**Web\_Lesson4: Angular JS**

**Lesson Overview:**

In this lesson, we are going to explain importance of angular JS and elements of Angular JS (directives, expressions, filters, modules, and controllers)

**Use case Description:**

Memory Game: Whenever matching tiles are selected user will get a congratulations message. Otherwise user will get chance to try next time.

**Programming elements:**

Angular JS (directives, expressions, filters, modules, and controllers)

**Source Code:**

Available in spreadsheet

**In class exercise:**

1. Develop a [basic to-do list](https://umkc.box.com/s/joxqzq7o7tj2ud07i0iowgrl8i38dg4y) application using **Angular JS** elements which are discussed and used in Use Case

2. Develop a [basic calculator](https://umkc.box.com/s/sf6les1v9wrkdxezhp9r5epphrekpxdy) application using **Angular JS** elements which are discussed and used in Use Case

You can use the given template for ICP or you can write code from scratch

Marks will be distributed between logic, implementation and UI

**Note:** Please don't forget to submit your feedback after the class. This helps a lot in increasing effectiveness of the course.