



## app.component

app.component.html, will have the selector of game-control.  
listening to event.  
which will trigger a method.

```
<game-control
(intevalFired)="eventFromStartGame($event)"></game-
control>
```

the triggered method will now accept number that is emitted by event emitter  
and check for odd or even and push the number to array.

The Odd/Even components are going to be receiving the number, so should  
have a input binding property

```
@Input() number:number;
```

the value for these will be passed in app.component.html, where we use the  
selectors for the Odd/Even.

refer below image

## Game-Control

Game control component will  
have 2 buttons to start and end  
game.

The component for game control  
is going to have a event emitter  
that emits a number.

```
@Output() intevalFired
= new
EventEmitter<number>();
```

using set interval we fire a event .

on Pause, we will use clear  
Interval.

```
<app-odd *ngFor="let odd of oddNumbers" [number]="odd"></app-odd>
<app-even *ngFor="let even of evenNumbers" [number]="even"></app-even>
```