Steps for development of modules

Step1: export a class file1.ts

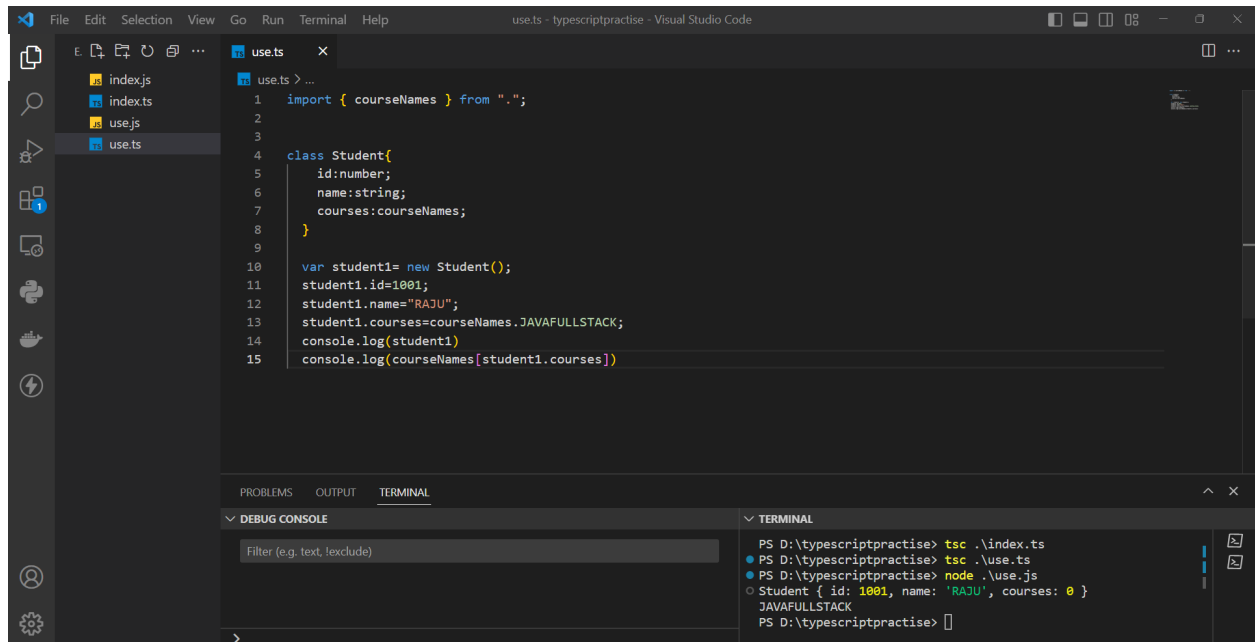
```
export class className{  
...  
}  
import {className} from './file1.ts';  
class className{  
...  
}
```

Example

Step1 : index.ts



Step2: use.ts



## Node.JS

- NodeJS is a cross platform runtime environment and library for running JS application outside the browser.
- NodeJS is not a framework.
- Basically it is used for creating server-side and networking web applications.
- Many of the basic modules of Node.js is written in JS.

### Working with Node.js

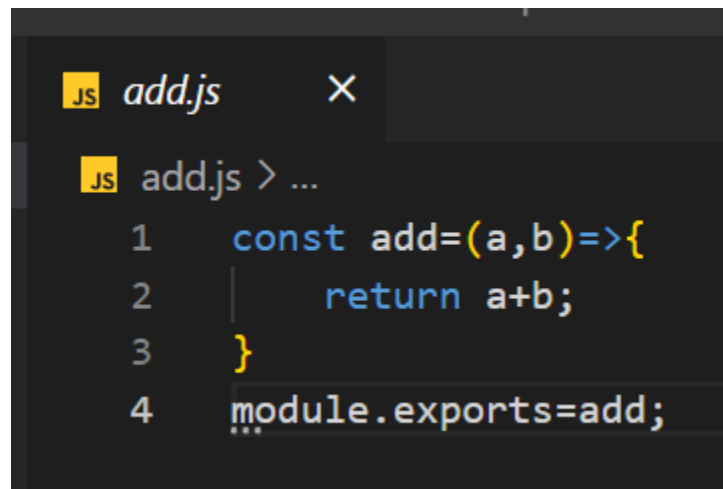
Step1: Install the node.js

<https://nodejs.org/en/download>

Step2: Create the project structure like a folder and create index.js file

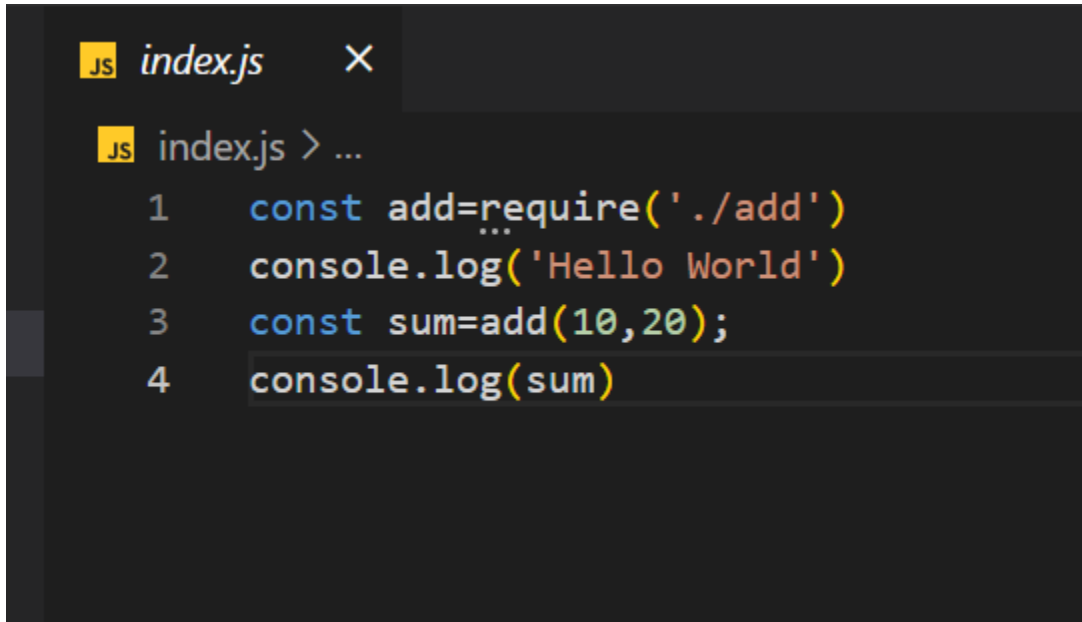
Step3: Inside the index.js file write the below code:

I.add.js

A screenshot of a code editor window with a dark theme. The window title is 'add.js' with a yellow 'JS' icon and a close button. The editor shows the following code:

```
1  const add=(a,b)=>{  
2      return a+b;  
3  }  
4  module.exports=add;
```

II.index.js



```
JS index.js X
JS index.js > ...
1  const add=require('./add')
2  console.log('Hello World')
3  const sum=add(10,20);
4  console.log(sum)
```

### Node.js File System(FS)

- In Node.js, file I/O is provided by simple wrappers around standard POSIX functions. Node File System (fs) module can be imported using following syntax:
- `var fs = require('fs');`

**Note:** Each method in fs module has synchronous and asynchronous forms.

#### 1. Example Program by using synchronous

```
JS index.js X
JS index.js > ...
1  const fs=require('fs')
2  //1. By using Synchronous
3  var data = fs.readFileSync('myfile.txt');
4  console.log(data.toString())
```

## 2. By using Asynchronous

Step1 : Create the myfile.txt

- Add some text

Step2: Create the index.js file

```
JS index.js X
JS index.js > 📦 callback
1  const fs=require('fs')
2  //1. By using Synchronous
3  var data = fs.readFile('myfile.txt',callback)
4
5  function callback(err,data){
6      if(err)
7          console.err('some error')
8      else
9          console.log(data.toString())
10 }
11
```

## Node.js Http

- In order to make HTTP requests in Node.js, there is a built-in module HTTP in Node.js to transfer data over the HTTP. To use the HTTP server in the node, we need to require the HTTP module. The HTTP module creates an HTTP server that listens to server ports and gives a response back to the client.
- syntax:
- `const http=require('http')`
- Example:

```
JS workwithhttp.js X
JS workwithhttp.js > [?] server > [?] http.createServer() callback
1  const http=require('http')
2  const server=http.createServer((req,res)=>{
3      console.log('http://localhost:5000/');
4      if(req.url=='/home'){
5          res.write("Welcome to Home Page")
6      }else if(req.url=='/') {
7          res.write("WELCOME TO HOME PAGE...");
8      }else{
9          res.write(`
10             <h1>Wrong ULR</h1>
11             <a href='/'>Click Here to Home</a>
12             `)
13      }
14      res.end();
15  })
16  server.listen(5000)
```

## Express.js

- It is a small framework that works on top of Node.js web server functionality to simplify its APIs and add helpful new features. It makes it easier to organize your application's functionality with middleware and routing. It adds helpful utilities to Node.js HTTP objects and facilitates the rendering of dynamic HTTP objects.

## Why We need Express.js

- Develops Node.js web applications quickly and easily.
- It's simple to set up and personalise.
- Allows you to define application routes using HTTP methods and URLs.
- Includes a number of middleware modules that can be used to execute additional requests and responses activities.
- Simple to interface with a variety of template engines, including Jade, Vash, and EJS.
- Allows you to specify a middleware for handling errors.

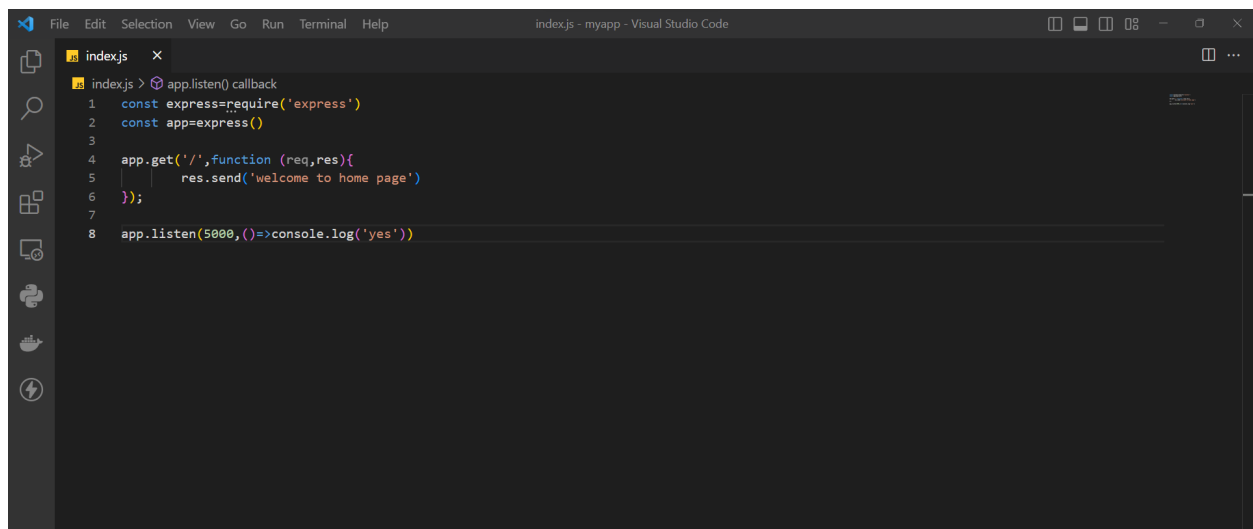
Example :

Step1: Install the express.js

> npm init

> npm i express —save

Step2: Create the index.js file



```
index.js > app.listen() callback
1  const express=require('express')
2  const app=express()
3
4  app.get('/',function (req,res){
5      res.send('welcome to home page')
6  });
7
8  app.listen(5000,()=>console.log('yes'))
```

## DAY-6

### AGENDA

- Fundamental of Angular
  - **Building Blocks of Angular**
  - **Angular Architecture**
  - **Steps to Prepare First Angular Application.**
    - Creating Application Folder
    - Creating @angular/cli package
    - Creating new angular application
    - Open the angular application in vs code
    - Modify app.component.html
    - Run the application
  - **Folder Structure of Angular Application**
    - package.json
    - packages of angular
    - tsconfig.json
    - protractor.config.js
    - karma.conf.js
    - angular-cli.json
    - src/style.css
    - src/index.html
    - src/main.ts
    - src/app/app.module.ts
    - src/app/app.component.ts
    - src/app/app.component.html
    - src/app/app.component.css
    - src/app/app.component.spec.ts
    - Etc..



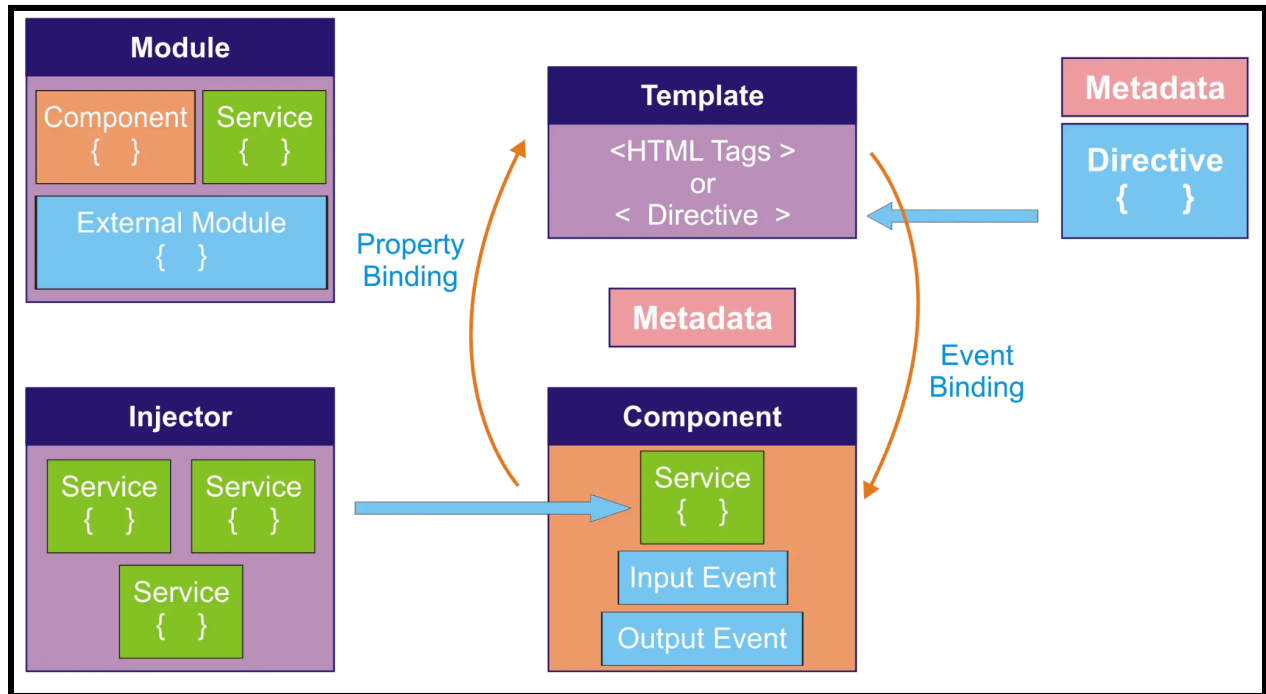
# Fundamental of Angular

## Building Blocks of Angular

Angular is composed with the following “building blocks”:

S.NO	Building Blocks	Description
1.	Component	Application State + Application Logic.
2.	Metadata	Details about the component / module etc.
3.	Template	Design Logic(HTML)
4.	Data Binding	Connection between HTML element and Component property
5.	Module	Group of Components, Directives, and Pipes.
6.	Service	Reusable Code / Business Logic
7.	DI	Injecting (Loading) Service Objects Into the Components.
8.	Directive	Manipulating DOM elements.
9.	Pipe	Transforming values before displaying

# Angular Architecture



# Steps To Create the First Angular Application

Step1: Install the NodeJS

Step2: Install the TypeScript

Step3: Install the VS Code

Step4: Create the application folder

Step5: Install the @angular/cli package

Step6: Create the new angular application

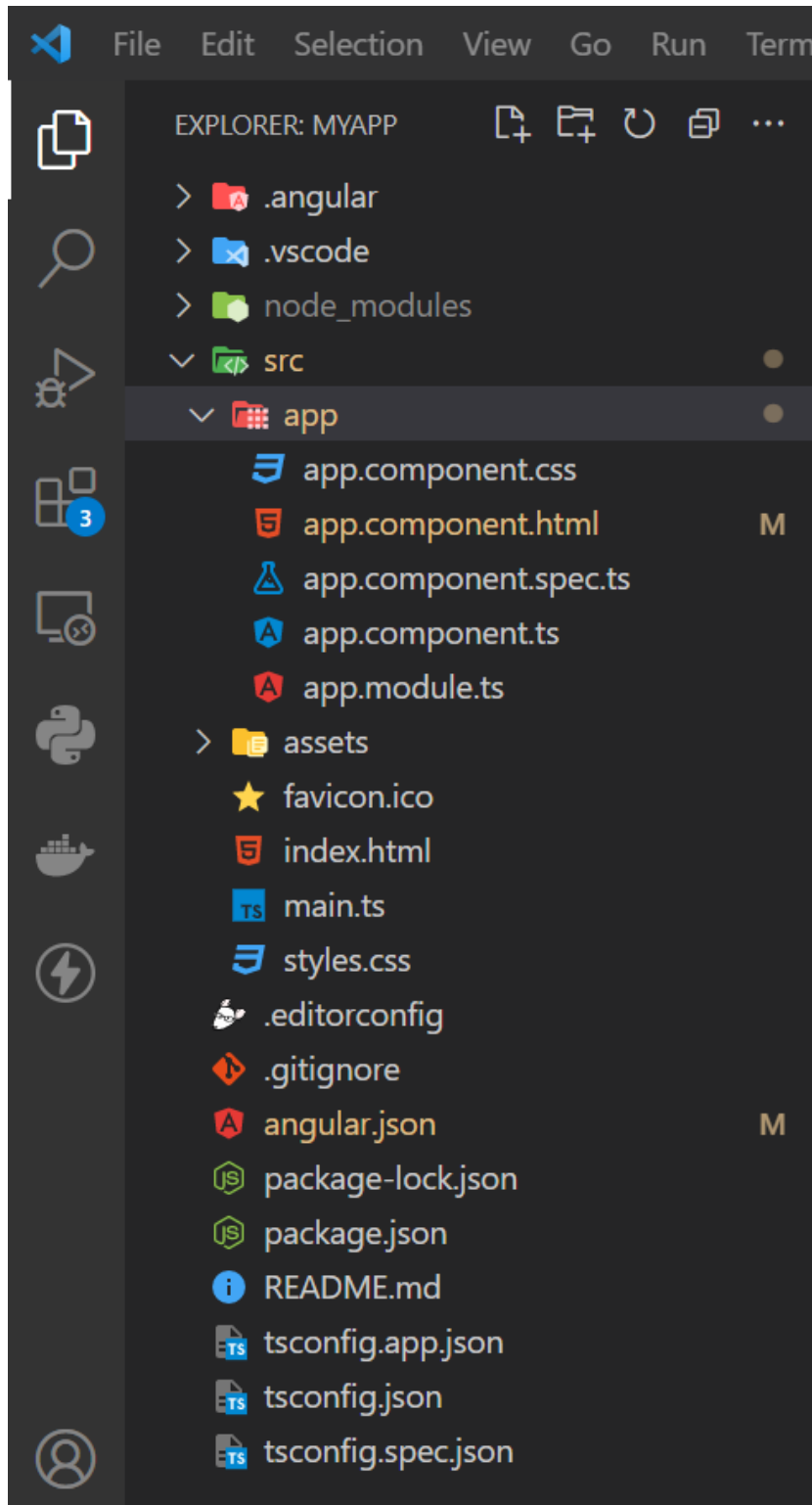
Step7: Open the Application in VS Code

Step8: Edit the app.component.html file

Step9: Execute the Code

Step10: Open the browser and test it.

# Folder Structure of Angular Application



## 1. package.json

The “package.json” file represents the configuration settings / meta data of the application.

- It specifies package name, version, dependencies etc.
- It is a fixed filename.
- It is must, without which the application is not accepted.
- It is a JSON files, which means it contains key/value pairs. Every key and value must be within double quotes (“ ”) / single quotes (‘ ’).

### Properties of “package.json”

1 name Represents name of the application.

- It can be maximum of 214 characters.

Non-URL friendly characters such as /, :, @ etc., are not allowed.

Ex: “name”: “app1”

2 version Represents version of the application.

Ex: 1.0.0

- It should have 3 numbers major version, minor version, subminor version.

Ex: “version”: “1.0.0”

3. license Represents license of the application.

Ex: MIT, ISC

- MIT:

MIT stands for “Massachusetts Institute of Technology”.

MIT license allows to create private applications that can be used either privately within the organization and also can be shared with other known organizations.

Ex: “license”: “MIT”

- ISC:

ISC stands for “Internet Systems Consortium”.

ISC license allows to create public applications that can be used anywhere.

Ex: “license”: “ISC”

4 scripts : Represents a set of commands that can run on the Command Prompt to run, test the applications using commands.

Ex: “scripts”:

```
{  
  "start": "ng serve"  
}
```

5 private Represents whether the application should be used privately within the same organization or not. If it is true, it can be used only within the same organization. Outside usage is not permitted.

Ex: "private": true

6 dependencies Represents the list of packages that are to be installed to run the application. These packages will be installed in both developer machine and production server.

Ex: "dependencies":

```
{  
  "@angular/core": "^5.2.0"  
}
```

7 devDependencies Represents the list of packages that are to be installed to develop the application. These packages will be installed only in the developer machine; not in the production server.

Ex: "devDependencies":

```
{  
  "@angular/cli": "~1.7.4"  
}
```

## **Angular Packages:**

### **1 @angular/core**

This package provides classes and interfaces that are related to decorators, component life cycle, dependency injection etc., that are needed in every angular application.

This is the mandatory package.

Examples of decorators provided by @angular/core package: @Component, @NgModule, @Input, @Injectable, @Inject etc.

Examples of component life cycle interfaces provided by @angular/core package: OnInit, DoCheck, AfterViewChecked, OnDestroy etc.

This package contains a module called “ApplicationModule”, which contains the set of pre-defined scripts that are needed to run the angular application

### **2 @angular/common**

This package provides common directives and pipes that are needed in most of the angular applications.

This is the mandatory package.

Ex of directives provided by @angular/common package: ngIf, ngFor, ngSwitch, ngClass etc

Ex of pipes provided by @angular/common package: uppercase, lowercase, date, currency etc.

This package contains a module called “CommonModule”, which contains the above specified directives and pipes

### **@angular/platform-browser**

This package imports “ApplicationModule” from “@angular/core”, “CommonModule” from “@angular/common” and re-exports them as “BrowserModule”. Additionally, it provides some runtime services (such as “error handling, history handling” etc.), that are needed while running the application in the browser.

This is the mandatory package.

### @angular/compiler

This package is used to compile the “template” into a “javascript code”. We never invoke the angular compiler directly; we will call it indirectly through either “@angular/platform-browser-dynamic” or “@angular/platform-browser”.

This is the mandatory package.

### @angular/platform-browser-dynamic

An angular application can have any no. of modules. This package is used to bootstrap (start) executing a module, which execution should be started automatically at application startup.

This is the mandatory package.

### @angular/forms

This package is used for creating “two way data bindings” and “validations” in angular applications. This package works based on another package called “zone.js”.

This package has two modules: FormsModule and ReactiveFormsModule.

### @angular/router

This package is used to creating “routing” (page navigation) in angular applications.

This package has one module: RouterModule

This is the optional package

### @angular/http

This package is used to send ajax requests to server and get ajax response from server. This package works based on another package called “rxjs”.

This package has one module: HttpClientModule

### @angular/animations

This package is used to create animations in angular applications.

This package has one module: AnimationsModule



@angular/material

Used to use “angular material design” in angular applications.

This package has several modules: MatButtonModule, MatCheckboxModule, MatMenuModule etc

@angular/cdk

Based on this package only, “angular material design” components are developed. So this package must be used while using “@angular/material” package

@angular/cli

This package provides a set of commands to create new angular application and its code items such as components, pipes, directives, services etc.

This is the mandatory package.

This package must be installed globally, with “-g” option.

## 2. tsconfig.json

Every compiler has some configuration settings.

- This file is used to set configuration settings of the “tsc” (Type Script Compiler).
- The “tsc” compiler automatically reads the “tsconfig.json” file; and then only it compiles the “ts” files into “js” file.
- This is a fixed filename

## 3. tslint.json

This file contains configuration settings for “tslint” tool, which is used to verify whether the typescript files are following a set of coding standards or not.

- For example, we can check the maximum length of the line, indentation

## 4. protractor.conf.js

This file contains configuration settings for “protractor” tool, which is used to perform unit testing of components.

- The “protractor” tool is used to execute the test cases that are defined using “jasmine

#### 5.karma.conf.js

This file contains configuration settings for “karma” tool, which is used to execute unit test cases on multiple browsers

#### 6.angular-cli.json

This file contains configuration settings for “@angular/cli” tool, which is used to create, compile and run the application.

It contains settings such as home page (index.html), startup file name (main.ts), css file name (styles.css) etc

#### 7.polyfills.ts

This file contains configuration settings for importing (loading) polyfills which are needed to run angular applications on old browsers such as Internet Explorer.

#### 8.src/styles.css

This file contains CSS styles that are applicable for entire application

#### 9.src/index.html

This file is the home page (startup page) for the entire application.

The content of the entire application appears in the same html file only.

This file invokes the “AppComponent” using <app-root></app-root> tag.

#### 10. src/main.ts

This is the first typescript file that executes in the angular application.

It enables the “Production mode” and specifies startup module:

#### 11.src/app/app.module.ts

This file contains definition of “AppModule”.

- Angular application can has any no. of modules. It should contain atleast one module, that is called as “AppModule”.
- This file imports “AppComponent” from “app.component.ts” file and bootstraps the same in “AppModule”.

#### 12.src/app/app.component.ts

- This file contains definition of “AppComponent”.
- Angular application can has any no. of components. It should contain atleast one component, that is called as “AppComponent”

#### 13.src/app/app.component.html

This file contains actual content (html code) of the component.

- Every component should have a template.
- This template content will be rendered into <app-root></app-root> tag at index.html.

#### 14.src/app/app.component.css

This file contains css styles of “AppComponent”.

- One component can have only one css file.
- By default, this file is empty

#### 15. src/app/app.component.spec.ts

- This file contains test cases for “AppCompoent”.
- The test case files should have “spec.ts” file extension

## **DAY-7**

### **AGENDA**

- Modify the app.component.html
  - Adding the google font
  - Adding the bootstrap in angular project
    - Here showing how to use bootstrap components and test it.
- Understanding about the component
  - Working with app.component.ts

# Components

What is Component?

---

- The component class represents a certain section of the web page. For example, “login form” is represented as a “Login Component”.
- The component class includes “properties” (to store data), “methods” (event handler methods to manipulate data).
- Every “angular application” contains at-least one component, which is called an “app component”. You can create any no. of components in the project.
- The component is invoked (called) through a custom tag (user-defined tag). For example, “login component” is invoked through `<login></login>` tag. The custom tag is also called as “selector”.
- The component class should have a decorator called “@Component()”, to define that the class is a component class.

## Syntax

```
import{Component} from "@angular/core";
@Component(
  meta data
)
class className{
  property:dataType=value;
  method(arguments):returnType{

  }
}
```

## MetaData Properties of Component:

---

1. **Selector** : It represents the selector(tag) to invoke the component.
2. **Template** : It represents the template content
3. **templateUrl** : It represents the HTML file that has to be rendered when the component is invoked.
4. **styleUrls** : It represents the list of style sheets(css file) that have to be loaded for the component.
5. **providers** : It represents the list of services to be imported into the component.
6. **animations** : It represents the list of animations to be performed in the component.

# Modules

## What is Module?

- Module is a part of the project.
- Module is a collection of components, directives and pipes that are related to one specific task of the project.
- Example : “Net banking” project contains modules like “Savings account module”, “Credit cards module” etc.
- Every angular application should contain at least one module, which is called as “root module” or “app module”. The “app component” will be a part of the “app module”.
- Modules can share its components and pipes to other modules.
- Module is a class, with “@NgModule” decorator.

## Syntax

```
import { NgModule } from "@angular/core";
@NgModule( meta data )
class classname
{
}
```

# Meta Data Properties of Module:

## 1.declarations

Represents the list of components and pipes that are members of the current module

## 2.imports

Represents the list of modules that you want to import into the current module.

You must import “BrowserModule” into the browser, which can be imported from “@angular/platform-browser”.

The “BrowserModule” imports “ApplicationModule” from “@angular/core”, “CommonModule” from “@angular/common” and re-exports them.

The “BrowserModule” must be imported only in the “app module (root module)”; we need not import it in other child modules.

**3.Other modules to import:** FormsModule, ReactiveFormsModule, BrowserAnimationsModule, HttpClientModule, RouterModule etc

## 4.exports:

Represents the list of components or pipes that are to be exported to other modules.

## 5.bootstrap:

Represents the component that is to be displayed in the web page. Only “app module” has to bootstrap “app component”. Other modules should not bootstrap any component.

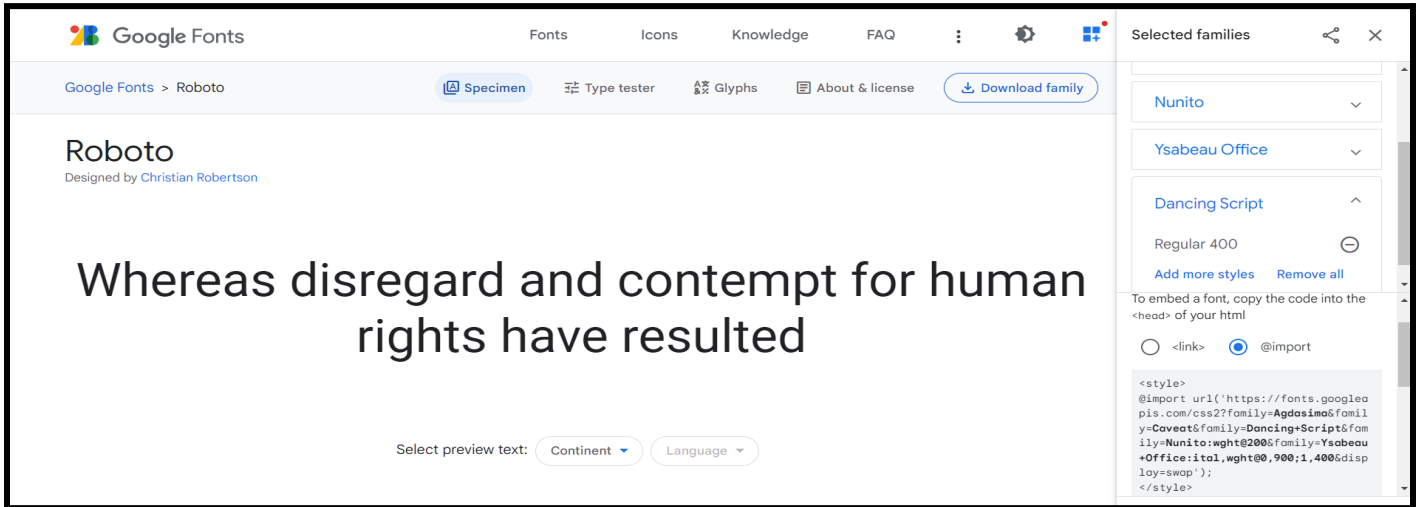
## 6.providers:

Represents list of services to be imported into the module.

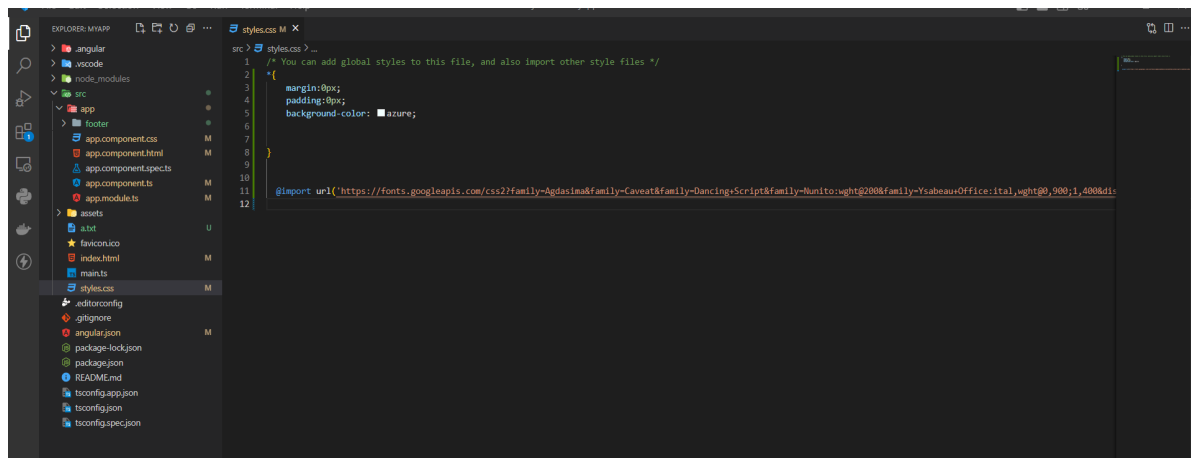


## 1. Adding Good Fonts in Angular Project

- In order to add the Google Fonts in Angular Project we use the below steps:
  - Step1: Go to official link : <https://fonts.google.com/>
  - Step2: Copy the @import style



- Step3: Paste in styles.css



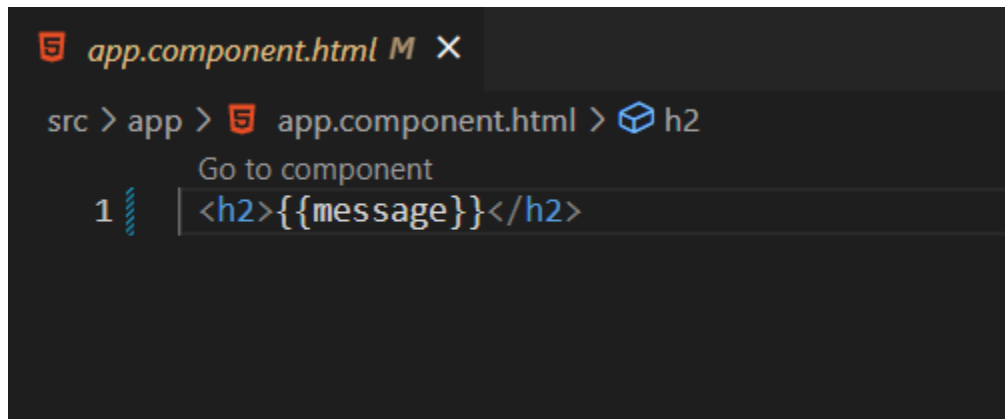
- Step4 : Use the inside the app.component.css file

```
app.component.css M X
src > app > app.component.css > h2
1
2  h2{
3    text-align: center;
4    font-size: 45px;
5    font-family: 'Agdasima', sans-serif;
6
7  }
```

- Step5: Take some property data from app.component.ts

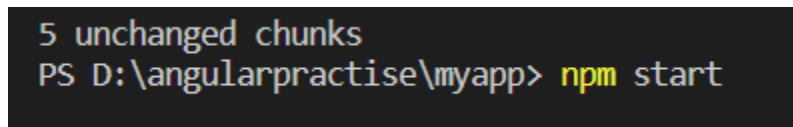
```
app.component.ts M X
src > app > app.component.ts > AppComponent
1  import { Component } from '@angular/core';
2
3  @Component({
4    selector: 'app-root',
5    templateUrl: './app.component.html',
6    styleUrls: ['./app.component.css'],
7  })
8  export class AppComponent {
9    message: string = 'WELCOME TO HOME PAGE';
10 }
11
```

-Step6: app.component.html



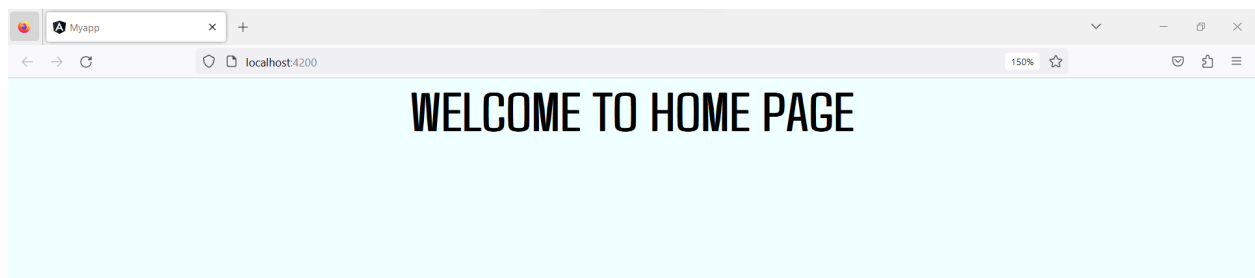
```
app.component.html M X  
src > app > app.component.html > h2  
Go to component  
1 <h2>{{message}}</h2>
```

-Step8: start the project



```
5 unchanged chunks  
PS D:\angularpractise\myapp> npm start
```

- Step9: Open the browser and test it.



# Bootstrap

- Bootstrap is a powerful framework used for web development. It provides pre-designed and pre-coded components, such as buttons, forms, and navigation menus, as well as a responsive grid system.
- With Bootstrap, developers can create visually appealing and responsive websites or web applications more easily by utilizing its built-in styles, layouts, and interactive features.
- It saves time and effort by providing ready-to-use components and a consistent design framework

There were many ways to add bootstrap in angular application but here I am showing the following two approaches:

## **Approach1: By using Bootstrap CDN**

- Bootstrap CDN (Content Delivery Network) is a service that hosts the Bootstrap framework files on servers distributed around the world. It allows developers to include Bootstrap in their web projects by referencing the Bootstrap files directly from the CDN servers, rather than downloading and hosting the files locally.
- CDNs offer several advantages:
- **Speed and Performance:** CDNs have servers located in different geographical regions. When a user accesses your website, the files are delivered from the server closest to their location. This reduces latency and ensures faster loading times.
- **Caching:** CDNs store files in cache, so if multiple websites reference the same Bootstrap files, they can be retrieved from the cache rather than fetching them again from the origin server. This improves efficiency and reduces the load on the server.

- **Scalability:** CDNs are designed to handle high traffic and distribute the load across multiple servers. This helps ensure that the Bootstrap files are delivered quickly and reliably, even during periods of heavy traffic.

Step1: <https://getbootstrap.com/docs/4.6/getting-started/introduction/>

Step2: Take css, and js files

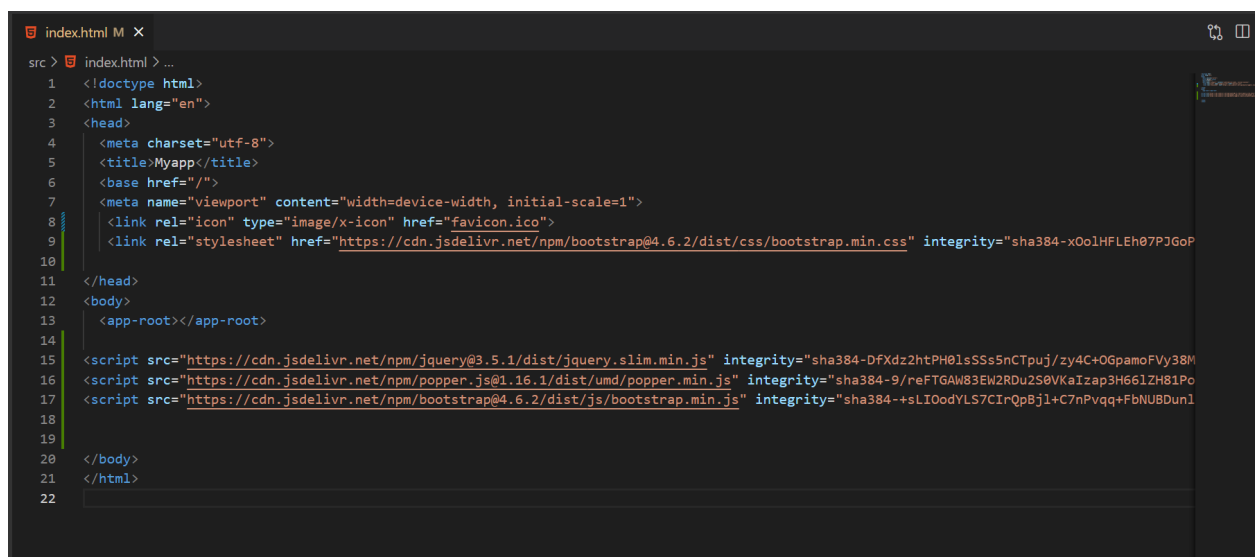
CSS :

```
<link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/css/bootstrap.min.css"
integrity="sha384-xOolHFLEh07PJGoPKLv1IbcEPTntaed2xpHsD9ESMhqIYd0nLMwNLD69Npy4HI+N"
crossorigin="anonymous">
```

js:

```
<script src="https://cdn.jsdelivr.net/npm/jquery@3.5.1/dist/jquery.slim.min.js"
integrity="sha384-DfXdz2htPH0lsSSs5nCTpuj/zy4C+OGpamoFVy38MVBnE+IbbVYUew+OrCXaRkfj"
crossorigin="anonymous"></script>
<script
src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"
integrity="sha384-9/reFTGAW83EW2RDu2S0VKAizap3H66lZH81PoYlFhbGU+6BZp6G7niu735Sk7lN"
crossorigin="anonymous"></script>
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/js/bootstrap.min.js"
integrity="sha384-+sLIOodYLS7CIrQpBjl+C7nPvqq+FbNUBDunl/OZv93DB7Ln/533i8e/mZXLi/P"
crossorigin="anonymous"></script>
```

Step3: Paste inside the index.html file



```
index.html M X
src > index.html > ...
1 <!doctype html>
2 <html lang="en">
3 <head>
4   <meta charset="utf-8">
5   <title>Myapp</title>
6   <base href="/">
7   <meta name="viewport" content="width=device-width, initial-scale=1">
8   <link rel="icon" type="image/x-icon" href="favicon.ico">
9   <link rel="stylesheet" href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/css/bootstrap.min.css" integrity="sha384-xOolHFLEh07PJGoP
10
11 </head>
12 <body>
13   <app-root></app-root>
14
15 <script src="https://cdn.jsdelivr.net/npm/jquery@3.5.1/dist/jquery.slim.min.js" integrity="sha384-DfXdz2htPH0lsSSs5nCTpuj/zy4C+OGpamoFVy38M
16 <script src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js" integrity="sha384-9/reFTGAW83EW2RDu2S0VKAizap3H66lZH81Po
17 <script src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/js/bootstrap.min.js" integrity="sha384-+sLIOodYLS7CIrQpBjl+C7nPvqq+FbNUBDunl
18
19
20 </body>
21 </html>
22
```

Step4: Now use the bootstrap component inside the angular template.

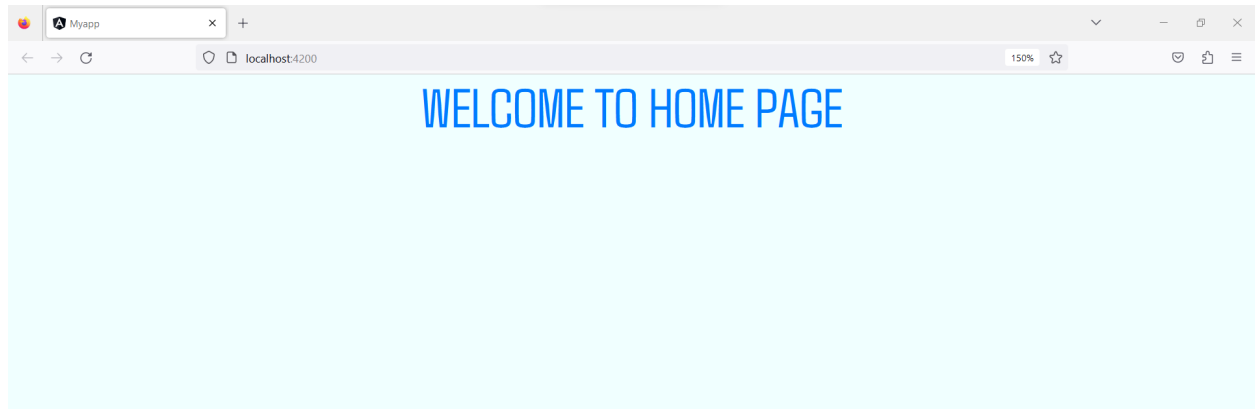
app.component.ts

```
src > app > app.component.ts > ...
1  import { Component } from '@angular/core';
2
3  @Component({
4    selector: 'app-root',
5    templateUrl: './app.component.html',
6    styleUrls: ['./app.component.css'],
7  })
8  export class AppComponent {
9    message: string = 'welcome to home page';
10 }
11
```

app.component.html

```
src > app > app.component.html > h2.text-uppercase.text-primary
Go to component
1 <h2 class="text-uppercase text-primary">{{message}}</h2>
```

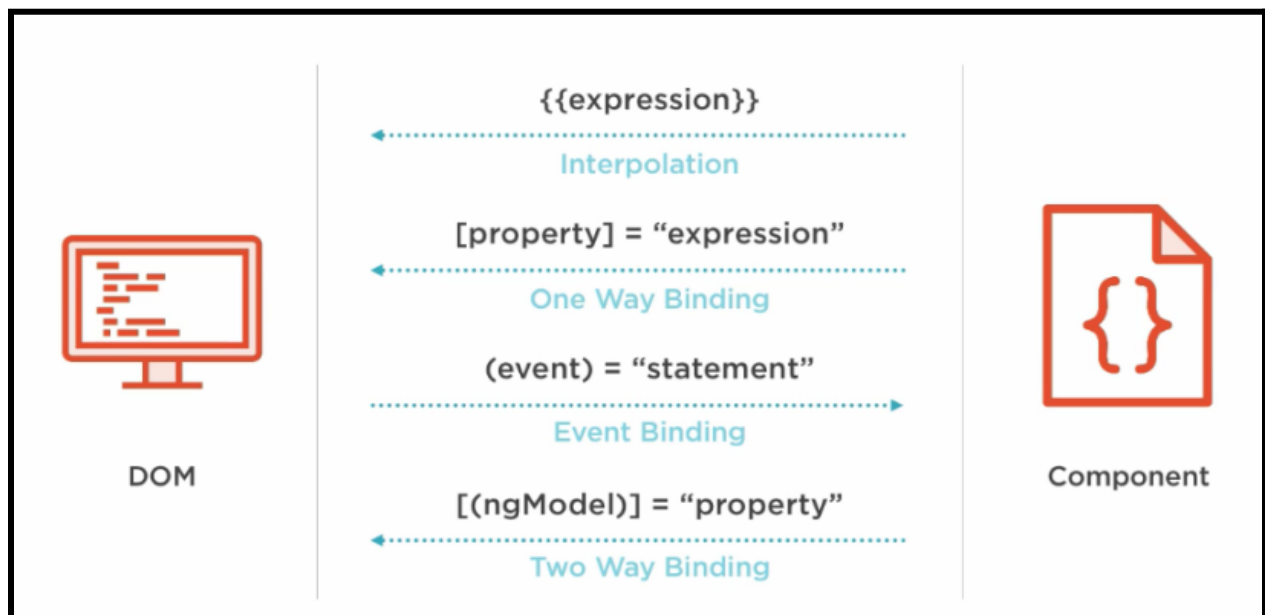
Step5: Open the browser and test it



## DAY-8

### AGENDA

1. Data Binding
  - a. Types of Data Binding
    - i. Interpolation Binding
    - ii. Property Binding
    - iii. Event Binding
    - iv. Two ways Binding





Last Session : Angular with Bootstrap

Topic :

1. Adding the Google Fonts in Angular

2. Data-Binding

1. Interpolation:

-----

- Here we communicate from component to template.

- We can use by using following way:

syntax:

-----

{{propertyName}}

Req: Let's create a simple application to print some customer information:

Step1: app.component.ts

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

```
@Component({
```

```
    selector: 'app-root',  
    templateUrl: './app.component.html',  
    styleUrls: ['./app.component.css']  
  })  
  
  export class AppComponent {  
  
    homePage:string="WELCOME TO ASHOKIT";  
  
    firstName:string="RAJU";  
  
    lastName:string="KUMAR";  
  
    age:number=30;  
  
  }
```

Step2: app.component.html

```
<div class="container">  
  <div class="headerPart">  
    <h2>{{homePage}}</h2>  
    <hr color="red"/>  
  </div>  
  
  <div class="contentPart">  
  
    <h2>USER INFORMATION</h2>  
  
    FIRSTNAME:{{firstName}}<br/>
```

LastName:{{lastName}}<br/>

AGE:{{age}}

</div>

<hr color="red"/>

<div class="footerPart">

Copywrite-2023

</div>

</div>

Step3:app.component.css

.headerPart,.footerPart{

text-align: center;

font-size: 30px;

font-family: 'Courier New', Courier, monospace;

}

.contentPart{

font-size: 30px;

font-family: 'Courier New', Courier, monospace;

}

=====  
=====

## 2. Property Binding:

-----

- In this communication b/w component to template.
- Here we can use the following way to invoke the value to the html element attribute.
- [attribute]=property;

### Example:

-----

- Get the image from local machine and print on the browser.

Step1: Get the image and paste inside the

assets folder

Step2: Create the app.component.ts

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

```
@Component({
```

```
  selector: 'app-root',
```

```
  templateUrl: './app.component.html',
```

```
  styleUrls: ['./app.component.css']
```

```
    })

    export class AppComponent {

        homePage:string="WELCOME TO ASHOKIT";

        firstName:string="RAJU";

        lastName:string="KUMAR";

        age:number=30;

        locationofImage:string="../assets/moon1.png";

    }
```

Step3:Create the app.component.html file

```
<div class="container">

    <div class="headerPart">

        <h2>{{homePage}}</h2>

        <hr color="red"/>

    </div>

    <div class="contentPart">

        <h2>USER INFORMATION</h2>

        FIRSTNAME:{{firstName}}<br/>

        LastName:{{lastName}}<br/>

        AGE:{{age}}
```

```

<h3>{{locationofImage}}</h3>

<img [src]="locationofImage" alt="Still Loading...."/>

</div>

<hr color="red"/>

<div class="footerPart">

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</div>

</div>

```

=====

### 3. Event Binding:

-----

- In this case the communication from template to component.
- In order to use the event binding we have use the following way:

```
<element (event)="method()"></element>
```

Example:

-----

Step1: Create the app.component.html

```
<div class="container">

    <div class="headerPart">

        <h2>{{homePage}}</h2>

        <hr color="red"/>

    </div>

    <div class="contentPart">

        <h2>USER INFORMATION</h2>

        FIRSTNAME:{{firstName}}<br/>

        LastName:{{lastName}}<br/>

        AGE:{{age}}

        <h3>{{locationofImage}}</h3>

        <img [src]="locationofImage" alt="Still Loading...."/><br/>

        <button (click)="action1()">On Click Here</button>

    </div>

    <hr color="red"/>

    <div class="footerPart">

        Copywrite-2023

    </div>

</div>
```

Step2: Create the app.component.ts

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

```
@Component({  
  selector: 'app-root',  
  templateUrl: './app.component.html',  
  styleUrls: ['./app.component.css']  
})  
  
export class AppComponent {  
  //property  
  
  homePage:string="WELCOME TO ASHOKIT";  
  firstName:string="RAJU";  
  lastName:string="KUMAR";  
  age:number=30;  
  locationofImage:string="../assets/moon1.png";  
  
  //methods  
  
  action1():void{
```



```
    window.alert('Welcome to Ashokit')
  }
```

```
}
```

```
=====
=====
```

#### 4. Two-Ways Binding:

```
-----
```

- It is communication from template to component and vice versa.
- In order to achieve the two-ways binding we can use the following way:

Step1: Add the FormsModule inside the app.module.ts

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

```
import { BrowserModule } from '@angular/platform-browser';
```

```
import { AppComponent } from './app.component';
```

```
import {FormsModule} from '@angular/forms';
```

```
@NgModule({
```

```
declarations: [  
    AppComponent  
],  
imports: [  
    BrowserModule,FormsModule  
],  
providers: [],  
bootstrap: [AppComponent]  
}))  
export class AppModule { }
```

Step2: Use the ngModel directive

```
<div class="container">  
    <div class="headerPart">  
        <h2>{{homePage}}</h2>  
        <hr color="red"/>  
    </div>  
    <div class="contentPart">  
        <h2>USER INFORMATION</h2>
```

FIRSTNAME:{{firstName}}<br/>

LastName:{{lastName}}<br/>

AGE:{{age}}

FIRSTNAME:<input type="text" [(ngModel)]="firstName"/>

<input type="button" value="ChangeData" (click)="action1()"/>

</div>

<hr color="red"/>

<div class="footerPart">

Copywrite-2023

</div>

</div>

Step3: Create the app.component.ts file

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

```
@Component({
```

```
  selector: 'app-root',
```

```
  templateUrl: './app.component.html',
```

```
  styleUrls: ['./app.component.css']
```

```
    })

    export class AppComponent {

        //property

        homePage:string="WELCOME TO ASHOKIT";

        firstName:string="SUNIL";

        lastName:string="KUMAR";

        age:number=30;

        locationofImage:string="../assets/moon1.png";


        //methods

        action1():void{

            this.firstName="SUDHEER";

            this.lastName="REDDY";

            this.age=35;

        }

    }
```

=====

## DAY-9

### **AGENDA**

1. Directives
  - a. Built in Directives
    - i. Style
    - ii. ngClass
    - iii. ngIf
    - iv. ngIf and else
    - v. ngSwitch

# Directives

- In Angular, a directive is a powerful feature that allows you to extend the behavior of HTML elements or create reusable components.
- Directives are used to manipulate the DOM (Document Object Model), add behavior to elements, and enhance the functionality of your application.

## Types of Directives:

- **Attribute Directive:** An attribute directive is used to change the behavior or appearance of an element. It is applied as an attribute to an HTML element and is used to manipulate the element's properties or add custom behavior. Examples of attribute directives in Angular include `ngClass`, `ngStyle`, and `ngModel`.
- **Structural Directive:** Structural directives are used to modify the structure of the DOM by adding or removing elements. They are applied to an element with a specific syntax using an asterisk (\*) before the directive name. The most common structural directives in Angular are `ngIf`, `ngFor`, and `ngSwitch`.
- **Component Directive:** Components are the most common type of directive in Angular. A component directive is used to create reusable, self-contained UI components. It consists of a template (HTML), styling (CSS), and behavior (TypeScript). Components can be nested within each other to build complex UI structures.

## I. Style

---

- It is used to set the CSS property value dynamically at run time. When the value of component property is changed, the value of css property will automatically change.
- **Syntax:**  
`<tag [style.cssproperty]="component property">`  
`</tag>`

## II. ngClass

---

- It is used to set the css class name dynamically at run time. When the value of component property is changed, the css class will be automatically changed.
- Use this directive to set styles with multiple properties, conditionally at runtime.
- **Syntax:**  
`<tag [ngClass]="component property">`  
`</tag>`

## III. ngIf

---

- The “ngIf” displays the element if the condition is “true”; otherwise the element will be deleted from DOM.
- **Syntax:**  
`<tag *ngIf="condition">`  
  
`</tag>`
  - The “ngIf” must be prefixed with “\*”, to mark that it accepts “micro syntax”, which is not just an “expression”, it accepts its own syntax.

- Use “ngIf” if you want to display some content based on the condition. The content appears when the condition is true, it disappears when the condition is false.

## IV.ngIf and else

---

- The “ngIf and else” displays one element if it is “true”; otherwise it displays another element
- **Syntax:**  

```
<tag *ngIf="condition; then template1; else template2">
</tag>
<ng-template #template1>
...
</ng-template>
<ng-template #template2>
...
</ng-template>
```
- The “ng-template” is a container, inside which you can place any no. of tags.
- Use “ngIf and else”, if you want to display one content for the “true” case, another content for the “false” case.

### Example:

```
<div>
<h4>ngIf and else</h4>
<div *ngIf="b;then template1;else template2">
</div>
<ng-template #template1>
  <div style="background-color:green">
    Success
```



```

    </div>
  </ng-template>

<ng-template #template2>
  <div style="background-color:red">
    Better Luck Next Time!
  </div>
</ng-template>

</div>

```

## V. ngSwitch

---

- The “ngSwitch” checks the value of a variable, whether it matches with any one of the “cases” and displays the element when it matches with anyone.
- Use “ngSwitch” if you want to display some content for every possible value in a variable.
- **Syntax:**

```

<tag [ngSwitch] ="property">
  <tag *ngSwitchCase=" 'value' "></tag>
  <tag *ngSwitchCase=" 'value' "></tag>
  <tag *ngSwitchCase=" 'value' "></tag>
  ...
  <tag *ngSwitchDefault></tag>
</tag>

```

### Example:

```
-----
<div>
  <h3>ngSwitch</h3>
  <select [(ngModel)]="country">
    <option></option>
    <option>India</option>
    <option>USA</option>

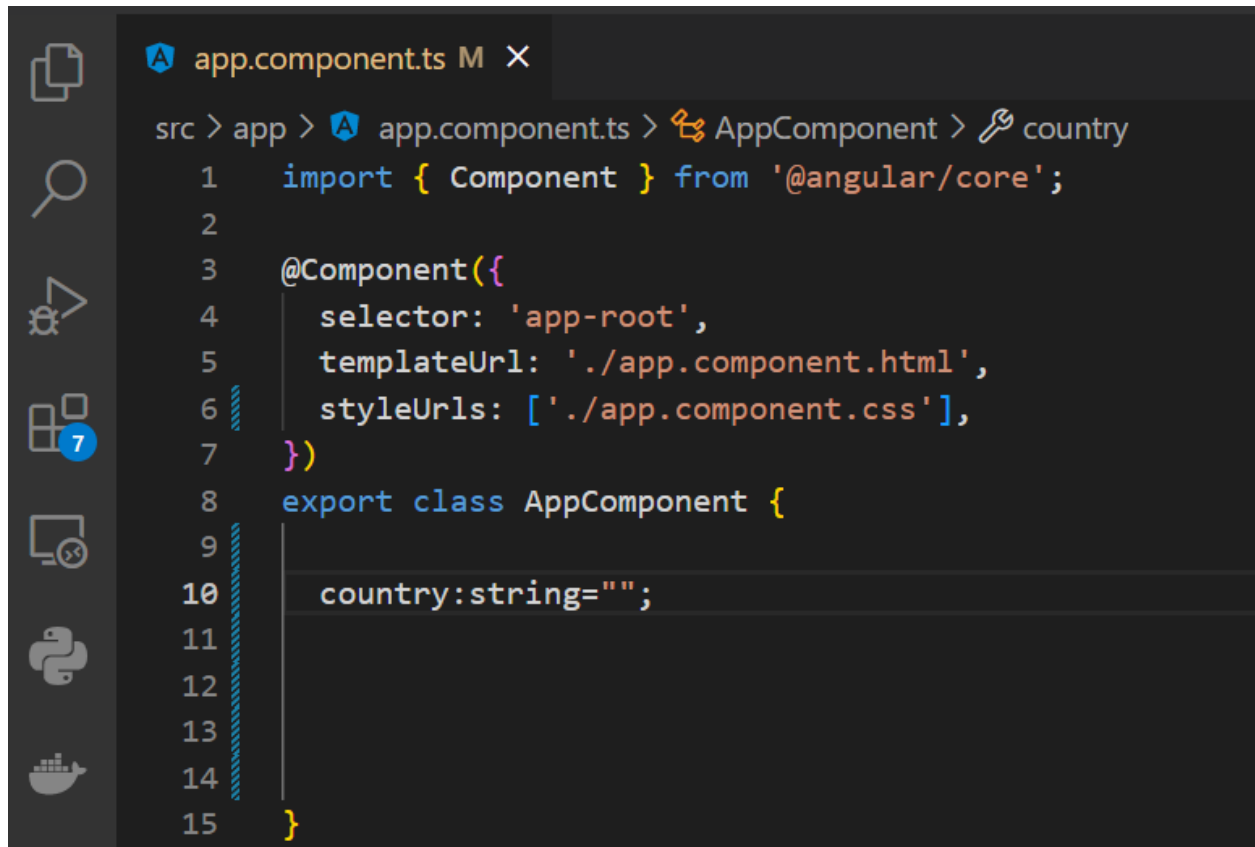
  </select>

  <div [ngSwitch]="country">
    <p *ngSwitchCase="India">
      India Details Here
    </p>
    <p *ngSwitchCase="USA">
      USA Details Here
    </p>
    <p *ngSwitchDefault>
      Please select any country
    </p>
  </div>

</div>
```

=====

Step1: app.component.ts



```
src > app > app.component.ts > AppComponent > country
1  import { Component } from '@angular/core';
2
3  @Component({
4    selector: 'app-root',
5    templateUrl: './app.component.html',
6    styleUrls: ['./app.component.css'],
7  })
8  export class AppComponent {
9
10     country:string="";
11
12
13
14
15 }
```

Step2: app.component.html

app.component.html M X

src > app > app.component.html > div > div > p

```
11 <div>
12   <h3>ngSwitch</h3>
13   <select [(ngModel)]="country">
14     <option>India</option>
15     <option>USA</option>
16   </select>
17
18   <div [ngSwitch]="country">
19     <p *ngSwitchCase="'India'">
20       India Details Here
21     </p>
22     <p *ngSwitchCase="'USA'">
23       USA Details Here
24     </p>
25     <p *ngSwitchDefault>
26       Please select any country
27     </p>
28   </div>
29 </div>
30
31
32 </div>
33
```

\*ngFor

Step1:

```
src > app > app.component.ts > AppComponent > users
6   templateUrl: './app.component.html',
7   styleUrls: ['./app.component.css'],
8 })
9 export class AppComponent {
10   users:any=[];
11
12
13   addDetails(d:any){
14     this.users.push({
15       name1:d.value
16     });
17   }
18 }
19
20
21
22
23 }
24
```

Step2:

```
src / app / <appcomponent.html> / <div> / <table> / <tbody>
5      <h2 [style.backgroundColor]="myBackGroundColor">Second Line</h2>
6      <h3 [ngStyle]="{'font-size':30px}">Fourth Line</h3>
7      <h4 [ngClass]="myClass">Thrid Line</h4>
8
9  </div> -->
10
11 <div>
12   <input type="text" name="uname" #name1 placeholder="USerName"/>
13   <button (click)="addDetails(name1)">ADD</button>
14   <table>
15     <thead>
16       <tr>
17         <th>UNAME</th>
18       </tr>
19     </thead>
20     <tbody>
21       <tr *ngFor="let n of users">
22         <td>{{n.name1}}</td>
23       </tr>
24     </tbody>
25   </table>
26 </div>
27
```

DAY-10

4. ngFor

## Drop Down List and Show the Content

### Step1: app.component.ts

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

@Component({
  selector: 'app-root',
  templateUrl: 'app.component.html',
  styleUrls: ['./app.component.css']
})
export class AppComponent {
  country:string="";
}
```

### Step2:

```
<div class="container">
  <div class="headerPart">
    <h2>Header Part</h2>
  </div>

  <div class="contentPart">
    <div class="selectOption">
      <h3>SELECT COUNTRIES AND DESCRIBE THE DETAILS:</h3>
      <select [(ngModel)]="country">
        <option></option>
        <option>India</option>
        <option>USA</option>
        <option>China</option>

      </select>
      <div class="details" [ngSwitch]="country">
        <p *ngSwitchCase="'India'">
          Provide the Details of INDIA
        </p>
      </div>
    </div>
  </div>
</div>
```



```

        </p>
        <p *ngSwitchCase="'USA'">
            Provide the Details of USA
        </p>
        <p *ngSwitchCase="'China'">
            Provide the Details of China
        </p>
        <p *ngSwitchDefault="">
            Select the Country
        </p>

    </div>
</div>

</div>
<div class="footerPart">
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</div>

</div>

```

### Step3: app.component.css

```






p{
    width:600px;
    height:200px;
    font-size: 1.5rem;
    text-align: center;
    background-color: black;
    color:white;
    border:1px solid red;
}

```

Requirement : Develop the simple application by using the following specification:

1. Show all the product details in the table format.

ScreenShot

Header Part						
#	PID	PNAME	IMAGE	PRICE	ACTIONS	
1	1001	item1		30	<a href="#">EDIT</a>	<a href="#">DELETE</a>
2	1002	item2		40	<a href="#">EDIT</a>	<a href="#">DELETE</a>
3	1003	item3		70	<a href="#">EDIT</a>	<a href="#">DELETE</a>
4	1004	item4		80	<a href="#">EDIT</a>	<a href="#">DELETE</a>
5	1005	item5		90	<a href="#">EDIT</a>	<a href="#">DELETE</a>

In order to implement the above requirement we use the following steps:

Step1: Add the bootstrap inside the index.html

```
<!doctype html>
<html lang="en">
<head>
  <meta charset="utf-8">
  <title>Myapp</title>
  <base href="/">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <link rel="icon" type="image/x-icon" href="favicon.ico">
```

```

    <link rel="stylesheet"
href="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/css/bootstrap.min.css"
integrity="sha384-x0o1HFLEh07PJGoPkLv1IbcEPTNtaed2xpHsD9ESMhqIYd0nLMwNLD69Npy4HI+N" crossorigin="anonymous">

</head>
<body>
<app-root></app-root>
<script src="https://cdn.jsdelivr.net/npm/jquery@3.5.1/dist/jquery.slim.min.js"
integrity="sha384-DfXdz2htPH0lsSSs5nCTpuj/zy4C+OGpamoFVy38MVBnE+IbbVYUew+OrCXaRkfj" crossorigin="anonymous"></script>
<script
src="https://cdn.jsdelivr.net/npm/popper.js@1.16.1/dist/umd/popper.min.js"
integrity="sha384-9/reFTGAW83EW2RDu2S0VKAIZap3H66lZ81PoYlFhbGU+6BZp6G7niu735Sk7lN" crossorigin="anonymous"></script>
<script
src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.2/dist/js/bootstrap.min.js"
integrity="sha384-+sLI0odYLS7CIrQpBjl+C7nPvqq+FbNUBDunl/OZv93DB7Ln/533i8e/mZXLi/P+" crossorigin="anonymous"></script>
</body>
</html>

```

## Step2: app.component.ts

```

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

@Component({
  selector: 'app-root',
  templateUrl: 'app.component.html',
  styleUrls: ['./app.component.css']
})
export class AppComponent {
  products=[{
    'id':'1001',
    'name':'item1',
    'img':'../assets/img1.jpg',
    'price':30.0
  },

```

```

{
  'id':'1002',
  'name':'item2',
  'img':'../assets/img2.jpg',
  'price':40.0
},
{
  'id':'1003',
  'name':'item3',
  'img':'../assets/img3.jpg',
  'price':70.0
},
{
  'id':'1004',
  'name':'item4',
  'img':'../assets/img4.jpg',
  'price':80.0
},
{
  'id':'1005',
  'name':'item5',
  'img':'../assets/img5.jpg',
  'price':90.0
}
];
}

```

Step3: app.component.html

```

<div class="container">
  <div class="headerPart">
    <h2>Header Part</h2>
  </div>

  <div class="contentPart">

```

```

    <div class="workWithNgFor">
      <table class="table bg-white">
        <thead>
          <tr>
            <th scope="col">#</th>
            <th scope="col">PID</th>
            <th scope="col">PNAME</th>
            <th scope="col">IMAGE</th>
            <th scope="col">PRICE</th>
            <th scope="col" colspan="2">ACTIONS</th>
          </tr>
        </thead>
        <tbody>
          <tr *ngFor="let product of products,index as i">
            <th scope="row">{{i+1}}</th>
            <td>{{product.id}}</td>
            <td>{{product.name}}</td>
            <td></td>
            <td>{{product.price}}</td>
            <td><button class="btn
btn-primary">EDIT</button></td>
            <td><button class="btn
btn-danger">DELETE</button></td>
          </tr>
        </tbody>
      </table>
    </div>

  </div>
  <div class="footerPart">
    Copywrite-2023

  </div>
</div>

```

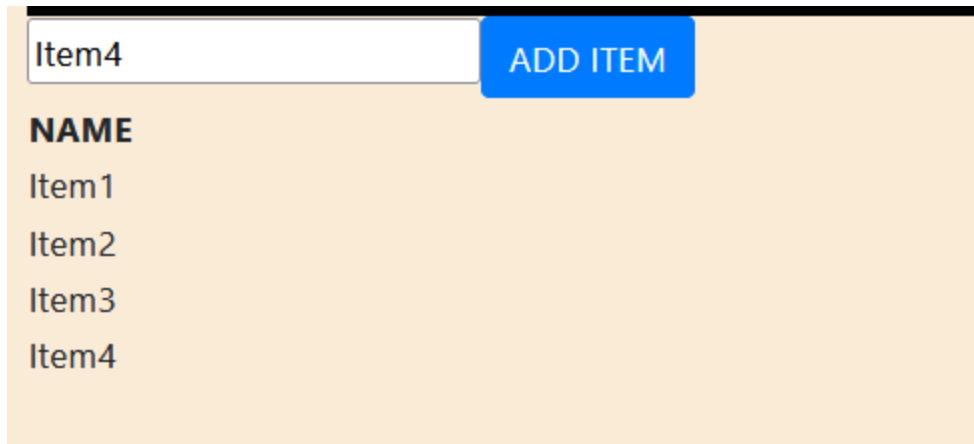
#### Step4: app.component.css

```
p{
  width:600px;
  height:200px;
  font-size: 1.5rem;
  text-align: center;
  background-color: black;
  color:white;
  border:1px solid red;
}

img{
  width:2rem;
  height: 2rem;
}
```

#### Requirement:

- Develop the simple Application by using following specification:
  - Add one text field of type text
  - Add one button add ADD ITEM
    - Once we click on the ADD button the item has to add to the array and display all the items in table format.



Solution:

Step1: app.component.ts

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

@Component({
  selector: 'app-root',
  templateUrl: 'app.component.html',
  styleUrls: ['./app.component.css']
})
export class AppComponent {
  itemValue:string='';
  items:any=[];

  addItem(someData:any){
    this.items.push({
      item:someData.value
    });
  }
}
```

Step2: app.component.html

```
<div class="container">
  <div class="headerPart">
    <h2>Header Part</h2>
  </div>
```

```
<div class="contentPart">
    <div class="myForm">
        <input type="text" name="item" placeholder="Enter Some Item"
#item>
        <button class="btn btn-primary" (click)="addItem(item)">ADD
ITEM</button>
    </div>

    <div class="myData">
        <table>
            <thead>
                <tr>
                    <th>NAME</th>
                </tr>
            </thead>
            <tbody>
                <tr *ngFor="let it1 of items">
                    <td>{{it1.item}}</td>
                </tr>
            </tbody>
        </table>
    </div>
</div>
<div class="footerPart">
    Copywrite-2023

</div>

</div>
```



