Structural directives

Structural directives are responsible for HTML layout. They shape or reshape the DOM's *structure*, typically by adding, removing, or manipulating elements.

Structural directives are easy to recognize. An asterisk (*) precedes the directive attribute name.

The built-in structural directives are

- Nglf—conditionally creates or destroys subviews from the template.
- NgFor—repeat a node for each item in a list.
- NgSwitch—a set of directives that switch among alternative views.

Nglf directive

A structural directive that conditionally includes a template based on the value of an expression coerced to Boolean. When the expression evaluates to true, Angular renders the template provided in a then clause, and when false or null, Angular renders the template provided in an optional else clause. The default template for the else clause is blank.

NgIf refers to the directive *class*; ngIf refers to the directive's *attribute name*.

A <u>shorthand form</u> of the directive, *<u>nglf</u>="condition".

Syntax:

Angular translates the *nglf attribute into a <ng-template> element, wrapped around the host element, like below.

NgFor directive

NgFor is a repeater directive—a way to present a list of items.

Syntax:

<element *ngFor="let element of array">{{element}}</element>

*ngFor with index:

<div *ngFor="let item of items; let i=index">{{i + 1}} - {{item.name}}</div>

NgSwitch directive

NgSwitch is like the JavaScript switch statement. It displays one element from among several possible elements, based on a switch condition. Angular puts only the selected element into the DOM.

NgSwitch is actually a set of three, cooperating directives: NgSwitch, NgSwitchCase, and NgSwitchDefault .

Template reference variable

A template reference variable is often a reference to a DOM element within a template.

Use the hash symbol (#) to declare a reference variable.

Ex:

<input name="studentname" #ref>

Angular sets the reference variable's value to the element on which it is declared.

Ex: here, "ref.value" returns the value entered into the input field.