Introduction to







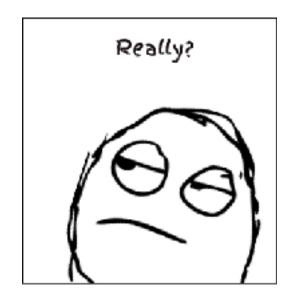
We're covering Angular 1 NOT Angular 2



We're covering Angular 1 NOT Angular 2

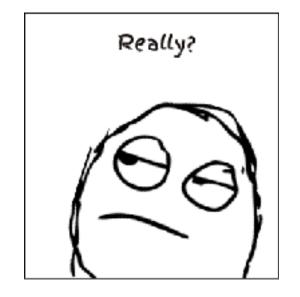


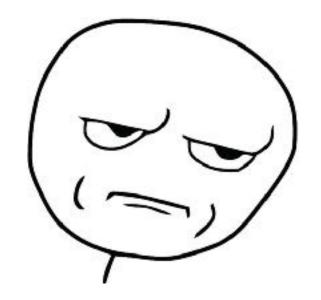
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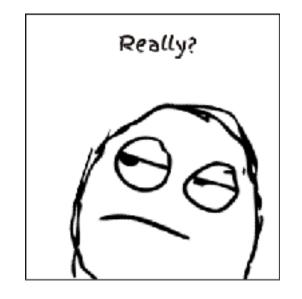
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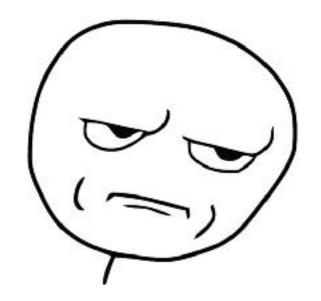


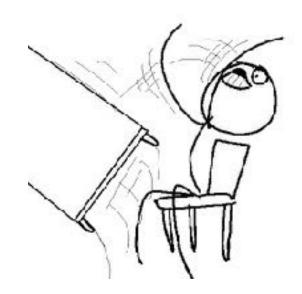




We're covering Angular 1 NOT Angular 2











1. What is Angular?



- 1. What is Angular?
- 2. Pros & cons



- 1. What is Angular?
- 2. Pros & cons
- 3. Quick start guide



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- 2. Pros & cons
- 3. Quick start guide
- 4. Style guide



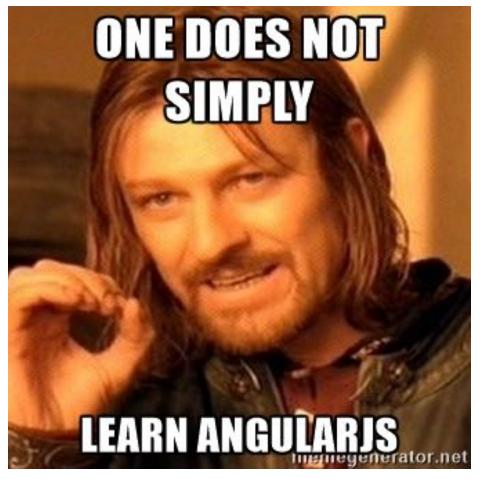
- 1. What is Angular?
- 2. Pros & cons
- 3. Quick start guide
- 4. Style guide
- 5. Build a to-do list



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- 6. Q&A



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software with source code that's publicly available and anyone can modify it



code or operations that happen on the client-side (e.g. your browser, not the server that hosts the site)



reusable code to solve common problems; Mad Libs



HyperText Markup Language; webpage guts



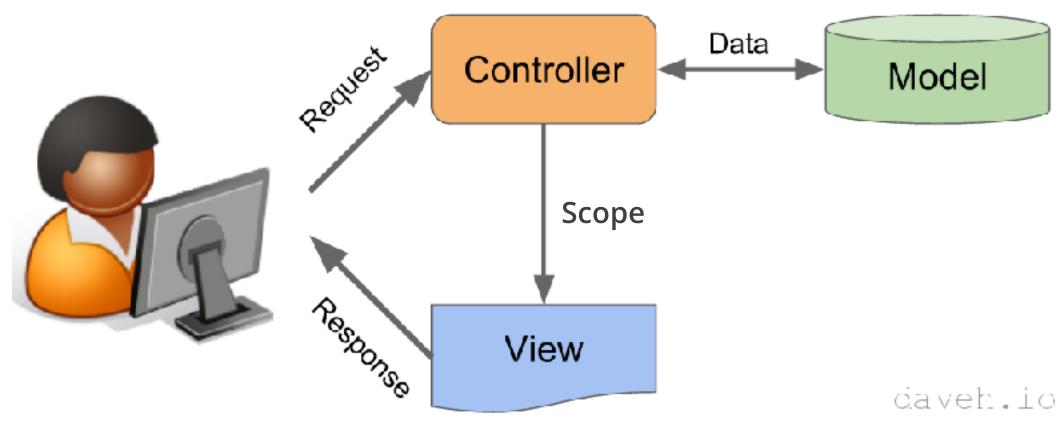
programming language that's one of three core technologies of the World Wide Web (along with HTML & CSS)



software design pattern that encourages separation of concerns



Model-View-Controller





Angular is an open source, client-side framework that extends HTML using JavaScript. It uses the MVC (model-view-controller) approach to design. Angular is designed for building single page applications (SPA).

single web page that dynamically updates content based on user interaction with it



Deep Breath!



Deep Breath!





Pros Cons



Cons

Lighter weight than most frameworks



Cons

- Lighter weight than most frameworks
- Extends HTML to allow for single page apps



Cons

- Lighter weight than most frameworks
- Extends HTML to allow for single page apps
- Two-way data binding



- Lighter weight than most frameworks
- Extends HTML to allow for single page apps
- Two-way data binding
- Dependency injection





- Lighter weight than most frameworks
- Extends HTML to allow for single page apps
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software design pattern where components are given their dependencies

Cons



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- Easy testing (Jasmine)

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development framework used for testing



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Cons

Angular 1 & 2 are totally different and not compatible*



- Lighter weight than most frameworks
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- Angular 1 & 2 are totally different and not compatible*
- Heavy on the jargon



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- Steep learning curve**



- Lighter weight than most frameworks
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- Two-way data binding
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- Angular 1 & 2 are totally different and not compatible*
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- Steep learning curve**
- Not enough documentation***





Directives



Directives

Modules



Directives

Modules

Models



Directives

Modules

Models

Views



Directives

Modules

Models

Views

Controllers



Directives

Modules

Models

Views

Controllers

Data binding



Directives

Modules

Models

Views

Controllers

Data binding

Set-up





Attributes that extend HTML



Attributes that extend HTML

<tag attribute="value">content</tag>



Attributes that extend HTML



Attributes that extend HTML

A function that executes when the compiler encounters it in the DOM



Attributes that extend HTML

A function that executes when the compiler encounters it in the DOM

compiler teaches browser what to do with directives



Attributes that extend HTML

A function that executes when the compiler encounters it in the DOM

created when page is loaded, the DOM allows JavaScript to change HTML/CSS on the page

compiler teaches browser what to do with directives



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created when page is loaded, the DOM allows JavaScript to change HTML/CSS on the page



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Attributes that extend HTML

A function that executes when the compiler encounters it in the DOM

Angular comes with built-in directives, but you can also build custom directives



```
<div ng-app="" ng-init="firstName='John'">
Name: <input type="text" ng-model="firstName">
You wrote: {{ firstName }}
</div>
```



```
<div ng-app="" ng-init="firstName='John'">
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ngApp, ngInit, and ngModel are all Angular directives



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(and anything in {{ }} is an expression)



```
<div ng-app="" ng-init="firstName='John'">
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JavaScript-like code snippet that's in curly brackets

ngApp, ngInit, and ngModel are all Angula. directives

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ngApp, ngInit, and ngModel are all Angular directives

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"An app within an app"



"An app within an app"

Separation of concerns



"An app within an app"

Separation of concerns

how pieces of the app are separated into reusable chunks



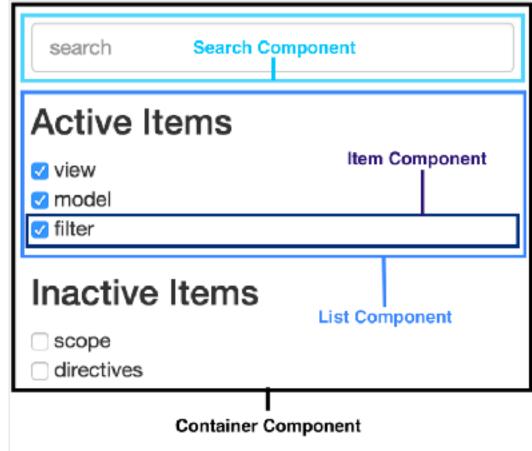
"An app within an app"

Separation of concerns



"An app within an app"

Separation of concerns





Example Module

```
<div ng-app="myApp">
     <div>
          {{ 'World' | greet }}
          </div>
</div>
```

```
// declare a module
var myAppModule = angular.module('myApp', []);

// configure the module.
// in this example we will create a greeting filter
myAppModule.filter('greet', function() {
  return function(name) {
    return 'Hello, ' + name + '!';
  };
});
```



Example Module

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formats or transforms data



Example Module

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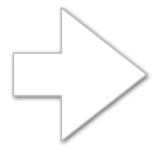




Static module

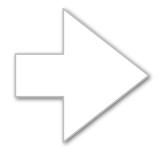


Static module





Static module



Dynamic module



Deep Breath!

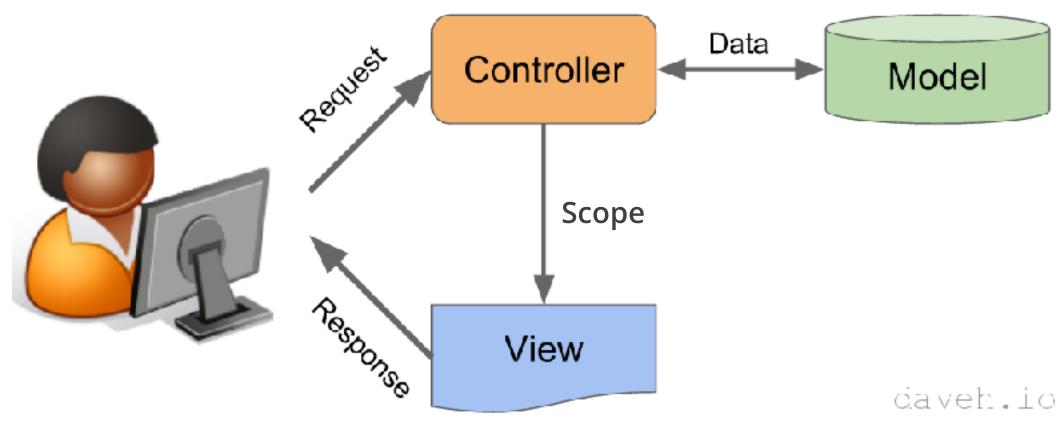


Deep Breath!





Model-View-Controller







Collection of data available for the application



Collection of data available for the application

ngModel directive binds value of HTML controls/elements (view) to app data (model)



Collection of data available for the application

ngModel directive binds value of HTML controls/elements (view) to app data (model)

Can also provide validation of data



Collection of data available for the application

ngModel directive binds value of UTML controls (alements (view) checking for correctness and meaningfulness of the data a user inputs

Can also provide validation of data



Collection of data available for the application

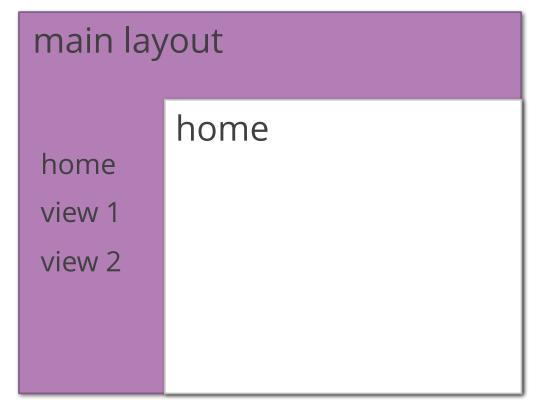
ngModel directive binds value of HTML controls/elements (view) to app data (model)

Can also provide validation of data

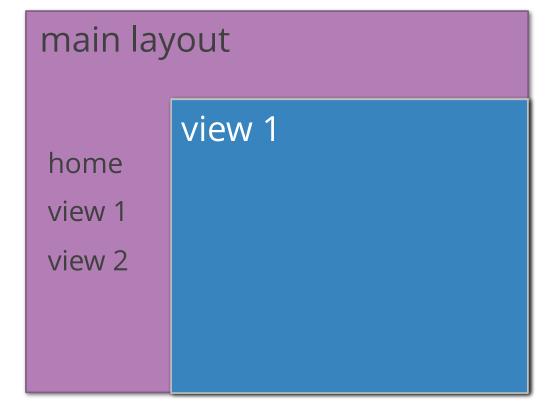




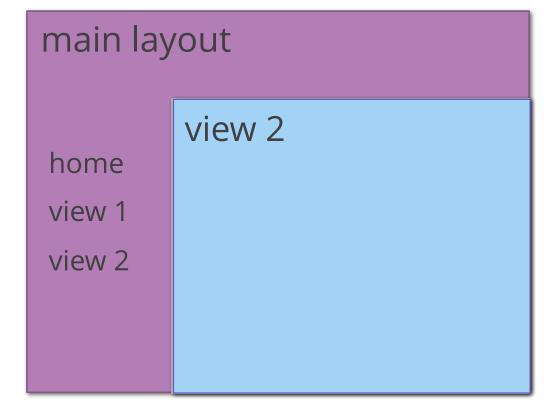








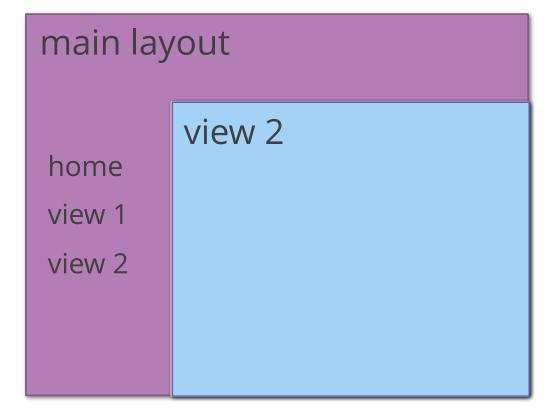






Single-page application: can load different pages (*views*) without reloading the entire page

This is accomplished through the ngRoute module (which includes ngView directive)







Defines the behavior behind DOM elements



Defines the behavior behind DOM elements

Controls interactions between model and view



Defines the behavior behind DOM elements

Controls interactions between model and view

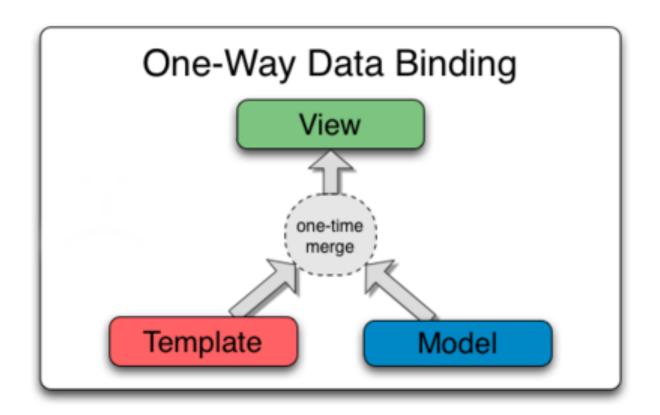
Separate controllers for separate views



Data Binding

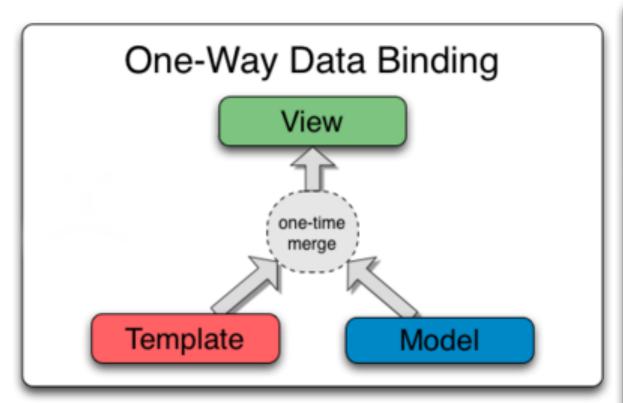


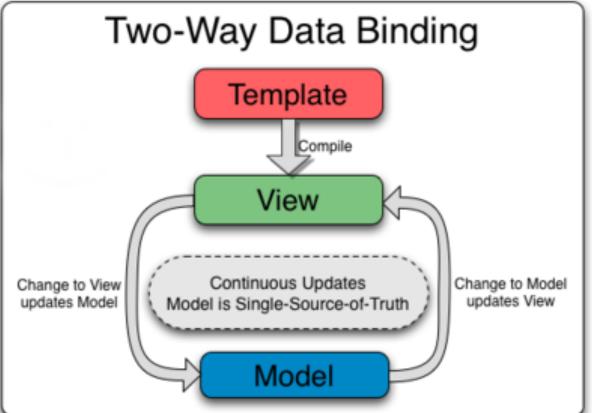
Data Binding





Data Binding









Add Angular to page via CDN



content delivery network

Add Angular to page via CDN



Add Angular to page via CDN



Add Angular to page via CDN





Add Angular to page via CDN



Add Angular to page via CDN

<script src="https://ajax.googleapis.com/ajax/libs/angularjs/1.5.6/angular.min.js"></script>

That's it!





Rules or guidelines on how to structure and write your code, helps people understand your code because it's standardized



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Two options for Angular style guides:



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- 2. John Papa (https://github.com/johnpapa/angular-styleguide)



Let's Build Some More Stuff!

To-do list



Questions?





Contact Resources



Contact

Resources

geekscat.com

https://github.com/kaymckelly

kayasmckelly@gmail.com



Contact

geekscat.com

https://github.com/kaymckelly

kayasmckelly@gmail.com

Resources

- angularjs.org/
- github.com/angular/ angular.js
- <u>codecademy.com/learn/</u> <u>learn-angularjs</u>
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Thanks for coming!

