**Angular Learnings**

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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

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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



SERVICES

It is a business logic which can be reused for multiple times  
to create a service 🡪 ng g s services/service

PROMISES AND OBSERVABLES

Promises can return only one value and observables can return multiple values.

Promises cannot be cancelled in middle but observables can cancelled in middle by unsubscribing from that service.

In promises we don’t have any operators to work on in observables we some rxjs operators to work on.

Stages:-

Promises is pull

Observable is push

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HttpCLientModule

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API Flow

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