

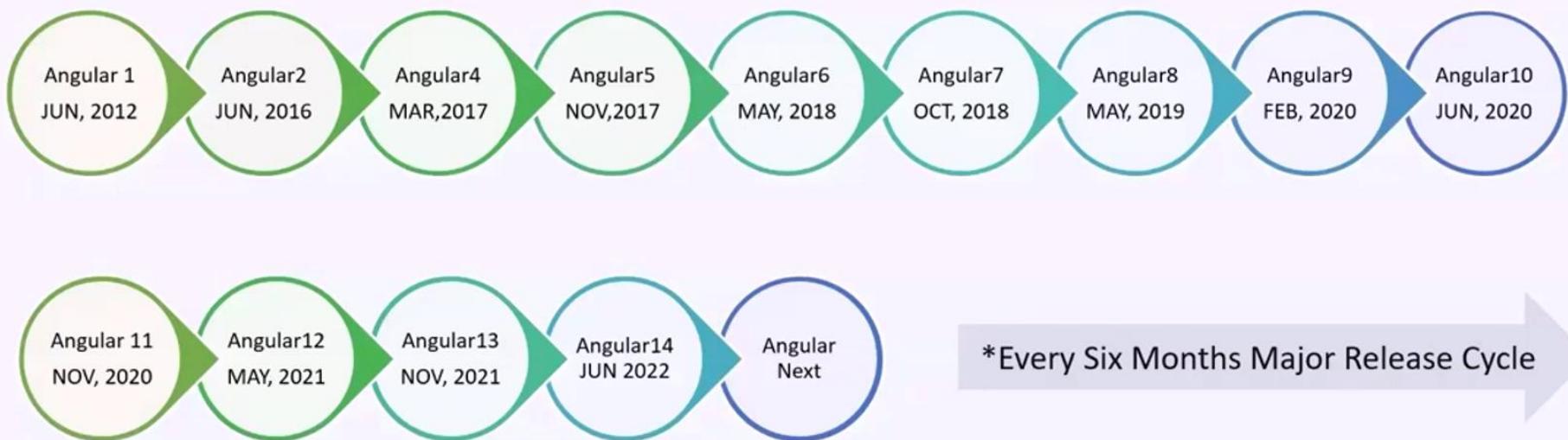
To exit full screen, press **Esc**

Introduction to Angular

- An open-source framework for building single-page applications (SPA) using web technologies like html, css and js.
- Angular is written in TypeScript and follows TypeScript syntax to write code.
- Empowers developers to build applications for browsers, mobiles, or desktop



Angular Version History

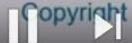


Angular CLI

- A powerful tool to create, build, compile and serve Angular2 App.
- Used to generate new components, routes, services, and pipes.
- Installing Angular CLI
 - *npm install -g @angular/cli*
- Generating and serving Angular app
 - *ng new proj_name --skip-install*
 - *cd proj_name*
 - *npm install*
 - *ng serve*



Angular CLI Commands



5:40 / 2:31:14



Angular CLI Advantages

- Follow Angular Best Practices
- Configure Style Guides like css, saas
- Use Dev Server Webpack
- Handle Environments
- Build Management
- Testing using Karma and Protractor

Angular CLI Options

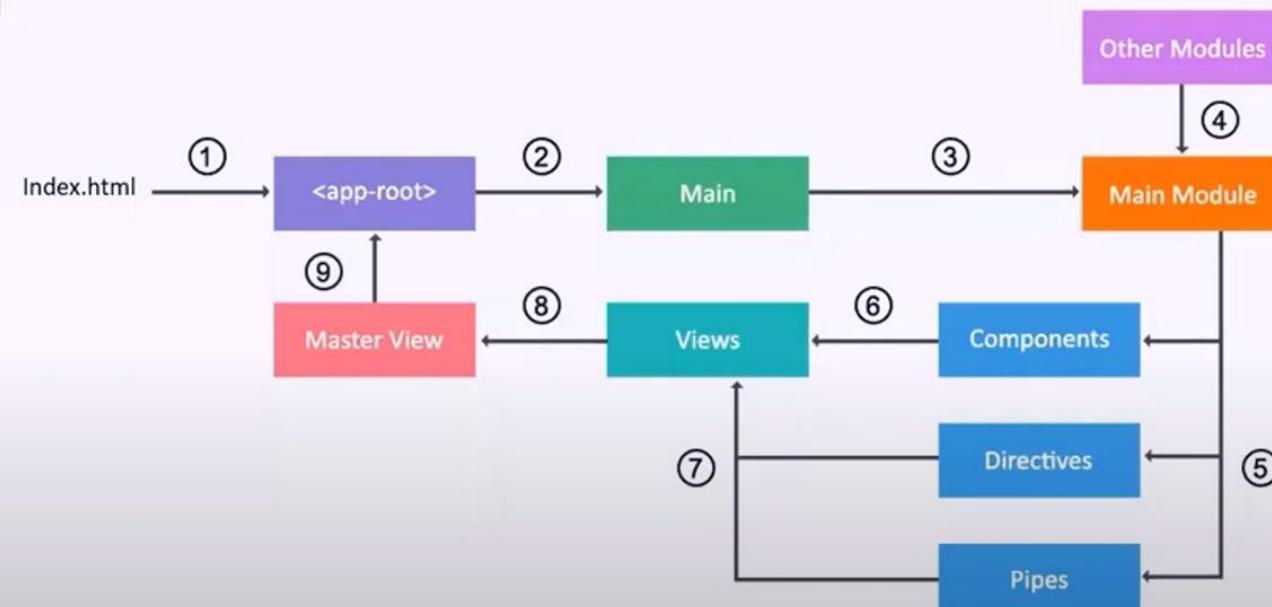
Options	Usage
Help	ng --help
Build	ng build --env
Build and Run	ng serve
Testing	ng test
End-End Testing	ng e2e

Angular CLI Commands

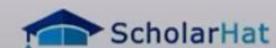
Scaffold	Usage	In Short
Module	<code>ng generate module <i>my-module</i></code>	<code>ng g m <i>my-module</i></code>
Component	<code>ng generate component <i>my-component</i></code>	<code>ng g c <i>my-component</i></code>
Directive	<code>ng generate directive <i>my-directive</i></code>	<code>ng g d <i>my-directive</i></code>
Pipe	<code>ng generate pipe <i>my-pipe</i></code>	<code>ng g p <i>my-pipe</i></code>
Service	<code>ng generate service <i>my-service</i></code>	<code>ng g s <i>my-service</i></code>
Guard	<code>ng generate guard <i>my-guard</i></code>	<code>ng g g <i>my-guard</i></code>
Class	<code>ng generate class <i>my-class</i></code>	<code>ng g cl <i>my-class</i></code>
Interface	<code>ng generate interface <i>my-interface</i></code>	<code>ng g i <i>my-interface</i></code>
Enum	<code>ng generate enum <i>my-enum</i></code>	<code>ng g e <i>my-enum</i></code>

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Angular Initialization Process



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Angular Building Blocks

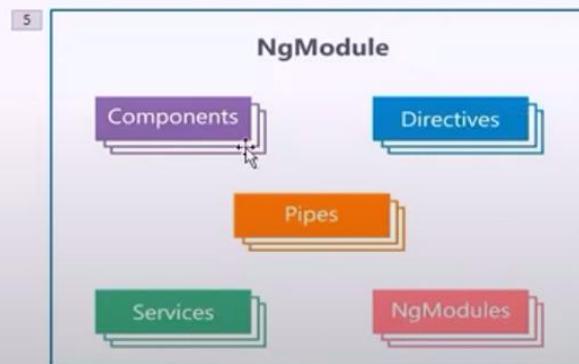
- Modules
 - Components
 - Templates
 - Metadata
 - Data binding
 - Directives
 - Pipes

 - Routing
 - Forms
 - Services
 - Hooks
 - Dependency injection

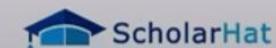
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Modules

- 1 • A module organize an application into unified blocks of functionality
- 2 • An Angular module is a class with an `@NgModule` decorator
- 3 • Accepts a single metadata object whose properties describe the module
- 4 • Each Angular app must have at least one module, known as root module



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Built-In Modules

- Built-In library modules starting with the @angular as the prefix.

@angular/core

@angular/router

@angular/forms

@angular/http

- Built-In library & third-party modules can be installed using npm manager.
- Built-In modules, components, services, directives, etc. can be imported by using built-In library modules.

Component

- 1 • A type of directives with template, styles and logic for user interaction
- 2 • Exported as a custom HTML tag like as:
 - 3 ■ `<my-component></my-component>`
- 4 • Initialized by Angular Dependency Injection engine



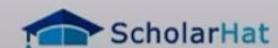
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Component Example

```
1 import { Component } from '@angular/core';

2 @Component({
3   selector: 'my-component',
4   template: `<h3>Interpolation</h3>
5             <p>Name : {{name}}</p>
6             <p><input type="text" value="{{name}}"/></p>`,
7   styles: []
8 })
9 export class MyComponent {
10   name: string = 'Shailendra';
11   constructor() { }
12 }
```

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Angular Components Page View



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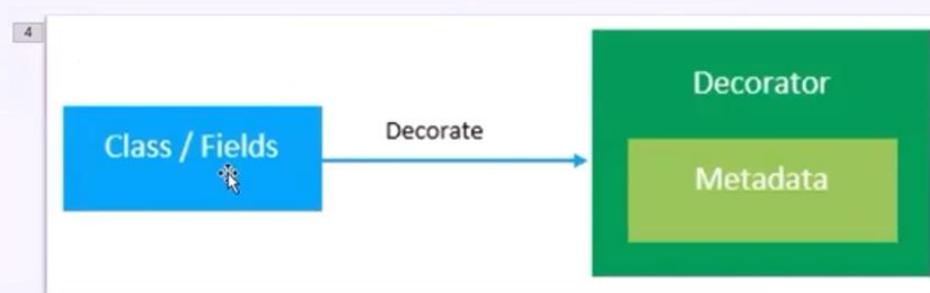
Template

- 1 • Define the view of a component.
- 2 • Contains Html markup and angular directives, attributes etc.
- 3 • Describe how a component is rendered on the page.

```
4 <h3>Interpolation</h3>
<p>Name : {{name}}</p>
<p>
  <input type="text" value="{{name}}"/>
</p>
```

Decorators

- 1 • A function that adds metadata to a class, class members
- 2 • These are prefix with @ symbol
- 3 • Angular has built-In decorators like - `@Component`, `@NgModule`, `@Directive`, `@Pipe` etc.



Types of Decorators

- Class decorators
 - `@NgModule` – Used for defining a module
 - `@Component` – Used for defining a component
 - `@Directive` – Used for defining a directive
 - `@Injectable` – Used for injecting dependencies
 - `@Pipe` – Used for defining a pipe
- Class field decorators
 - `@Input` – Used for receiving data (input) from parent to child component
 - `@Output` – Used for passing data (events) from child to parent component

Metadata

- 1 • Tells Angular how to process a class
- 2 • Decorators are used to attach metadata to a class

```
3 @Component({  
    selector: 'my-component',  
    template: '<p>{{name}}</p>',  
    styles: []  
})  
export class MyComponent {  
    name: string = 'Shailendra Chauhan';  
    constructor() {}  
}
```



Single Page App

- 1 • Single HTML page is loaded when the app is loaded.
- 2 • Heavy emphasis on JS & UX (User Experience).
- 3 • Consumes data asynchronously from a RESTful API.
- 4 • Typically, the URL doesn't change except for hash (#).
- 5 • No page reloads.
- 6 • Universally accessible through a web browser.



Multiple Page App vs. Single Page App

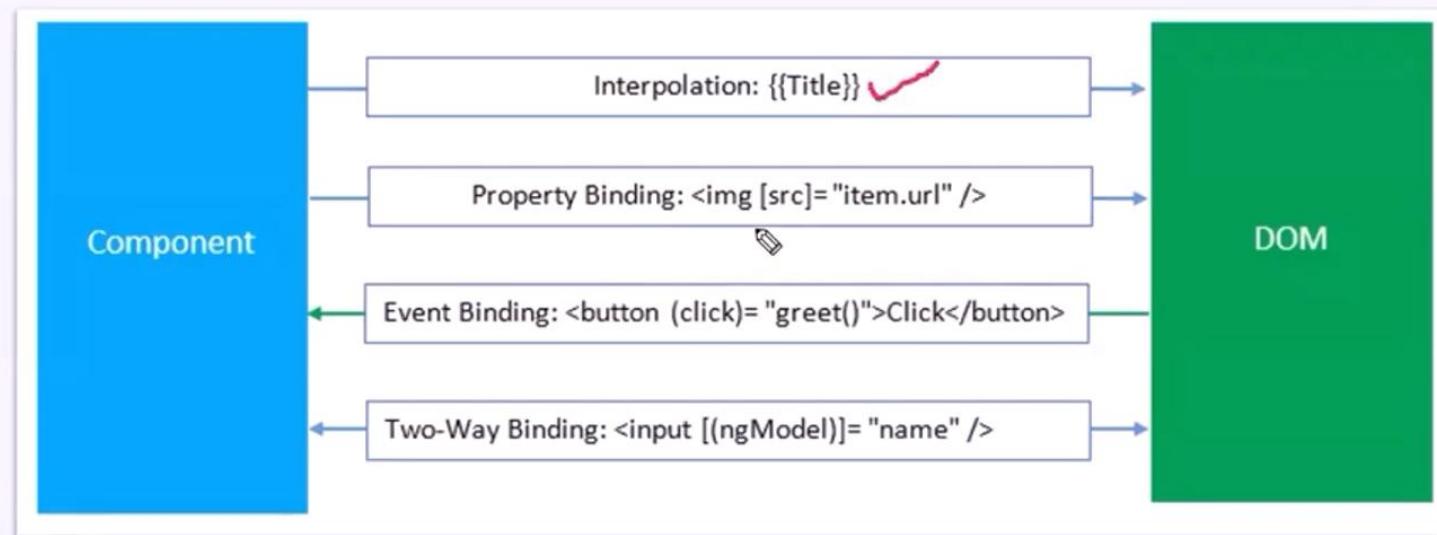


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Databinding

- A mechanism for binding data values to HTML elements and turning user activities into actions
- Responsible for data value updates
- Support the following Databinding:
 - Interpolation
 - Property Binding
 - Two-way Binding
 - Event Binding

Data Binding Syntax



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Directives

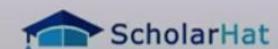
- Used to extend the power of existing Html markup
 - Change the appearance or behavior of a DOM element
 - There are four kinds of directives in Angular2
 - Components – A directive with a template. @Component decorator extends the @Directive decorator with template-oriented features
 - Structural directives – Alter layout by adding, removing, and replacing elements in DOM Eg. `*ngIf`, `*ngFor`, `*ngSwitch`
 - Attribute directives – Alter the appearance or behavior of an existing element. Eg. `ngModel`, `ngStyle`, `ngClass`
 - Custom directives – Your own directive

Custom Directive

- @Directive decorator is used to create a custom directive
- Custom directive can be used as an attribute or class

```
@Directive({
  selector: '[appHighlight], .appHighlight'
})
export class HighlightDirective {
  constructor(private el: ElementRef) {
    this.color = 'black';
  }
  @HostBinding('style.color') color: string;
  @HostListener('mouseover') f1() {
    this.color = 'red';
    this.el.nativeElement.style.backgroundColor = 'yellow';
  }
  @HostListener('mouseleave') f2() {
    this.color = 'black';
    this.el.nativeElement.style.backgroundColor = '';
  }
  @HostListener('click') f3() {
    alert(this.el.nativeElement.innerHTML);
  }
}
```

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Pipes

- Used to transform bound properties before displaying
- Angular built-In Pipes are :
 - Lowercase
 - Uppercase
 - Date
 - Currency
 - Json
 - Decimal
 - Async etc.



Custom Pipe

- A custom pipe can be used for applying your own logic to transform text
 - `@Pipe` decorator is used to create a custom pipe

```
@Pipe({
  name: 'reverse'
})
export class ReversePipe implements PipeTransform {
  transform(value: any, args?: any): any {
    let result = '';
    for (let i = 0; i < value.length; i++) {
      result = value[i] + result;
    }
    return result;
  }
}
```

Routing

- Serve webpages based upon the requested url
- In Angular applications URLs are not served from the server and never reload the page, every time a user requests for a new page
- The URLs are strictly local in the browser and serve the page from local browser itself
- Every time when you request a Url, the Angular router navigates to the new component and renders its template and updates the history and URL

Routing Configuration

- Routes describe the routes

```
const routes: Routes = [
  { path: '', component: DatabindingComponent },
  { path: 'about/:id', component: AboutComponent },
  { path: 'notfound', component: NotfoundComponent },
  { path: '**', redirectTo: 'notfound' }
];
```

- RouterOutlet is where the router renders the component

```
<div class="container">
  <router-outlet></router-outlet>
</div>
```

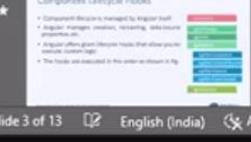
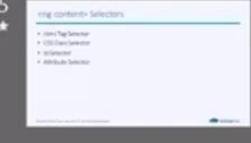
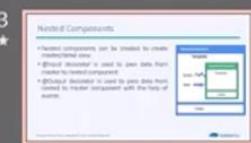
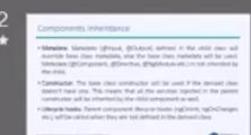
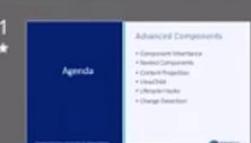
- RouterLink a link to a route name

```
<a [routerLink]="/about','4'">About</a>
```

Components Inheritance

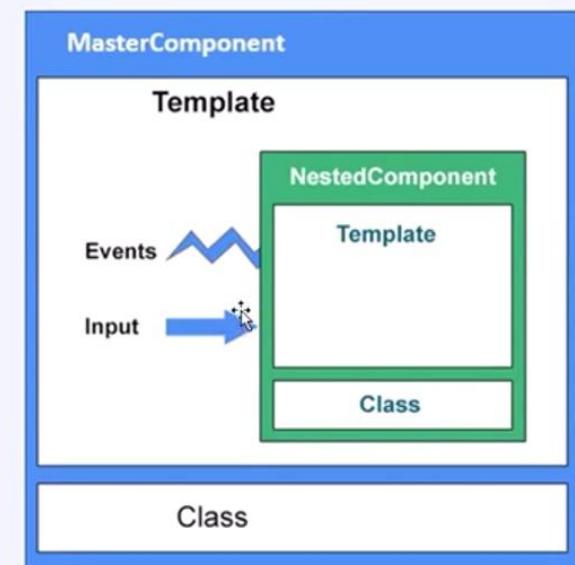
- **Metadata:** Metadata (@Input, @Output) defined in the child class will override base class metadata, else the base class metadata will be used. Metadata (@Component, @Directive, @NgModule etc.) is not inherited by the child.
- **Constructor:** The base class constructor will be used if the derived class doesn't have one. This means that all the services injected in the parent constructor will be inherited by the child component as well.
- **Lifecycle hooks:** Parent component lifecycle hooks (ngOnInit, ngOnChanges etc.) will be called when they are not defined in the derived class.

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Nested Components

- Nested components can be created to create master/detail view
- @Input decorator is used to pass data from master to nested component
- @Output decorator is used to pass data from nested to master component with the help of events



Content Projection

Enables developers to build reusable components and make applications more scalable and flexible.

Cards, tabs, navbars, modals and dialogs are some commonly used UI elements which can accept generic markups or content.

The image shows two separate forms side-by-side, both titled with their respective functions: 'Create account' on the left and 'Login' on the right. Both forms contain fields for 'Email address' and 'Password', each with a corresponding input box. Below these fields are two buttons: an orange 'SignUp' button under the 'Create account' form and a blue 'Login' button under the 'Login' form. The forms are presented in a clean, modern style with white backgrounds and light gray borders.

Create account

Login

Email address

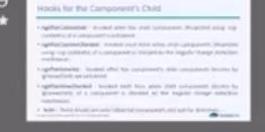
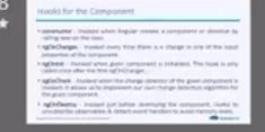
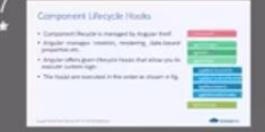
Password

SignUp

Login

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Tell me what you want to do



<ng-content> Selectors

- Html Tag Selector
- CSS Class Selector
- Id Selector
- Attribute Selector

ViewChild

- Useful to access a directive, child component, or a DOM element inside a parent component class.
- The [ViewChild](#) decorator returns the first element that matches a given directive, component, or template reference selector.

```
import { Component, OnInit } from '@angular/core';

@Component({
  selector: 'app-child',
  templateUrl: './child.component.html'
})
export class ChildComponent implements OnInit {
  constructor() { }
  ngOnInit(): void {}
  Hello() {
    return 'I am a child component!';
  }
}

import { Component,ViewChild,AfterViewInit } from '@angular/core';
import { ChildComponent } from './child/child.component';

@Component({
  selector: 'app-root',
  template: `<app-child></app-child>`
})
export class AppComponent implements AfterViewInit {
  @ViewChild(ChildComponent) child: ChildComponent;
  ngAfterViewInit() {
    console.log(this.child.Hello());
  }
}
```

Component Lifecycle Hooks

- Component lifecycle is managed by Angular itself
- Angular manages creation, rendering, data-bound properties etc.
- Angular offers given lifecycle hooks that allow you to execute custom logic
- The hooks are executed in the order as shown in fig.

constructor

ngOnChanges

ngOnInit

ngDoCheck

ngAfterContentInit

ngAfterContentChecked

ngAfterViewInit

ngAfterViewChecked

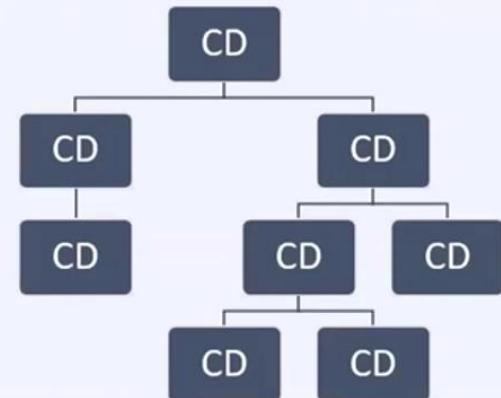
ngOnDestroy

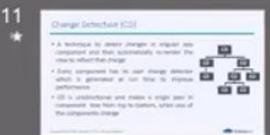
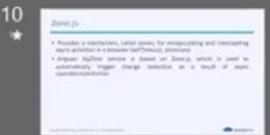
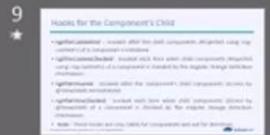
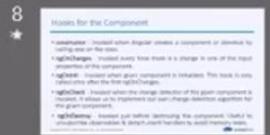
Zone.js

- Provides a mechanism, called zones, for encapsulating and intercepting async activities in a browser (`setTimeout`, promises)
 - Angular `NgZone` service is based on Zone.js, which is used to automatically trigger change detection as a result of async operations/activities

Change Detection (CD)

- A technique to detect changes in angular app component and then automatically re-render the view to reflect that change
- Every component has its own change detector which is generated at run time to improve performance
- CD is unidirectional and makes a single pass in component tree from top to bottom, when one of the components change





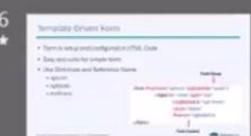
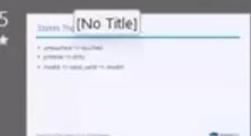
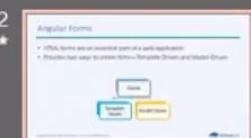
Change Detection Strategies

- Default

- The change detector's mode is set to *CheckAlways*
 - Update the component every time when data change

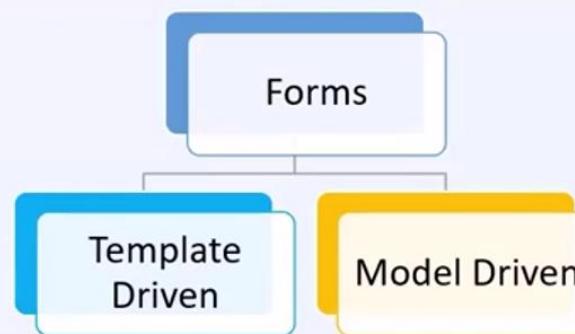
- OnPush

- The change detector's mode is set to *CheckOnce*
 - Update the component only when its inputs change or the component requested to be updated



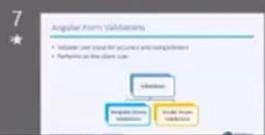
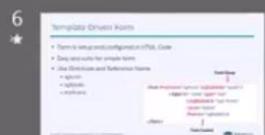
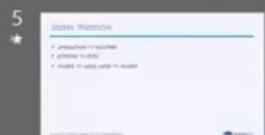
Angular Forms

- HTML forms are an essential part of a web application
- Provides two ways to create form – Template Driven and Model-Driven



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Angular Form Building Blocks

Building
Blocks

FormGroup

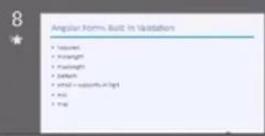
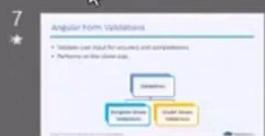
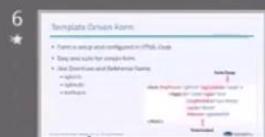
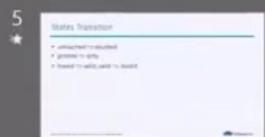
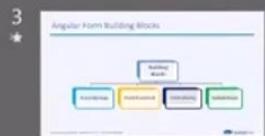
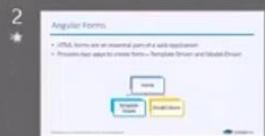
FormControl

FormArray

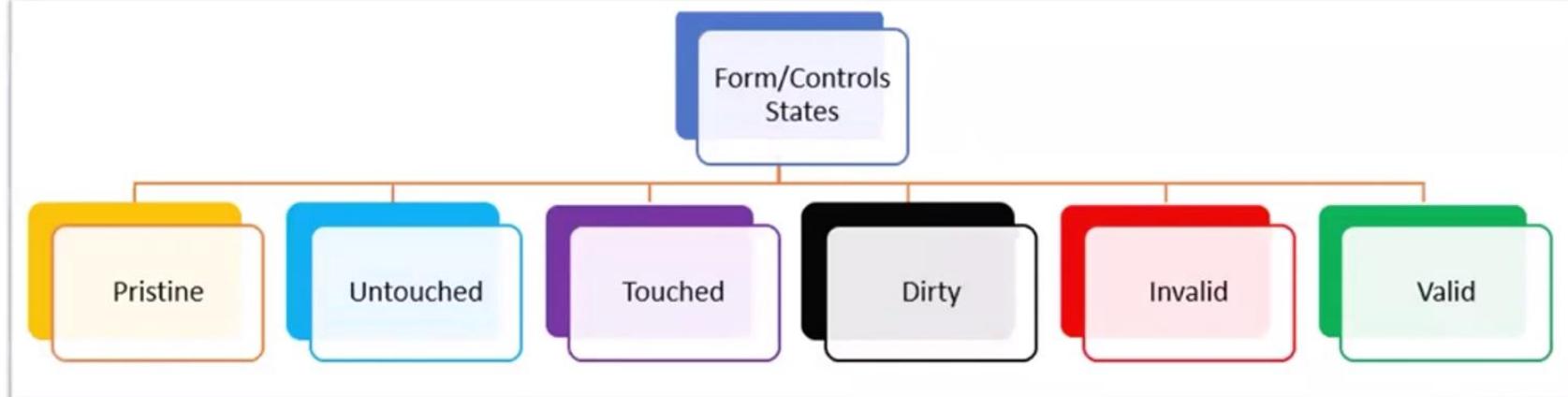
Validations

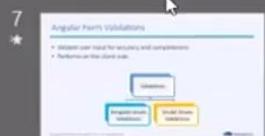
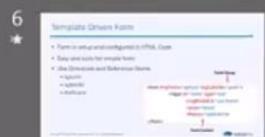
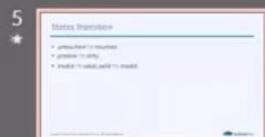
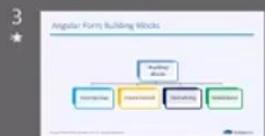
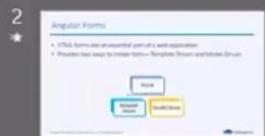
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Tell me what you want to do



Angular Form and Form Controls States





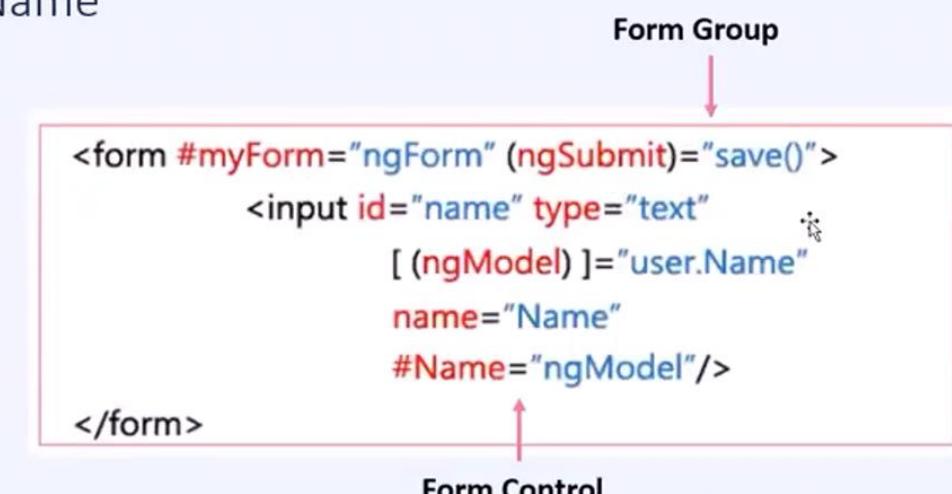
States Transition

- untouched => touched
- pristine => dirty
- invalid => valid, valid => invalid



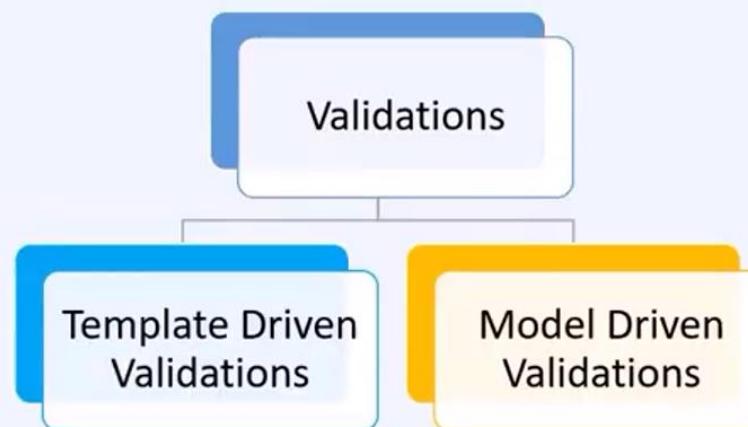
Template Driven Form

- Form is setup and configured in HTML Code
- Easy and suits for simple form
- Use Directives and Reference Name
 - `ngForm`
 - `ngModel`
 - `#refName`

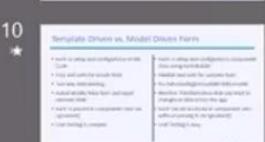
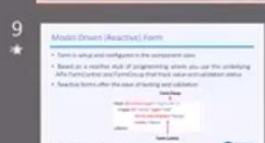
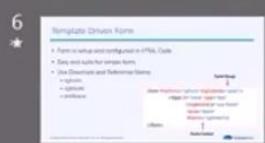


Angular Form Validations

- Validate user input for accuracy and completeness
- Performs on the client-side.



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Angular Forms Built-In Validation

- required
- minlength
- maxlength
- pattern
- email – supports in Ng4
- min
- max