Argular

**Angular Structure** 

display 1st change in Angular

**Interpolation in Angular** 

Angular CLI (Command line interface)

**Components in Angular** 

**Custom Components in Angular** 

<u>Data types in Angular</u>

**Event in Angular** 

get value using template

<u>if-else in Angular</u>

switch in Angular

for loop in Angular



my-angular-app/ → 🏠 Root folder — • node\_modules/ → Dependencies installed via npm — 🟲 src/ → Source files — A app/ → Main application folder —— <sup>®</sup> components/ → UI components for building the interface — j≡ models/ → Data models (interfaces/classes) — ¶ guards/ → Secure routes with authentication — pipes/ → Custom data transformations — A app.module.ts → Root Angular module — A app.component.ts → Root component (entry point) A app-routing.module.ts → Defines application routes — 🤭 assets/ → Static files (images, styles, icons) — ⊕ environments/ → Environment-specific configurations —— 

main.ts → Application bootstrapping —— j≡ index.html → Main HTML template — 🌣 angular.json → Angular project settings — • package.json → Project dependencies & scripts — @ tsconfig.json → TypeScript configuration — README.md → Project documentation & guidelines R 🔼 HUL

🔥 ------ Angular Project Structure ------ 🖖

```
display 1st change in Angular
step 1: go to app.component.ts
export class AppComponent {
name1="Rahul";
name2="Raj";
x=10;
                                         y=20;
step 2: go to app.component.html
<h2>{{name1}}</h2>
<h2>{{name2}}</h2>
\{\{x+y\}\}
webpage: http://localhost:4200/
Rahul
Raj
30
NOTE: You cannot write variable directly inside class but you can write inside function like below
export class AppComponent {
hello(){
var/let/const value=100;
```

### Interpolation in Angular

-----

- whatever we write in {{}} it is know as interpolation as I shown above
- you can display data from TS to HTML file
- execute JS code in HTML

#### in TS

```
export class AppComponent {
x=10;
y=20;
```

```
name1="Rahul";
name2="Raj";
```

# in HTML

```
{{x==y}} //true
{{name1==name2}} //false
{{name1.toUpperCase()}}//RAHUL
{{"hello".toUpperCase()}}//HELLO
```

NOTE: but you cannot do other JS operations like increment/decrement initialization variable etc



# **Angular CLI (Command line interface)**

which is help us todo work fast

- To use cli need to install ---> npm install -g @angular/cli
- like creating components ----> ng generate component login or ng g c login
- executing commands ----->ng version, ng new my-app, ng help





```
Components in Angular
Components are nothing but it like small part/section of the project which you can use and re-use
anywhere in the project
ex: car tyre is part of car
you can create component by using
> ng generate component login
> ng g c login
step 1: goto login.comonent.html
login works!
step 2: goto login.comonent.ts add LoginComponent in imports as shown below
@Component({
selector: 'app-root',
imports: [RouterOutlet, LoginComponent],
templateUrl: './app.component.html',
styleUrl: './app.component.css'
step 3: go to app.component.html
note: app-login is present app.component.ts in sector properties i.e. selector: 'app-login' same name
using in app.component.html
```

<app-login></app-login>

R 🔼 HUL

# Custom Components in Angular

```
step 1: create register.component.ts
import { Component } from "@angular/core";
@Component({
 selector: "app-register",
  template: `<h1>Hello, I'm Register</h1>`
})
export class RegisterComponent{
step 2: in app.component.ts add imports: [RegisterComponent]
step 3: in app.component.html add <app-register></app-register>
```



## Data types in Angular

- name:string="Rahul"
- age:number=25
- dob:any="hi" or 25 or true





#### **Event in Angular**

- Click (click)="functionname()"
- Double Click (dblclick)="functionname()"
- Mouse Events (mouseover), (mouseout), (mousemove)

<input type="text" (input)="getValue(\$event)" value="{{display\_Name}}"/>

- Keyboard Events (keydown), (keyup), (keypress)
- Input Change (input)="functionname(\$event)"
- Focus & Blur (focus), (blur)
- Form Submit (ngSubmit)="functionname()"

#### get and set value using input field

<h1>Your name:{{display\_Name}}</h1>

#### step 1: app.component.html

<br> <br>

```
<button (click)="displayName()">Get Name</button>
<button (click)="setName()">set Name</button>
step 2: app.component.ts
name="":
display_Name="";
email="";
getValue(value:Event){
this.name=(event?.target as HTMLInputElement).value
displayName(){
this.display_Name=this.name
setName(){
this.display_Name="Rahul"
    R <equation-block> HUL
```

```
get value using template
```

```
step 1: app.component.html
```

```
<h1>Your email:{{email}}</h1>
<input type="text" value="{{email}}" placeholder="enter email id" #emailField/>
<1-- #emailField --it is template -->
<button (click)="getEmail(emailField.value)">Get email
<button (click)="setEmail()">set email</button>
step 2: app.component.ts
getEmail(val:string){
 console.log(val);
this.email=val
setEmail(){
 this.email="Raj@gmail.com"
```



```
if-else in Angular
ex1:
step1: in .html
@if(display){
<div style="background:red;width:200px;height:200px"></div>
}
                              step2:.ts
display=true
ex2:
step1:.html
@if(x==20){
 <div style="background:red;width:200px;height:200px"></div>
 }
step2:.ts
x=20;
     R 🛂 HUL
```

```
step1: hide and show button in .hmtl
<button (click)="hide($event)">hide</button>
<button (click)="show($event)">show</button>
@if(display){
<div style="background:red;width:200px;height:200px"></div>
}
step2: in .ts
display=true;
hide(event:Event){
this.display=false
}
show(event:Event){
this.display=true
```



```
ex1:
step1: in .html
<button (click)="changeColor('red')">red</button>
<button (click)="changeColor('green')">green</button>
<button (click)="changeColor('yellow')">yellow</button>
<button (click)="changeColor('other')">other</button>
@if(colors=='red'){
  <div style="background-color: red;width: 200px;height: 200px;"></div>
@if(colors=='green'){
  <div style="background-color: green;width: 200px;height: 200px;"></div>
@if(colors=='yellow'){
  <div style="background-color:yellow;width: 200px;height: 200px;"></div>
@else if(colors=='other'){
  <div style="background-color: rgb(0, 0, 0);width: 200px;height: 200px;"></div>
}
step2: in .ts
colors="
changeColor(s:string){
this.colors=s
```

### switch in Angular

```
step1: in .html
<button (click)="changeColor('red')">red</button>
<button (click)="changeColor('green')">green</button>
<button (click)="changeColor('yellow')">yellow</button>
<button (click)="changeColor('other')">other</button>
<input type="text" (input)="changeColorByNumber($event)"placeholder="enter color name"/>
@switch(colors){
  @case('red')
    <div style="background-color: red; width: 200px;height:200px;"></div>
 @case('green'){
    <div style="background-color: green; width: 200px;height:200px;"></div>
 @case('yellow'){
    <div style="background-color: yellow; width: 200px;height:200px;"></div>
 @default{
    <div style="background-color: black; width: 200px;height:200px;"></div>
step2: in .ts
 colors="
 changeColor(s:string){
this.colors=s
 changeColorByNumber(event:Event){
 this.colors=(event.target as HTMLInputElement).value
```

### for loop in Angular

```
step1: in .html
//note using track in for loop compulsory
@for(studens of studentsList;track studens){
<h1>{{studens.name}}{{studens.age}}{{studens.email}}</h1>
}
step2: in .ts
studentsList=
 { name: 'Abhira', age: 29, email: 'Abhira@gmail.com'},
 { name:'Ruhi',age:26,email:'Ruhi@gmail.com'}
```

