Angular basics

1 start with angular cli new project

2 ng serve to run the projetc in local along with port no

3 **components** – components set of things where we declare pages css and ts file

each module have deiffernet components

to create component in angular we need to crate ng g component newcomponent

for eg

@Component({

selector: 'app-header',

templateUrl: './header.component.html',

styleUrls: ['./header.component.css']

})

4 **decorator** -

Input is used to define an input property to achieve component property binding. @Output is used to define output property to achieve custom event binding. @Input and @Output can define alias for property names as @Input(alias) and @Output(alias).

@Input with different data types such as string, number, array and user defined class.

Fetch data from parent to child . Override parent method on child method

parent ---- > child

[ctArray]="cityArray"

@Output will be used with the instance of EventEmitter

(addStudentEvent) = "saveData($event)"

events

parent ---- > child

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| Use Case ID: | | 1.1 | | | | | |
| Use Case Name: | | **Sign up** | | | | | |
| Actors: | | User, Web server | | | | | |
| Complexity | | Simple | | Priority | |  | |
| Associated Use cases: | | Validate User, Log out | | | | | |
| Reference to High Level Requirement | |  | | | | | |
| Use Case Description: | | After user downloads app prompts show for user to allow push notifications and location services and email verification | | | | | |
| Pre-conditions: | | Application should be installed and this is the first time user is logging into the app | | | | | |
| Post conditions: | | Application will offer appropriate functions and permissions as per the roles | | | | | |
| Trigger: | | Application is started | | | | | |
| Normal Flow / Scenario / Behavior: | | 1. User downloads app 2. System displays prompts to allow push notifications and location services 3. System displays “First time user? Let’s get your details” 4. System displays input fields for email, first name and password 5. System asks user to repeat password 6. User clicks Verify my email button 7. User is sent a verification link via email to verify the account 8. User clicks link in email to take them back to the app 9. System validates that user name and password are correct 10. System authenticates user name and password 11. System sends user to “preferences” page | | | | | |
| Alternative Flows /Scenario / Behavior: | | 1. If system cannot authenticate user for given user name and password system displays the message. 2. If user clicks on cancel button application ends. 3. If the user re-enters a wrong password, the system prompts user | | | | | |
| Exceptions: | | None | | | | | |
| Special Requirements: | | 1. Internet connectivity should be available. 2. Application should automatically reconnect when network fluctuates. 3. Numeric or alphanumeric keypad should automatically pop-up based on input types of fields. | | | | | |
| Assumptions: | |  | | | | | |
| Notes and Issues: | | The user will remain logged in till logged out explicitly. This will allow user to access system offline. Even a user is removed from Tenicity back end system; user may have access to the local data till validity is rechecked. | | | | | |
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| Use Case ID: | 1.2 – No longer valid. | | | | | | |
| Use Case Name: | **Validate user** | | | | | | |
| Actors: | System, Web server | | | | | | |
| Complexity | Simple | | | | Priority | |  |
| Associated Use cases: | Log in, Log out | | | | | | |
| Reference to High Level Requirement |  | | | | | | |
| Use Case Description: | | | System checks if user is still valid and if has got different roles | | | | |
| Pre-conditions: | | | User is logged in before. Authenticate is user is active user and also for correct permissions and role. | | | | |
| Post conditions: | | | Application will offer appropriate functions or user will be logged out | | | | |
| Trigger: | | | Internet connectivity is available. | | | | |
| Normal Flow / Scenario / Behaviour: | | | 1. System sends user name to the web server 2. Web server sends roles of the concerned user 3. System remembers the roles | | | | |
| Alternative Flows / Scenario / Behaviour: | | | 1. If web server sends “false” as active user, system display message “You are no longer an active member” and then log them out. | | | | |
| Exceptions: | | | None | | | | |
| Special Requirements: | | |  | | | | |
| Assumptions: | | |  | | | | |
| Notes and Issues: | | | | | | | |
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| Use Case ID: | 1.3 | | |
| Use Case Name: | **Forgot Password** | | |
| Actors: | System, Web server | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User performs forgot password related operations. | | |
| Pre-conditions: | User is not logged in | | |
| Post conditions: | User will be able to reset password | | |
| Trigger: |  | | |
| Normal Flow / Scenario / Behavior: | 1. System send user name to the web server 2. Web server sends reset password link to the email registered 3. System navigates to the Log in screen | | |
| Alternative Flows / Scenario / Behavior: | 1. If web server responds as “Invalid User”, system asks for the user name again | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity is available. 2. Application should automatically reconnect when network fluctuates. 3. Every function should be available in maximum 2 clicks. | | |
| Assumptions: |  | | |
| Notes and Issues: | | | |
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| Use Case ID: | 1.4 | | |
| Use Case Name: | **Forgot Username** | | |
| Actors: | System, Web server | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User performs forgot username related operations. | | |
| Pre-conditions: | User is not logged in | | |
| Post conditions: | User will be able to get username through email | | |
| Trigger: |  | | |
| 1. Normal Flow / Scenario / Behavior: | 1. System send user email to the web server 2. Web server sends username associated with email address to the user through email 3. System navigates to the Log in screen | | |
| 1. Alternative Flows / Scenario / Behaviour: | 1. If web server responds as “Invalid User”, system asks for the user email again | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available. 2. Application should automatically reconnect when network fluctuates. 3. Numeric or alphanumeric keypad should automatically pop-up based on input types of fields. | | |
| Assumptions: |  | | |
| Notes and Issues: | | | |
|  | If user forgets username, user would need to contact us, specify what organization they belong to, and we will send them the username. From here, they should start the “recover password” process if they have also forgotten it. | | |

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| Use Case ID: | 1.5 | | |
| Use Case Name: | **Instructions on how the app works** | | |
| Actors: | System, Web server, user | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User understands how the app works with 4 screens of instructions | | |
| Pre-conditions: | User is logged in and is first time user | | |
| Post conditions: |  | | |
| Trigger: |  | | |
| 1. Normal Flow / Scenario / Behavior: | * 1. After being validated, System sends three prompts   2. “Welcome, (name of User) to Deals en Route! We hope you are as excited as we are to be receiving coupons at the right place, right time, right when you need it! We’re going to take you through how the app works in three short screens. Ready? Hit the “Next” button”   3. A “Next” button shows up   4. User clicks “Next”   5. \_\_\_\_\_   6. User clicks “Next”   7. \_\_\_\_\_   8. User clicks “Next”   9. \_\_\_\_\_   10. User clicks “Done”   11. System redirects user to Preferences screen | | |
| 1. Alternative Flows / Scenario / Behaviour: |  | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available. 2. Application should automatically reconnect when network fluctuates. | | |
| Assumptions: |  | | |
| Notes and Issues: | | | |
|  | If user forgets username, user would need to contact us, specify what organization they belong to, and we will send them the username. From here, they should start the “recover password” process if they have also forgotten it. | | |

**Preferences:**

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| Use Case ID: | 2.1 | | |
| Use Case Name: | **Selecting preferences on this page** | | |
| Actors: | User, system, web server | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User can select their preferences by selecting icons (this can be “bars”, “restaurants”, “sneakers”, “Joe’s Hots”) The preferences are the key words attached to each coupon, which will direct the delivery of coupons via push notifications. | | |
| Pre-conditions: | 1. User has valid login details and has verified their email | | |
| Post conditions: | System will add match entry only if required fields are entered. | | |
| Trigger: | Menu action or Calendar action | | |
| Normal Flow / Scenario / Behaviour: | 1. Just like in Apple Music, the user can select bubbles of their preferences 2. These preferences show up based on user’s location which tracks the tags and coupons within that radius 3. System recognizes this and sorts the user into a category to receive coupons that are tagged with the preference name 4. User has unlimited choices in selecting bubbles but after selecting 10, is prompted that they can choose more or move on to the next page 5. System saves this information on the user 6. User is directed to the Live feed screen | | |
| Alternative Flows / Scenario / Behavior: |  | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet Connectivity should be available. 2. Application should automatically reconnect when network fluctuates. 3. The color scheme should be in line with current website. | | |
| Assumptions: |  | | |
| Notes and Issues: |  | | |

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| Use Case ID: | 2.2 | | |
| Use Case Name: | **Search/View Match** | | |
| Actors: | Coach, Player, Parent, Director | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User can search match by participant | | |
| Pre-conditions: | User is validated and has View Match rights. Matches are added in the system. | | |
| Post conditions: | System will display relevant match entries based on search criteria. | | |
| Trigger: | Menu action | | |
| Normal Flow / Scenario / Behaviour: | 1. User types participant name in search list. 2. Match list is updated automatically with matches that have this participant. 3. User clicks on a match from the list 4. Match record is shown with selected match details 5. If no matches are found, display message “No matches found”. 6. Resetting the search input shows the original list of matches. | | |
| Alternative Flows / Scenario / Behaviour: | None | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet Connectivity should be available. 2. The screens should open in 2-3 seconds if data is already downloaded. 3. The application should support all standard mobile screen sizes. 4. The color scheme should be in line with current website. 5. Numeric or alphanumeric keypad should automatically pop-up based on input types of fields. | | |
| Assumptions: | Application is synced with server and has downloaded updated data | | |
| Notes and Issues: | Right now all matches will load up to 7 matches, and then when user scrolls down, more matches will be loaded for view. | | |
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| Use Case ID: | 2.3 | | |
| Use Case Name: | **Share Match** | | |
| Actors: | Coach, Player, Director, Parent | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: | Share Content | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User can share a match with other members or groups | | |
| Pre-conditions: | User is validated and has Edit Match rights. Matches should be added in the system. | | |
| Post conditions: | System will allow selected users to view or edit match. Match will be shared with selected users.  All the users whom have been selected should have received a push notification if they are already logged in to a mobile device. Upon clicking on the notification user should be redirected to the match details screen with prefilled details of the particular match. The person who is sharing should not receive the push notification. | | |
| Trigger: | Menu action | | |
| Normal Flow / Scenario / Behaviour: | 1. User selects match 2. User clicks on Share Match 3. Refer **use case 7.2** for further flow | | |
| Alternative Flows / Scenario / Behaviour: | None | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available. 2. The application should be responsive. 3. Internet Connectivity should be available. 4. The screens should open in 2-3 seconds if data is already downloaded. 5. Application should automatically reconnect when network fluctuates. 6. Navigation should be smooth. | | |
| Assumptions: |  | | |
| Notes and Issues: | Match can only be shared with members who are part of that tenant account. | | |
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| Use Case ID: | 2.4 | | |
| Use Case Name: | **Comment on a Match** | | |
| Actors: | Coach, Player, Director, Parent | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: | View Match | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User can comment on a match shared with him | | |
| Pre-conditions: | User is validated and has View Match rights. | | |
| Post conditions: | System will update and display comments added to the match  All the users whom have been selected for sharing should have received a push notification if they are already logged in to a mobile device and comment has been posted on that particular match. Upon clicking on the notification user should be redirected to the match details screen with Comments view of that particular match expanded. The person who is sharing should not receive the push notification. | | |
| Trigger: | Menu action | | |
| Normal Flow / Scenario / Behavior: | 1. User can click on **Comment** from the Matches Index page or can click on menu icon on the Match Detail page and click on **View / Add Comments** 2. User will be navigated to the Comments screen associated with the respective match 3. User can view all existing comments and reply to an existing thread or start a new comment thread 4. User clicks on **“Post”** button to post comment   a. If comment text is blank, system display a message “Please enter Comment” | | |
| Alternative Flows / Scenario / Behaviour: | None | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available. 2. Application should automatically reconnect when network fluctuates. 3. The application should be responsive. 4. Alerts and messages on saving or editing, error messages should be displayed. 5. Numeric or alphanumeric keypad should automatically pop-up based on input types of fields. | | |
| Assumptions: |  | | |
| Notes and Issues: | Comment will be automatically shared with users with whom match is shared. | | |
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**Match Evals:**

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| Use Case ID: | 3.1 | | |
| Use Case Name: | **Create New Match Evaluation & Edit Match Eval.** | | |
| Actors: | Coach, Player, Director | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User can add, edit match evaluations for matches shared with him/her | | |
| Pre-conditions: | User is validated and has Create Assessment rights. | | |
| Post conditions: | System will update match evaluation entries and associate with a respective match and player.  All the users whom have been selected for sharing should have received a push notification if they are already logged in to a mobile device. Upon clicking on the notification user should be redirected to the match evaluations details screen with prefilled details of the particular match evaluation. The person who is sharing should not receive the push notification. | | |
| Trigger: | Menu action | | |
| Normal Flow / Scenario / Behaviour: | 1. User can add a match eval from the Matches Index page by clicking on **“evaluate”** associated with the match. Or user can add match eval from Match Detail page via menu bar. 2. User selects player name 3. User enters data based on template selected 4. User clicks on “Save and Share” button    1. If all fields are blank then system display a message “Please enter data” 5. System saves match evaluation 6. System redirects to share screen for match evaluation 7. User shares evaluation (Refer Use case 7.2) | | |
| Alternative Flows / Scenario / Behavior: | 1. User selects and views match evaluation 2. User clicks **Edit Match Eval** from menu bar on match eval screen 3. User follows steps 3 onwards from normal flow | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available. 2. Application should automatically reconnect when network fluctuates. 3. Navigation should be smooth; Application will have hints wherever possible. 4. Numeric or alphanumeric keypad should automatically pop-up based on input types of fields. | | |
| Assumptions: |  | | |
| Notes and Issues: | User must be validated if they have the permission to edit the match evaluation for “Edit option”. | | |
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| Use Case ID: | 3.2 | | |
| Use Case Name: | **Search Match Evaluation** | | |
| Actors: | Coach, Player, Parent, Director | | |
| Complexity | Simple | Priority | High |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User can search match evaluations for matches shared with by selecting “participants” | | |
| Pre-conditions: | User is validated and has Index Assessment rights. | | |
| Post conditions: | System will show match evaluation entries as per selected criteria | | |
| Trigger: | Menu action | | |
| Normal Flow / Scenario / Behavior: | 1. User adds and selects “participants” from the search list 2. System fetches the match evaluation data and display.    1. If no data is found for the selected search criteria, then system display a message “No records found for selected criteria” | | |
| Alternative Flows / Scenario / Behaviour: | None | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available. 2. Application should automatically reconnect when network fluctuates. 3. The screens should open in 2-3 seconds if data is already downloaded. 4. Numeric or alphanumeric keypad should automatically pop-up based on input types of fields. | | |
| Assumptions: |  | | |
| Notes and Issues: | System will search if evaluation is present for the matches having selected participants. | | |
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| Use Case ID: | 3.3 | | |
| Use Case Name: | **Comment on Match Evaluation** | | |
| Actors: | Coach, Player, Director | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User can comment on match evaluations for match evaluations shared with them. | | |
| Pre-conditions: | User is validated and has View Assessment rights. | | |
| Post conditions: | System will update and display comments added to evaluation.  All the users whom have been selected for sharing should have received a push notification if they are already logged in to a mobile device and comment has been posted on that particular match evaluation. Upon clicking on the notification user should be redirected to the match details screen with Comments view of that particular match evaluation expanded. The person who is sharing should not receive the push notification. | | |
| Trigger: | Menu action | | |
| Normal Flow / Scenario / Behavior: | 1. User selects match evaluation from the list 2. User can comment via the “Comments” button on Match Eval Index page or via menu option of View / Add Comments on Match Eval screen. 3. User will be navigated to the Comments screen associated with the respective match evaluation. 4. User can view all existing comments and reply to an existing thread or start a new comment thread 5. User clicks on **“Post”** button to post comment   a. If comment text is blank, system display a message “Please enter Comment” | | |
| Alternative Flows / Scenario / Behavior: | None | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available. 2. Application should automatically reconnect when network fluctuates. 3. Numeric or alphanumeric keypad should automatically pop-up based on input types of fields. | | |
| Assumptions: |  | | |
| Notes and Issues: | Comment will be automatically shared with users with whom match evaluation is shared. | | |
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| Use Case ID: | 7.2 | | |
| Use Case Name: | **Share Content** | | |
| Actors: | Coach, Player, Parent, Director | | |
| Complexity | Simple | Priority |  |
| Associated Use cases: |  | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | User can share content with other members or groups only with other users in the same organization account. | | |
| Pre-conditions: | User is validated and has Create/Edit Content rights. | | |
| Post conditions: | System will allow selected users to view or edit content.  All the users whom have been selected should have received a push notification if they are already logged in to a mobile device. Upon clicking on the notification user should be redirected to the details screen related to the content with prefilled details of the particular content. The person who is sharing should not receive the push notification. | | |
| Trigger: | Menu action | | |
| Normal Flow / Scenario / Behavior: | 1. User has options to select “Share with **Everyone**” (optional) 2. User has option to select **Add Members** from the list (optional) 3. User has options to select **Add Member Groups** (optional) 4. User has option to **“Add email note”** (optional) 5. User clicks on **“Share”** button 6. System sends share notifications and emails to user/s selected | | |
| Alternative Flows / Scenario / Behavior: | None | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available. 2. Application should automatically reconnect when network fluctuates. 3. Navigation should be smooth | | |
| Assumptions: |  | | |
| Notes and Issues: | For step no 3: At list one member or group must be added to the shared list. 1,2,3 all cannot be blank. User can add themselves and only share with themselves if they want. | | |
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**14. Delete Record**

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| Use Case ID: | 14.1 | | |
| Use Case Name: | Delete Record | | |
| Actors: | Director | | |
| Complexity | High | Priority |  |
| Associated Use cases: | Delete Match, Delete Match Evaluation, Delete Comment, Delete Community Post, Delete Assessment, Delete Video, Delete Lesson | | |
| Reference to High Level Requirement |  | | |
| Use Case Description: | Director can delete record in the system | | |
| Pre-conditions: | User has admin rights. | | |
| Post conditions: | Video list will be updated | | |
| Trigger: |  | | |
| Normal Flow / Scenario / Behavior: | 1. User selects item from the list 2. User swipes Right to Left on the list item 3. User selects “Delete” option 4. System asks confirmation, “Are you sure you want to delete this record?”   4.1. System deletes record from mobile location | | |
| Alternative Flows / Scenario / Behavior: |  | | |
| Exceptions: | None | | |
| Special Requirements: | 1. Internet connectivity should be available 2. Application should automatically reconnect when network fluctuates. 3. Confirmation dialogues wherever required, consistency in action buttons, cancel option where ever required. | | |
| Assumptions: |  | | |
| Notes and Issues: | If user has admin rights then and then only user can delete record.  The author of a comment on a resource (such as video, match etc) should be able to delete his/her comment. Similarly, the author of a community post on community page or comment on user wall, should be able to delete the post. System admin has overall deletion rights in resources and comments. | | |
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