

ANGULAR JS

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WHAT IS ANGULAR JS?

- used to create dynamic web pages
- a client-side open source JavaScript framework
- made to tackle problems with SPA development
- for quick HTML rendering on client-side with MVC



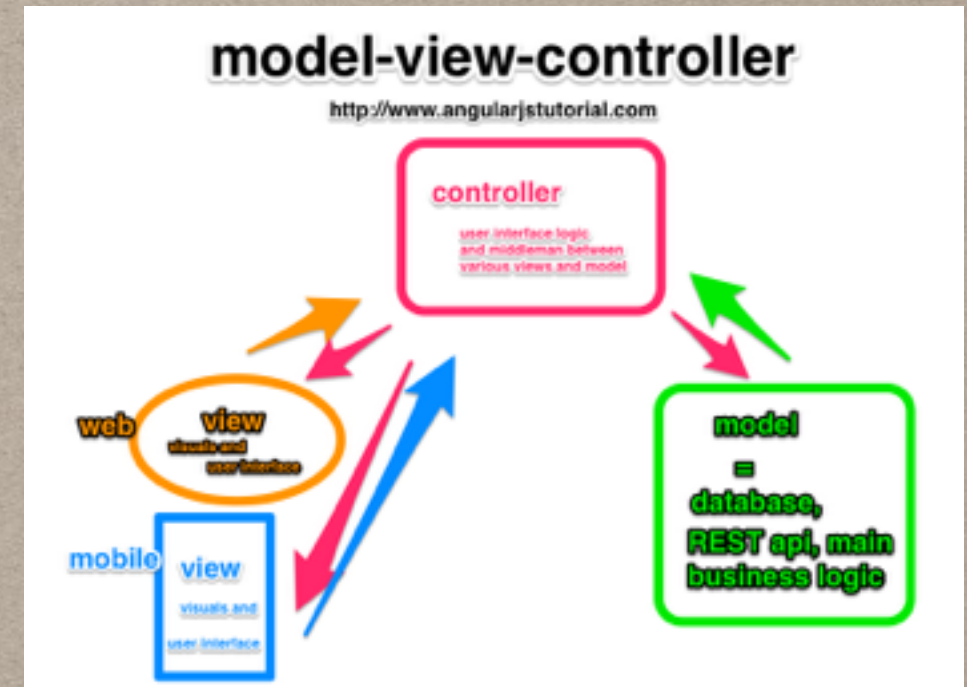
ANGULARJS

HISTORY OF ANGULAR JS

- developed by Brat Tech LLC, Google, and other contributors
- initially released in 2009, with the most recent stable release in March 2015
- made by the philosophy to improve testability and performance, as well as decouple the dependency between client side and server side communication.

MVC(MODEL-VIEW-CONTROLLER)

- angular is a MVC based framework
- where most web services need to talk to the web service via MVC, Angular aims to do this on the client side
- uses only what needs to be displayed dynamically



TERMS

- controller - code that creates model and sends it to the view
- model - the data that is used to create the view
- view - starting as a template that is merged with the model and rendered in the browser

CORE FEATURES

- data binding - auto syntonization of data between view and model
- scope - objects referring to the model
- dependency injection - a design concept, using controllers and services for Inversion Control
- controllers - javascript functions bound to a certain scope
- directives - used to extend HTML

WHY USE ANGULAR JS

- Angular manages the components you make for you and connects them
- the declarative user interface decides which controllers to use rather than loading them all in a linear way
- scopes bound to the view make changes to the interface instant, checking for changes via the controller
- writing less code
- structure, performance, testability


```

1  <!DOCTYPE html>
2  <html ng-app="exampleApp">
3  <head>
4      <title>Forms</title>
5      <script src="js/angular.min.js"></script>
6      <link href="css/bootstrap.min.css" rel="stylesheet" />
7      <link href="css/bootstrap-theme.css" rel="stylesheet" />
8      <script>
9          angular.module("exampleApp", [])
10             .controller("defaultCtrl", function ($scope) {
11                 $scope.selectValue = false;
12                 $scope.skills = [
13                     { id: 100, group: "Tools", name: "GruntJS" },
14                     { id: 100, group: "Tools", name: "WebStorm" },
15                     { id: 100, group: "Tools", name: "Visual Studio" },
16                     { id: 100, group: "Languages", name: "JavaScript" },
17                     { id: 100, group: "Languages", name: "C#" },
18                     { id: 100, group: "Languages", name: "Python" },
19                     { id: 100, group: "Databases", name: "MongoDB" },
20                     { id: 100, group: "Databases", name: "MySQL" },
21                     { id: 100, group: "Databases", name: "Oracle" },
22                 ];
23             });
24      </script>
25  </head>
26  <body>
27      <div id="todoPanel" class="panel" ng-controller="defaultCtrl">
28          <form name="myForm" novalidate>
29
30              <div class="well">
31                  <div class="form-group">
32                      <label for="slct">Select an Action:</label>
33                      <select id="slct" ng-model="selectValue"
34                          ng-options="item.name group by item.group for item in skills">
35                          <option value="">(Pick One)</option>
36                      </select>
37                  </div>
38              </div>
39
40              <div class="well">
41                  <p>Selected: {{selectValue || 'None'}}</p>
42              </div>
43          </form>
44      </div>
45  </body>
46  </html>

```


- generating option elements within the `scope.todos` array
- creating a view based on two way binding corresponding to user actions
- `ng-options` iterates through to whole array
- displays the view dynamically on web page

MANY MANY MORE OPTIONS

- directives are powerful
- over tens and tens of directives making your code a lot more versatile
- can make your own directives
- ng-app, ng-controller, and ng-repeat will be the most common you will come across

PROS

- pros are very fast development and creation of scalable apps, as well as having impressive performance.

RESOURCES

- <https://angularjs.org/>
- <http://www.toptal.com/angular-js/a-step-by-step-guide-to-your-first-angularjs-app>
- <http://en.wikipedia.org/wiki/AngularJS>
- <http://www.slideshare.net/knoldus/angular-js-29106360>