**Angular Learnings**

A screenshot of a computer program

Description automatically generated

Data Binding in Angular: -

   1. one way binding 🡪 {{}} (string interpolation) 🡪 model to view

   2. proper binding   🡪 []   🡪 model to view

   3. event binding   🡪 ()  🡪 view to model

   4. 2 way binding   🡪 [()] 🡪 model to view & vice-verse

   5. Attribute Binding 🡪 [attrib. attributeName] 🡪 Model to view

Ng new projectnName 🡪 to create the project directory

Ng serve 🡪 to get the structure

Ng s - -o 🡪 to start and directly open in the browser

Ng generate component layout 🡪 layout is a component to generate it use the command (ng g c layout is short)

Npm install bootstrap –save 🡪 for bootstrap

npm install @types/bootstrap –save 🡪 for bootstrap types

ng g m modulename --routing 🡪to generate module

NOTE:- if any changes done to angular.json restart the execution because it will complie only one time.

Directives:

1. Component Directives

🡪All angular components comes under components directive

1. Attribute Directives

🡪It is used to manipulate behaviour of an html element

1. Structural Directives

🡪It is used to manipulate behaviour of a DOM element we can control DOM based on a condition

1. ngIf
2. ngFor
3. ngSwitch.

🡪we cannot apply more than single structural directive on html element

A screenshot of a computer

Description automatically generated

Form State and Input State:

Input fields have the following states:

* $untouched The field has not been touched yet
* $touched The field has been touched
* $pristine The field has not been modified yet
* $dirty The field has been modified
* $invalid The field content is not valid
* $valid The field content is valid

They are all properties of the input field, and are either true or false.

Forms have the following states:

* $pristine No fields have been modified yet
* $dirty One or more have been modified
* $invalid The form content is not valid
* $valid The form content is valid
* $submitted The form is submitted

They are all properties of the form, and are either true or false.

Four Different Ways of component-to-component communication

