## Attribute Directives

- The Attribute directive changes the appearance or behavior of an element.
- Angular has several built-in attribute directives, namely NgClass and NgStyle
- It is a good idea to prefix your directives with a prefix. You cannot use the <code>ng</code> prefix since it's already used by Angular.
- When you apply the attribute directive to an element, the element will be knownn as the host.
- For example, if you had a directive called <code>my-directive</code> and applied it in <code>div class="hello"> <span my-directive> ... </span> </div> , the <code>span</code> would be the host.</code>

**TODO** (writing a custom attribute directive)

```
@Directive({
     selector: '[simple-directive]',
     host: {
       '(mouseleave)': 'onMouseLeave()',
       '(click)': 'onClick()',
       '[hidden]': 'isHidden',
6
       '[class.done]': 'isDone',
7
       'role': 'button'
8
9
    }
10
   })
   class SimpleDirective implements OnInit {
12
     @Input() private color: string
     @Output() myevent: EventEmitter<string>;
13
     private isHidden: boolean = false;
14
     private isDone: boolean = false;
15
     private defaultColor:string = 'magenta';
16
     private elm: any;
17
     constructor(private elmRef: ElementRef, private renderer: Renderer) {
19
      this.elm = elmRef.nativeElement;
20
       this.myevent = new EventEmitter();
22
       setInterval(() => {this.myevent.emit('myevename')}, 1000);
```

```
23
     ngOnInit() {
24
      this.defaultColor = this.color || this.defaultColor;
       this.setColor(this.color || this.defaultColor);
27
     private setColor(color: string) {
28
       this.renderer.setElementStyle(this.elm, 'color', color);
29
30
     set setIsHidden(state) { this.isHidden = state; }
31
     set setIsDone(state) { this.isDone = state; }
33
     onMouseLeave() { this.setColor(this.defaultColor); }
34
     onClick() { this.setColor('orange') }
35
36
  }
```

selector TODO: details

host TODO: details

Input TODO: details

Output TODO: details

ElementRef TODO: details\*\*

Renderer TODO: details\*\*