

EVENT BINDING PROJECT

IIHT

Time To Complete: 10 to 12 hr

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1 PROJECT ABSTRACT

Event handling is a key concept in building interactive web applications. This assignment, titled **Event Binding Project**, is focused on enabling learners to understand and implement event binding in Angular. The goal is to capture user actions (button clicks) and dynamically update the application state based on these actions.

The objective is to create a simple **Counter Single Page Application (SPA)** where the counter value updates in real-time when the user interacts with buttons, utilizing Angular's event binding techniques.

2 PROBLEM STATEMENT

You are tasked with developing a **Counter SPA** using Angular, emphasizing event binding functionality.

The application should:

- Display a counter initialized at 0.
- Allow users to increment or decrement the counter using buttons.
- Dynamically reflect the updated counter value based on user actions.
- Implement Angular event binding to handle button clicks effectively.

3 PROPOSED EVENT BINDING PROJECT APPLICATION WIREFRAME

UI needs improvisation and modification as per given use case and to make test cases passed.

3.1 SCREENSHOTS



*****Increment*****



*****Decrement*****



4 BUSINESS-REQUIREMENT:

As an application developer, develop the Event Binding Project (Single Page App) with below guidelines:

| User Story # | User Story Name | User Story |
|--------------|-----------------|--|
| US_01 | Welcome Page | <p>As a user I should be able to visit the welcome page as the default page.</p> <p>Acceptance criteria:</p> <p>AppComponent:</p> <ol style="list-style-type: none"> Should display the heading "Counter:" followed by the current counter value inside an h2 tag. The counter should be initialized to 0 in starting. There should be two buttons below the counter: <ul style="list-style-type: none"> Increment button Decrement button On clicking Increment, the counter value should increase by 1 and update dynamically on the screen. On clicking Decrement, the counter value should decrease by 1 and update dynamically. <p>** Kindly refer to the screenshots for any clarifications. **</p> |
| | | |

5 CONSTRAINTS

1. You should be able to press the “TAB” key and “SHIFT + TAB” to navigate from top field to bottom field and vice-versa.

6 MANDATORY ASSESSMENT GUIDELINES

1. All actions like build, compile, running application, running test cases will be through Command Terminal.
2. To open the command terminal the test takers, need to go to Application menu (Three horizontal lines at left top) -> Terminal -> New Terminal.
3. This editor Auto Saves the code.
4. These are time bound assessments the timer would stop if you logout and while logging in back using the same credentials the timer would resume from the same time it was stopped from the previous logout.
5. This is a web-based application, to run the application on a browser, use the internal browser in the workspace. Click on the second last option on the left panel of IDE, you can find Browser Preview, where you can launch the application.

Note: The application will not run in the local browser

6. You can follow series of command to setup Angular environment once you are in your project-name folder:
 - a. `npm install` -> Will install all dependencies -> takes 10 to 15 min.
 - b. `npm run start` -> To compile and deploy the project in browser. You can press the <Ctrl> key while clicking on localhost:4200 to open the project in the browser -> takes 2 to 3 min.
 - c. `npm run test` -> to run all test cases. **It is mandatory to run this command before submission of workspace** -> takes 5 to 6 min.
7. Once you are done with development and ready with submission, you may navigate to the previous tab and submit the workspace. It is mandatory to click on **“Submit Assessment”** after you are done with code.