DEMUX Web - Day 2 (2020.04.07)

Javascript Basics

1. Javascript adds interction to html.
2. Data types : Number data type (not float or int).
3. Comparisong Operator : == vs ===
4. Not strongly typed - No need to define variable types.
5. Single threaded - Only one thing at a time.
6. Asynchronus - Not one after the other.

JS Tutorial : https://www.w3schools.com/js/

Angular Setup

1. NodeJS - Backend runtime for javascript. (https://nodejs.org/en/)
2. Npm - Node package manager. (https://www.npmjs.com/ - list of packaged for node available here)
3. Angular CLI - (https://cli.angular.io/)
4. Create app using angular cli.

Angular Structure

1. Module : Defines and Exports Components and Service. Can import other modules.
2. Component :

- View and associated behaviour for the view.
- Components can be thought of as a tree like structure.
- Yes there is a base of an angular app. App-Component is base component. AppModule is Root module.
- Naming convention : app.component.ts, app.component.spec.ts, app.component.html, app.component.scss

3. Service :

- Singleton for sharing functionality across services.
- To be discussed.

4. Typescript -> converted to Javascript. SCSS -> Converted to CSS. Allows importing other scss files and you can use variables. Syntax exactly same as css. Typescript syntax similar to javascript syntax.
5. Polyfills -> Enables using newer language features inside older browsers that don't support those features.

References :

1. Javascript Event Loop (https://blog.sessionstack.com/how-javascript-works-event-loop-and-the-rise-of-async-programming-5-ways-to-better-coding-with-2f077c4438b5)
2. Angular Getting Started (https://angular.io/start)
3. Angular CLI (https://cli.angular.io/)

// variable hoisting -> var vs let vs const