Control flow

Allows you to use certain JavaScript-like structures directly in your HTML. They start with an @ symbol followed by the code.

@if block

The @else is optional.

```
@if ( isValid() ) {
    Form valid
}
@else {
    Form invalid
}
```

@for block

This repeats a block of the template once for each element in an array.

track

Track provides a key used to associate array items with elements in the DOM. It will increase performance by helping Angular match up pre-existing elements as items are added, removed, etc.

The key must be a unique and unchanging value for each element in the collection. Thus, database IDs are perfect. If there isn't anything good to use for the key, you can use \$index-particularly if items are not being added, removed or rearranged in the middle of the array.

```
@for (option of options; track $index) {
    <option [value]="option.value">{{option.text}}</option>
}
```

Built in variables

These variables can be used within the @for block. When combined with a let, you can make variables to hold the information associated with the current iteration in the loop.

- \$count: Number of items in a collection iterated over
- \$index: Index of the current row
- \$first: Whether the current row is the first row
- \$last: Whether the current row is the last row
- \$even: Whether the current row index is even
- \$odd: Whether the current row index is odd

```
fontColor:string = "blue";
```

Responding to events

Use the () syntax to respond to events such as the user clicking a button or filling out a form field.

- Can be added to any HTML tag
- Some common ones
 - o (click)
 - (input)
 - o (ngSubmit)
- Examples

•

```
<button (click)="myMethod()">Click me</button>
<!-- Expressions and variables can be used as method arguments. -->
Sweet jam!
{{x}}</or>
```

Angular Directives

Built-in classes that can adjust either the structure or the style of the website. Angular 17 is moving towards <u>Statement Context</u> and <u>Class and Style Bindings</u> so we won't use these, but you will still find them in a lot of Angular code.

*ngFor

- Used to loop through
- Add *ngFor=" " within any HTML tag (including other components)
- Within the "" add "let x of y"
 - o x is the name of each element in the array as its being used
 - o y is the array name
 - o Optional: add ;index as i
 - This will keep track of the index as you go along

*nglf

- Used to display/hide html based on a condition
- Add *ngIf=" " within any HTML tag (including other components)
- Within the " " add "BooleanVariable" or "x == v"
 - It can accept anything considered a condition
 - Boolean variable
 - Actual conditions
- If the condition supplied is true, then it will display. If false, it will hide

[ngClass]

- Used to add/remove a css rule based on a condition
- Add [ngClass]=" " within any HTML tag (including other components)
- Within the " " add "BooleanVariable ? 'cssTrue' : 'cssFalse' " or "x==y ? 'cssTrue' : 'cssFalse' "
 - o It can accept anything considered a condition
 - Boolean variable
 - Actual conditions
 - o ? 'cssTrue' : 'cssFalse'
 - If the condition is true, it will use whatever css rule you put inside of the first ''
 - If the condition is false, it will use whatever css rule you put inside of the second ''

[ngStyle]

- Used to apply multiple css rules based on multiple conditions
- Add [ngStyle]=" " within any HTML tag (including other components)
- Within the "" add the variable you will create below
 - In your typescript create a variable named stylesList (Or whatever you want to call it)
 - o stylesList: object = { }
 - Within the { } you can add multiple styles
 - For each style, add the line below and adjust it as needed
 - 'font-style': this.changed?'italic': 'normal'
 - 'Css rule': boolean? 'value if true': 'value if false'
 - Make sure to put a comma between each if using multiple

Additional Resources

- https://angular.dev/ Official Angular website for documentation. Try working through the tutorial!
- <u>Template syntax</u> (Angular Docs)