Angular is a java script framework which allows you to create reactive Single-Page-Applications.

To install the Angular CLI, in a terminal or command prompt type:

npm install -g @angular/cli

You can now create a new Angular application by typing:

ng new my-app

cd my-app

ng serve

ng g c componentname

<http://localhost:4200>

To work ngModel we should import FormsModule in module.ts file.

Type Script:

Type Script is super set of java script, it allows us to create classes, interfaces and types. Type script is converted to java script.

To install bootstrap 4 beta:

npm install --save bootstrap@next

main.ts -> module.ts -> component.ts

**Data Binding:**

String Interpolation: {{ data }}

Property Binding: [ property ] = “data”

Event Binding: (event) = “expression”

Two-Way Binding: [ (ngModel) ] = “data”

Important: For Two-Way-Binding to work, you need to enable the ngModel  directive. This is done by adding the FormsModule  to the imports[]  array in the AppModule.

You then also need to add the import from @angular/forms  in the app.module.ts file:

import { FormsModule } from '@angular/forms';

**Directives:**

Directives are instructions in the DOM.

\*ngIf: used for if statement.

ngStyle: used to add styles.

ngClass: used to add or remove css class.

Decorator @Input() is used to expose the property to other components.

Decorator @Output() is used to make custom event listener.

Local Reference:

<input **#inputid**> is used to similar to id in html. Pass this inputid to ts method and get value.

Decorator @ViewChild is used to map inputid to property in component.