

Communicating with a Template



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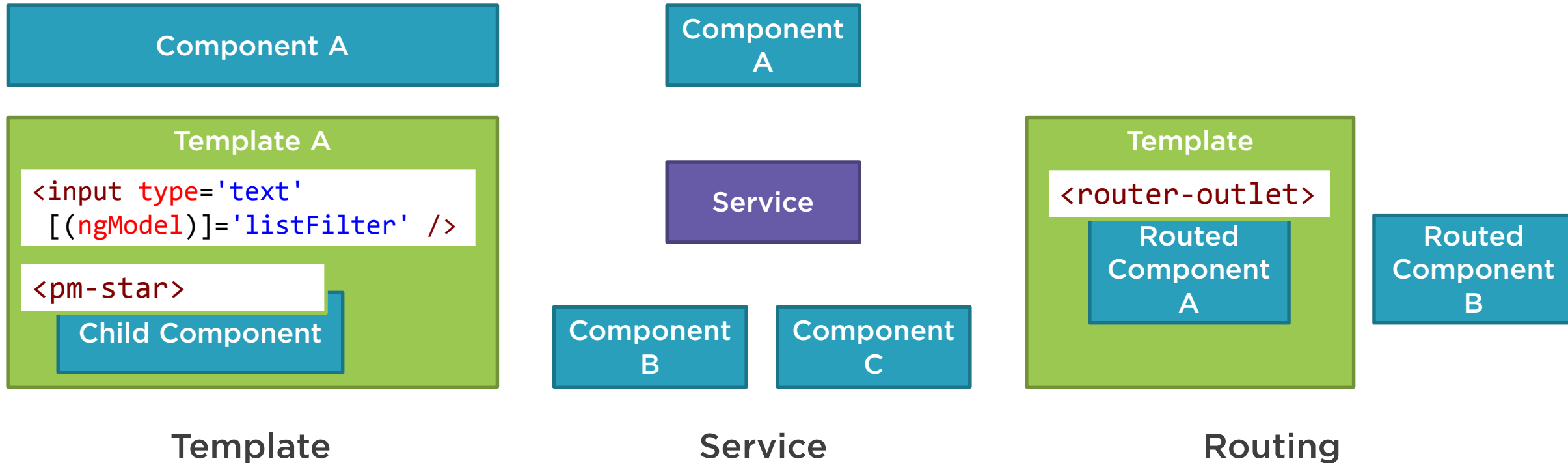
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Component Communication



Module Overview



Binding and Structural Directives

Two-way Binding, the Long Way

Getters and Setters



**Hey!
I just got data
back!**

**Great!
I'll update my
bindings.**

**Component
A**

**Template
A**



Binding

Template

```
<div>
  {{pageTitle}}
</div>
```

```
<img [style.width.px]=
      'imageWidth'>
```

```
<button
  (click)='toggleImage()'>
  Show Image
</button>
```

```
<input type='text'
  [(ngModel)]='listFilter' />
```

Interpolation



Property Binding



Event Binding



Two-way Binding



Component

```
pageTitle: string = 'Product List';
```

```
imageWidth: number = 50;
```

```
toggleImage(): void {
  this.showImage = !this.showImage;
}
```

```
listFilter: string;
```



Structural Directives

Template

```
<img *ngIf='showImage'  
      [src]='product.imageUrl'>
```

```
<tr *ngFor='let product of products'>
```

Component

```
showImage: boolean = false;
```

```
products: IProduct[];
```



Two-way Binding

Template

```
<input type='text'  
  [(ngModel)]= 'listFilter' />
```

Two-way Binding



Component

```
listFilter: string;
```



Two-way Binding

Template

```
<input type='text'  
  [(ngModel)]= 'listFilter' />
```

Two-way Binding



Component

```
listFilter: string = 'Cart';
```

Product List

Filter by:



Two-way Binding

Template

```
<input type='text'  
  [(ngModel)]= 'listFilter' />
```

Two-way Binding

Component

```
listFilter: string = 'Game';
```

Product List

Filter by:



**Got it!
I'll refilter the
list**

**The user just
entered a new
value!**



**Component
A**

**Template
A**



Notifying the Component of User Changes



Two-way binding, the long way

Getter and setter

valueChanges observable



Two-way Binding, the Long Way

```
<input type='text' [(ngModel)]= 'listFilter' />
```

```
<input type='text' [ngModel]='listFilter'  
                  (ngModelChange)='listFilter=$event' />
```

```
<input type='text' [ngModel]='listFilter'  
                  (ngModelChange)='onFilterChange($event)' />
```



Defining a Property

Property Declaration

```
listFilter: string;
```

Getter and Setter

```
get listFilter(): string {  
    }  
set listFilter(value: string) {  
    }
```



Specifying a Getter and Setter

Common Pattern

```
private _listFilter: string;

get listFilter(): string {
    return this._listFilter;
}

set listFilter(value: string) {
    this._listFilter = value;
}
```



Notifying the Component of User Changes



Two-way binding, the long way

Getter and setter

valueChanges observable



Guidelines & Summary: Communicating with a Template



Binding & Structural Directives

Template

```
<div>{{pageTitle}}</div>
```

```
<img [style.width.px]=  
      'imageWidth'>
```

```
<button  
  (click)='toggleImage()'>  
  Show Image  
</button>
```

```
<input type='text'  
  [(ngModel)]='listFilter' />
```

```
<img *ngIf='showImage'  
  [src]='product.imageUrl'>
```

```
<tr *ngFor=  
  'let product of products'>
```

Interpolation

Property Binding

Event Binding

Two-way Binding

*ngIf

*ngFor

Component

```
pageTitle: string = 'Product List';
```

```
imageWidth: number = 50;
```

```
toggleImage(): void {  
  this.showImage = !this.showImage;  
}
```

```
listFilter: string;
```

```
showImage: boolean = false;
```

```
products: IProduct[];
```



Two-way Binding, the Long Way

```
<input type='text' [ngModel]='listFilter'  
      (ngModelChange)='onFilterChange($event)' />
```

Plus:

- Notifies the component when the user changes the value
- Allows any logic in the component method
- Caught in the template

Caveats:

- No two-way binding
- Caught in the template
- Uncommon syntax



Getter and Setter

```
private _listFilter: string;  
get listFilter(): string {  
    return this._listFilter;  
}  
set listFilter(value: string) {  
    this._listFilter = value;  
}
```

Plus:

- Notifies the component when the user changes the value
- Allows any logic in the setter
- Caught in the component class

Caveats:

- One line of code becomes 7



Summary



Binding and Structural Directives

Two-way Binding, the Long Way

Getters and Setters



Component Communication

