

ACCELERATING THROUGH  
**ANGULAR 2**

Level 1

# Our First Component

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Section 1

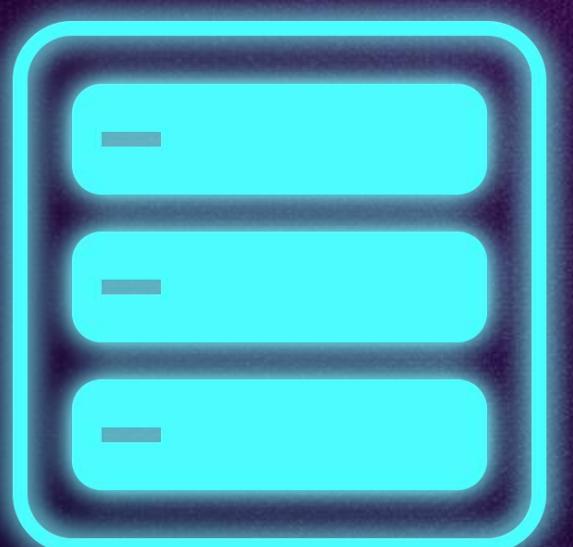
# What Is Angular?

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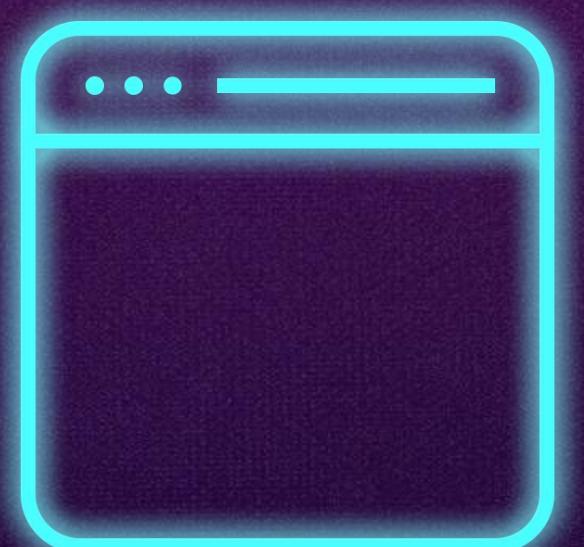
- Angular is a framework for dynamic web applications.
- Provides a way to organize your HTML, JavaScript, and CSS to keep your front-end code clean.
- Released in 2011.
- Mainly maintained by Google with the help of the open-source community.



Google



Back-end Server



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ANGULAR 2

# What Will We Be Building in This Course?

ULTRA RACING ⚡

There are 9 total parts in stock.

**SUPER TIRES**  
These tires are the very best  
5 in Stock

**€4.99**

**REINFORCED SHOCKS**  
Shocks made from kryptonite  
4 in Stock

**€9.99**

**PADDED SEATS**  
Super soft seats for a smooth ride

**€24.99**

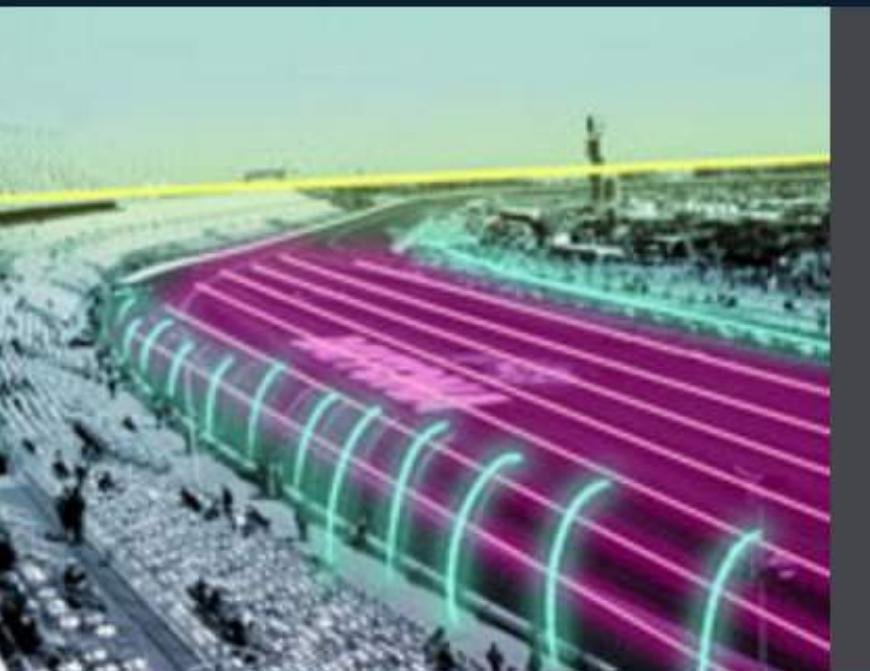
ACCELERATING THROUGH  
**ANGULAR 2**

# In the Challenges

## Ultra Racing Schedule

Money for racing: 10000

Cash left to enter races: \$1,000



### Daytona Thunderdome

Jan 4, 2512, 9:00 AM

\$3,200

[Enter Race](#)

Race through the ruins of an ancient Florida battle arena.



### San Francisco Ruins

Jul 3, 2512, 4:00 PM

\$4,700

Racing

[Cancel Race](#)

Drift down the streets of a city almost sunk under the ocean.



### New York City

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**ANGULAR 2**

# What Will This Course Cover?

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Level 1

**Our First Component**



Level 2

**Structural Directives, Pipes & Methods**

Level 3

**Code Organization & Data Models**

Level 4

**Data Binding**

Level 5

**Services & HTTP**

*With lots of challenges between*

# What Do You Need to Know to Take This Course?

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## Basic JavaScript

JavaScript Road Trip Parts 1, 2 & 3

*You don't need any prior experience with Angular 1*



## Basic HTML & CSS

Front-end Foundations & Front-end Formations



(optional)

## JavaScript: ES2015

ES2015: The Shape of JavaScript to Come

ACCELERATING THROUGH  
**ANGULAR 2**

# What Is the Difference Between Angular 1 & 2?

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**Speed** — Angular 2 is faster.

**Components** — Instead of controllers and scope, we use components, which feel simpler.

**Simpler Directives** — Creating custom directives is much simpler.

**Intuitive Data Binding** — When we need to link data to an HTML element or listen for a button clicking on the page, we have an intuitive syntax.

**Services are now just a class.**

Many more small improvements.



# What Language to Use With Angular 2?

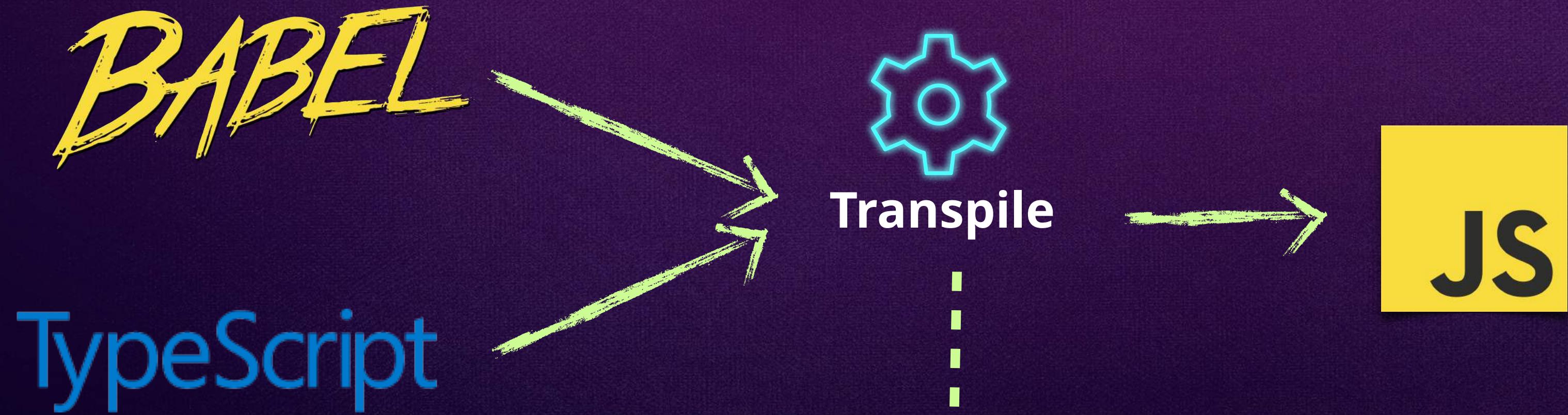


JavaScript

JS

But all browsers don't support the newest version of JavaScript.

There are ways to access these features:



*Means it gets changed into JavaScript*

# TypeScript: Our Language of Choice

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TypeScript is Microsoft's extension of JavaScript that allows the use of all ES2015 features and adds powerful type checking and object-oriented features.

The Angular 2 source is programmed with TypeScript.

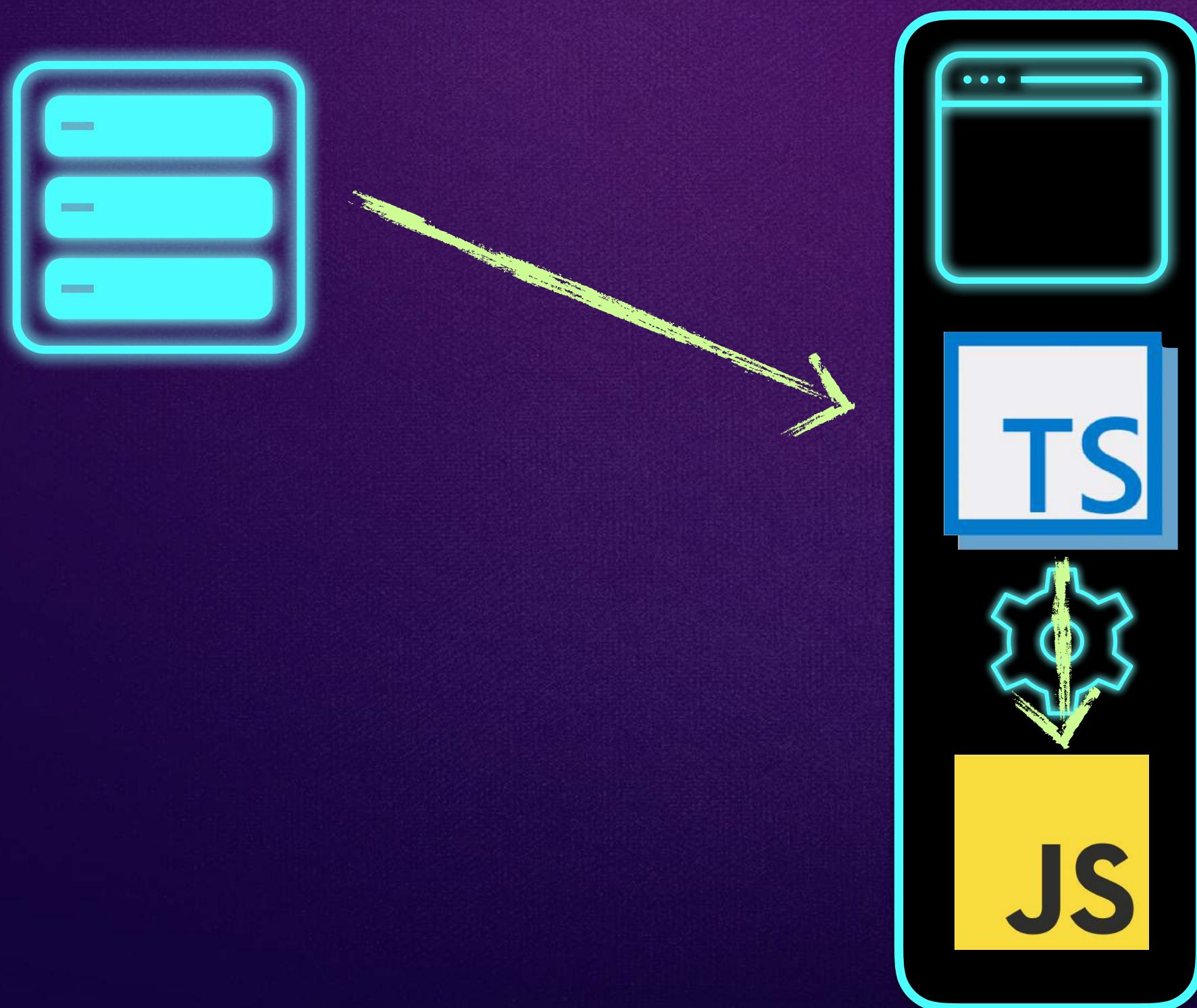


<http://www.typescriptlang.org>

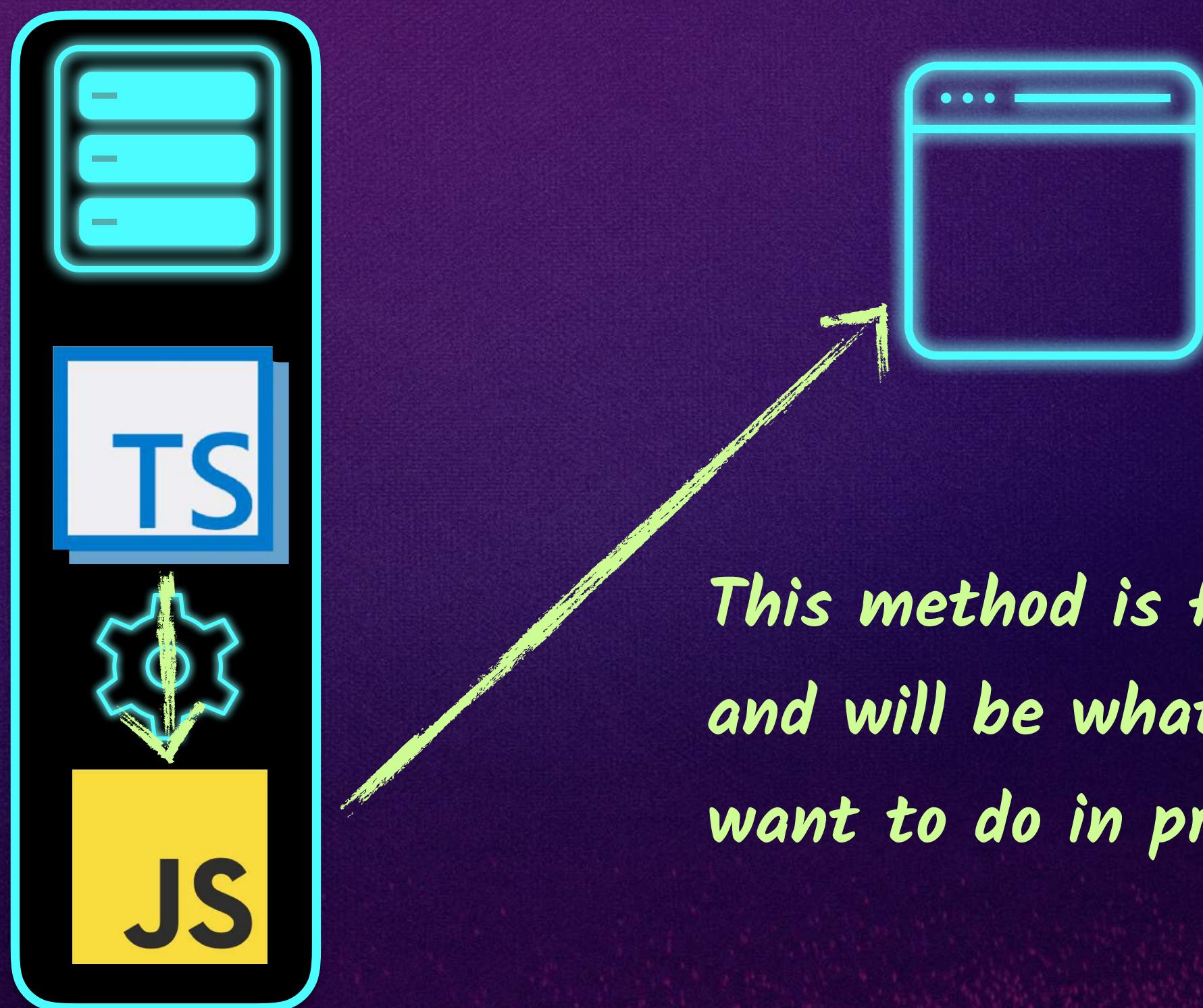
# Transpiling Locations

Our browsers don't know how to read TypeScript out of the box, so we have two options when it comes to changing our TypeScript code into JavaScript.

Transpile to JavaScript in the browser



Transpile to JavaScript before shipping to browser



*This method is faster  
and will be what you  
want to do in production.*

# Building Our Index

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index.html

HTML

```
<!DOCTYPE html>
<html>

<head>
  <!-- All the Angular 2 libraries needed -->
</head>

</html>
```

We won't be covering all the libraries you need to load up Angular 2.

When you're ready to start developing, we suggest you go through the **5-minute QuickStart Guide**.

<http://go.codeschool.com/angular2start>

# Creating Our First Custom Element

# index.html

```
<!DOCTYPE html>
<html>

    <head>
        <!-- All the Angular 2 libraries needed -->
    </head>

    <body>
        <my-app>Loading App . . .</my-app>
    </body>

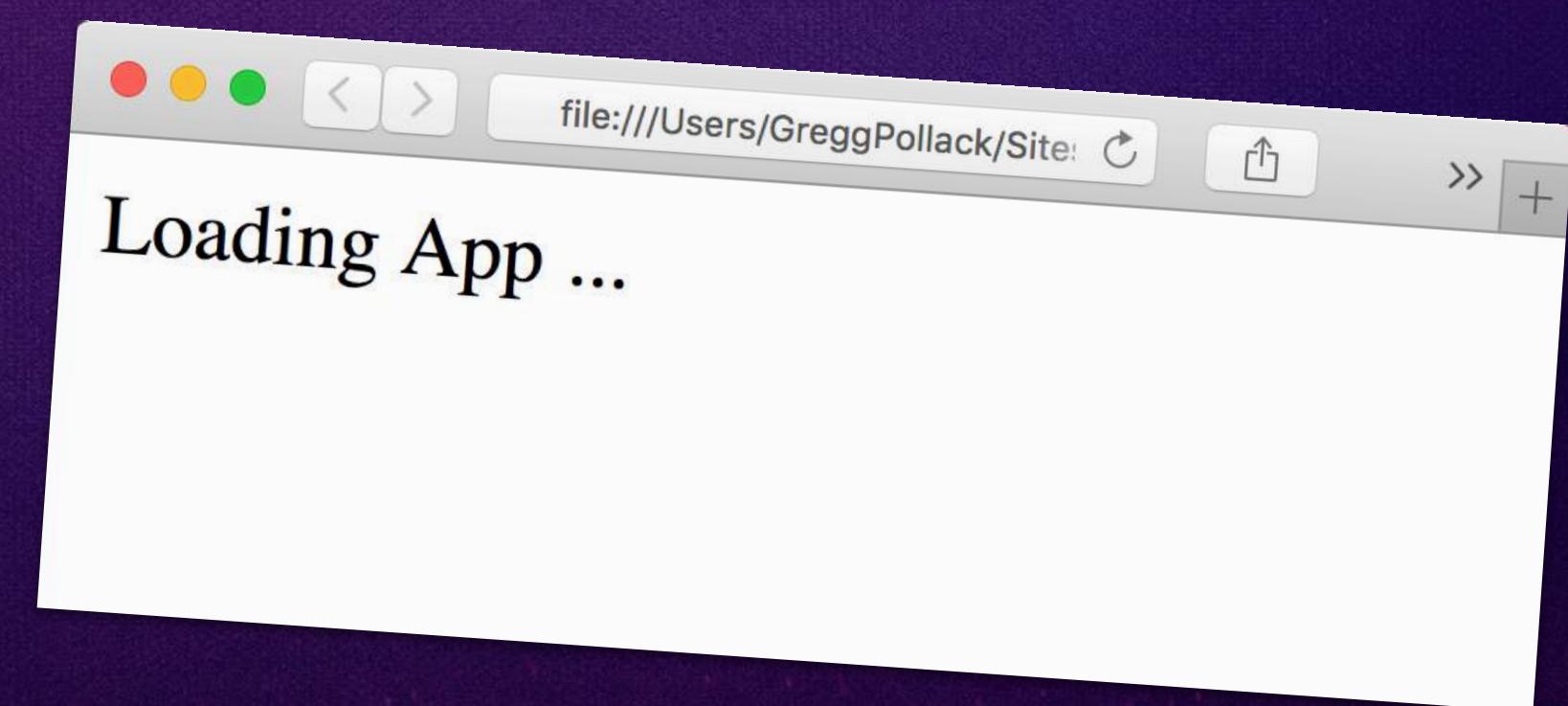
</html>
```



This is where our Angular 2 application will load.

*This could be named anything,  
even <racing-app>*

Until our app gets loaded in the browser,  
we see:



# Loading a JavaScript File Using SystemJS

index.html

HTML

```
<!DOCTYPE html>
<html>

<head>
  <!-- All the Angular 2 libraries needed -->
  <script>
    ...
    System.import('app')
      .catch(function(err){ console.error(err); });
  </script>

</head>
<body>
  <my-app>Loading App ...</my-app>
</body>

</html>
```

SystemJS is a JavaScript library that allows us to import other libraries.



app/main.ts

This loads our application's code.

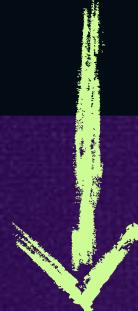
*Error messages should be printed out to the browser console.*

# Writing Our First TypeScript File

app/main.ts

TypeScript

```
import { bootstrap } from '@angular/platform-browser-dynamic';
import { Component } from '@angular/core';
```



import

ES2015 feature used to import functions, objects, or primitives.

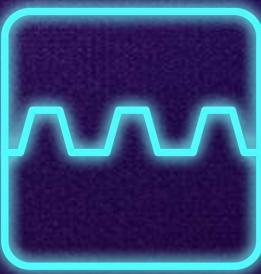
bootstrap

A function used to instantiate an Angular 2 application.

*Note: This has nothing to do with Bootstrap,  
the front-end framework.*

Component

A function we will use to create our first component.



*Components are the basic building blocks of Angular 2 applications. A component controls a portion of the screen.*

Angular 2 library modules

# Component Is a Decorator Function

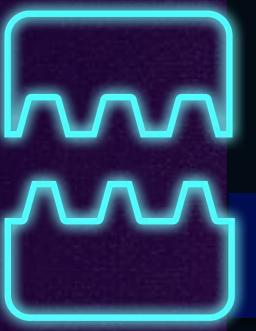
app/main.ts

TypeScript

```
import { bootstrap } from '@angular/platform-browser-dynamic';
import { Component } from '@angular/core';
```

*Our component decorator code goes here.*

```
class AppComponent { }
```



A **decorator**  adds more behavior to our class from outside the class.

It must be declared immediately before the class.

*The decorator turns our plain old JavaScript class into a component.*

# Decorating Our First Component

app/main.ts

```
import { bootstrap } from '@angular/platform-browser-dynamic';
import { Component } from '@angular/core';

@Component({
  selector: 'my-app',
  template: '<h1>Ultra Racing</h1>'
})
class AppComponent { }
```



TypeScript

index.html

```
<body>
<my-app>Loading App ...</my-app>
</body>
```

*Often called metadata*

@Component

Used to apply our component decorator to our class.

*Decorators are a TypeScript feature.*

selector

The CSS selector for the HTML element where we want the component to load.

template

The content we want to load inside our selector.

# Bootstrapping Our First Component

app/main.ts

```
import { bootstrap } from '@angular/platform-browser-dynamic';
import { Component } from '@angular/core';

@Component({
  selector: 'my-app',
  template: '<h1>Ultra Racing</h1>'
})
class AppComponent { }

bootstrap(AppComponent)
```

TypeScript



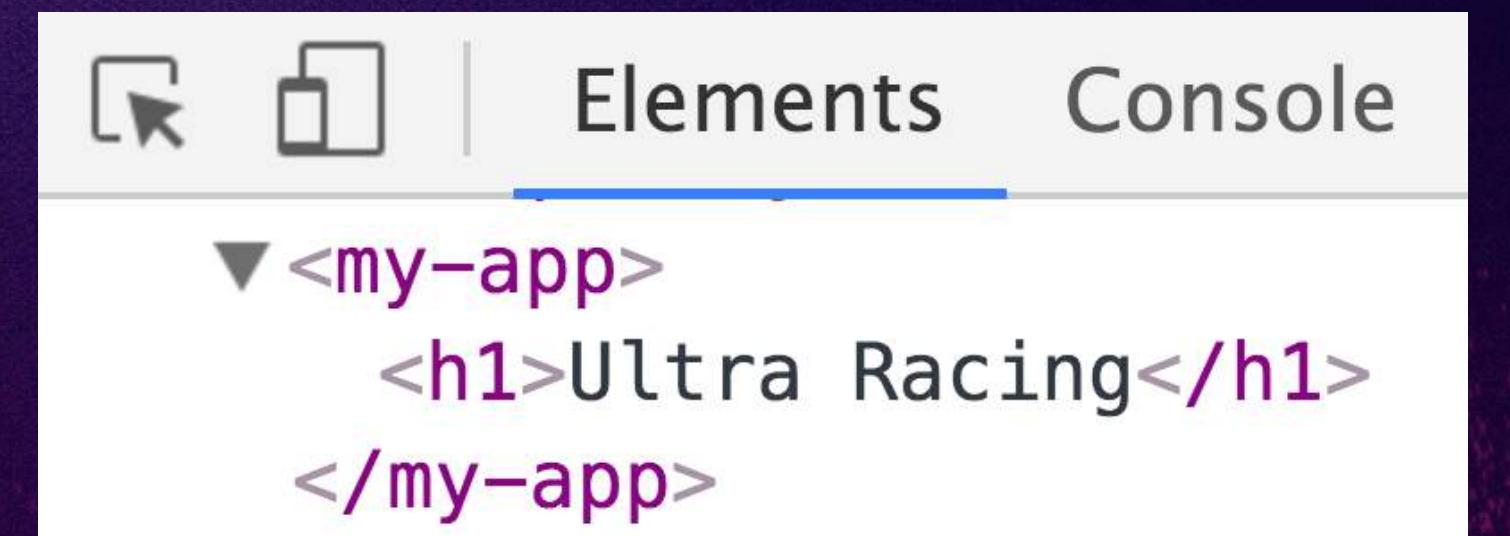
index.html

```
<body>
  <my-app>Loading App ...</my-app>
</body>
```

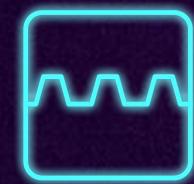


We send our component into bootstrap to instantiate an Angular 2 application.

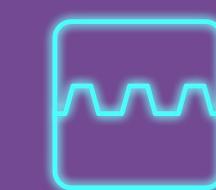
Viewing the Source



# Our App Is Full of Components



Components are the building blocks of Angular 2 applications.



And they easily nest one inside the other.

*Each component may have its own:*

*class file*

*html file*

*css file*

# Sending Data Around

How do we send a property from our component class into our HTML?

app/main.ts

TypeScript

```
import { bootstrap } from '@angular/platform-browser-dynamic';
import { Component } from '@angular/core';

@Component({
  selector: 'my-app',
  template: '<h1>???</h1>'
})
class AppComponent {
  title = 'Ultra Racing';
}

bootstrap(AppComponent);
```



Inside a TypeScript class, we don't use the var or let keywords to declare class properties.

Though we do in regular methods.

# Using Interpolation to Print Properties

Curly braces allow us to load in component properties — this is called interpolation.

app/main.ts      TypeScript

```
import { bootstrap } from '@angular/platform-browser-dynamic';
import { Component } from '@angular/core';

@Component({
  selector: 'my-app',
  template: '<h1>{{title}}</h1>'
})
class AppComponent {
  title = 'Ultra Racing';
}

bootstrap(AppComponent);
```



# Loading an Object

What if we have an object we want to print out onto the screen?

app/main.ts

TypeScript

```
...
@Component({
  selector: 'my-app',
  template: '<h1>{{title}}</h1>'
})
class AppComponent {
  title = 'Ultra Racing';
  carPart = {
    "id": 1,
    "name": "Super Tires",
    "description": "These tires are the very best",
    "inStock": 5
  };
}
bootstrap(AppComponent);
```

# Template with Back Ticks

app/main.ts

TypeScript

```
...
@Component({
  selector: 'my-app',
  template: `<h1>{{title}}</h1>
              <h2>{{carPart.name}}</h2>
              <p>{{carPart.description}}</p>
              <p>{{carPart.inStock}} in Stock</p>`
})
class AppComponent {
  title = 'Ultra Racing';
  carPart = {
    "id": 1,
    "name": "Super Tires",
    "description": "These tires are the very best",
    "inStock": 5
  };
}

bootstrap(AppComponent);
```

Our template now uses back ticks instead of single quotes.

Single Quote



Back Tick



Using the back ticks allows us to have template strings, which allows us to be multiline.

*This is another ES2015 feature.*

**Ultra Racing**

**Super Tires**

These tires are the very best

5 in Stock

# What'd We Learn?

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- Angular is a framework for dynamic web applications.
- We are coding Angular using TypeScript, a language that compiles into JavaScript.
- Components are the basic building blocks of any Angular application.
- We use a custom HTML tag (aka, selector) to show where we want our component to load inside our HTML.
- Our component decorator is what turns our plain TypeScript class into a component.

ACCELERATING THROUGH  
**ANGULAR 2**