Angular

Introduction

Angular is…

A JavaScript framework

For building client-side applications

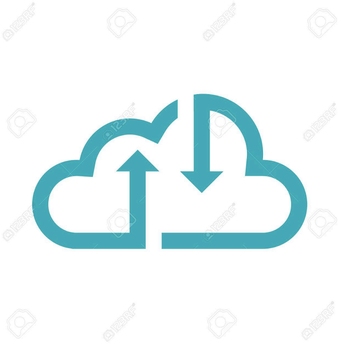
Using HTML, CSS and JavaScript

Why Angular?

Expressive HTML

Powerful Data Binding

Modular By Design

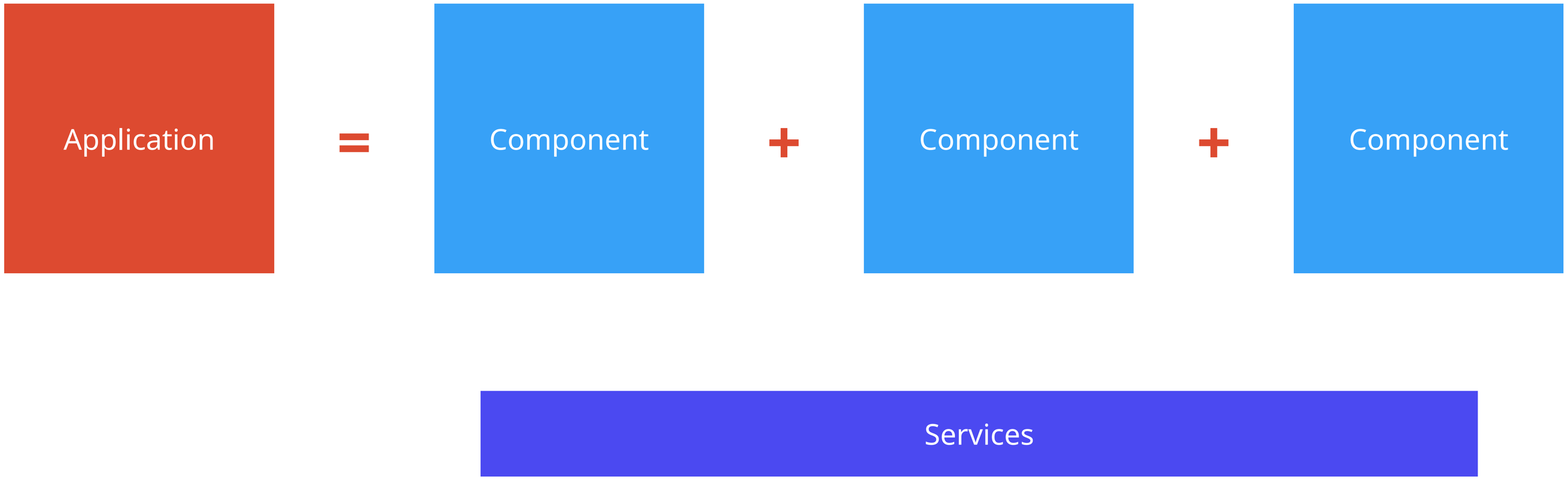


Built-in Back-End Integration

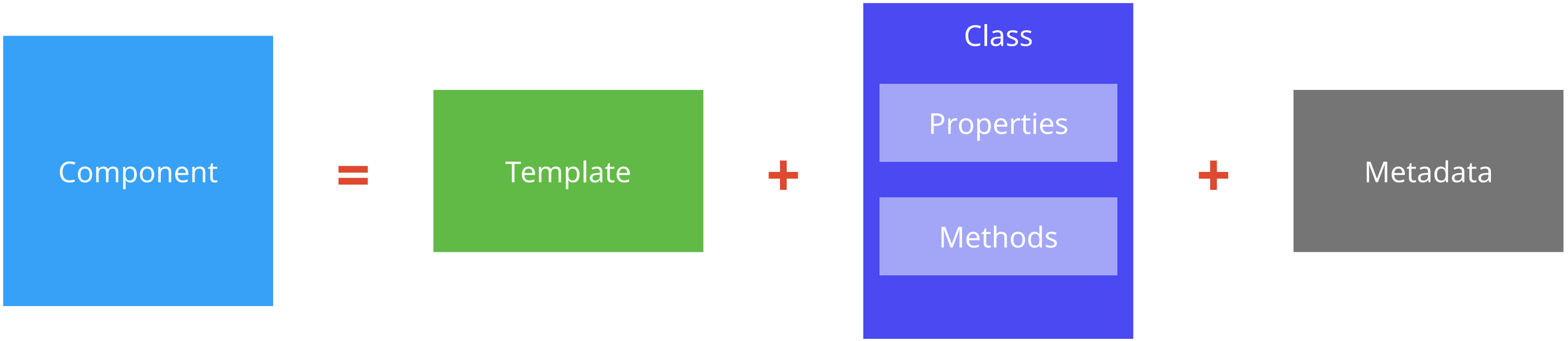
Why Angular?

- Detailed documentation
- Supported by Google
- Component-based architecture
- AOT compiler
- Great CLI Support
- Angular Elements
- Ivy Renderer
- Angular Material
- Mobile/Hybrid Apps support
- PWAs (Progressive Web Apps)

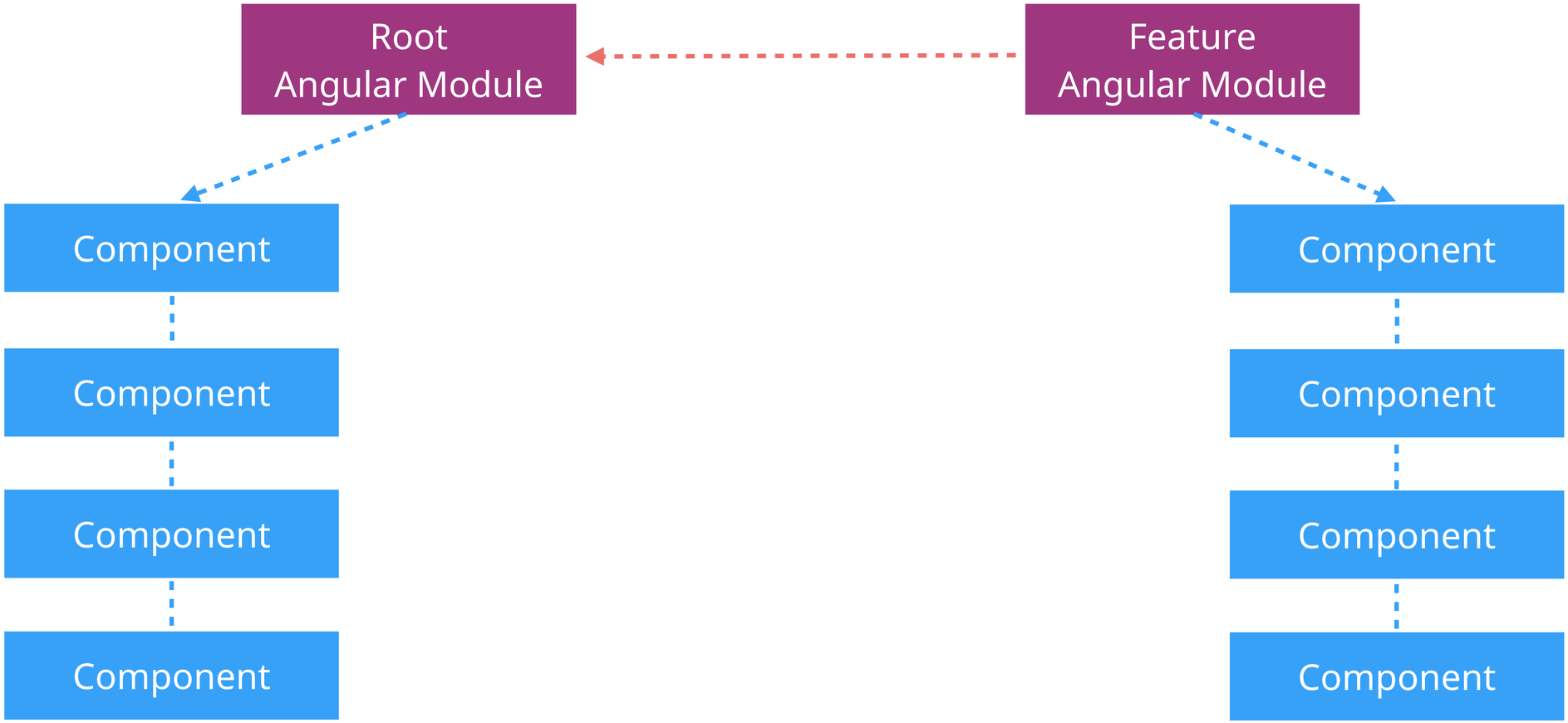
Anatomy of an Angular Application



Component



Angular Modules



Prerequisites

Required

- HTML
- CSS
- JavaScript

Helpful

- Object-oriented programming (OOP) concepts
- C++, C#, Java, ...

Not Required

- Prior knowledge of Angular
- Prior knowledge of Typescript

JavaScript Language Specification

ECMAScript (ES)

ES 3 (Supported by older browsers)

ES 5 (Supported by modern browsers)

ES 2015 (formerly known as ES 6)

- **Modern browsers doesn’t fully support ES 6**
- **So our code must be transpiled to ES 5**

Selecting Language

ES 5

- Runs in the browser
- No compile required

ES 2015

- Lots of new features (classes, let, arrow, etc.)

TypeScript

- Superset of JavaScript
- Strong typing
- Great IDE tooling

What is TypeScript?

- Open source language
- Superset of JavaScript
- Transpiles to plain JavaScript
- Strongly typed
- Class-based object-orientation