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# What is Angular

- ◆ Type script based Front End framework to create cross platform dynamic web applications.
- ◆ Single Page Application & Desktop and Mobile Apps.
- ◆ Developed and supported by Google
- ◆ Fully extensible and works well with other libraries.
- ◆ Open Source.

# When to use

- ◆ Apps with Dynamic Content - with respect to 3 parameters:
  - Time-to-time (eg. news update web apps)
  - Location-to-location (eg. Weather-report web app)
  - User-to-user (eg. Gmail, Facebook type apps)

# Prerequisites

- ◆ Developer :

HTML, CSS, Typescript and AJAX

- ◆ Development :

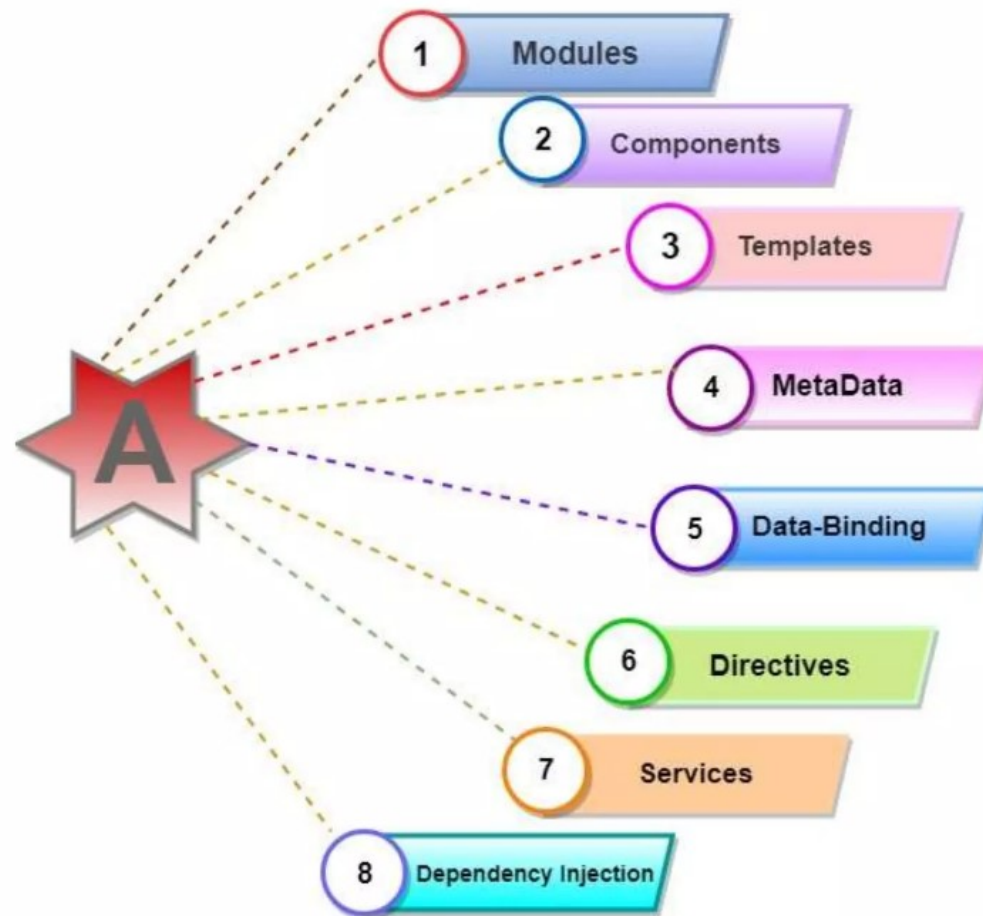
Node.js (version 10.9.0 or later)

Node Package Manager (npm)

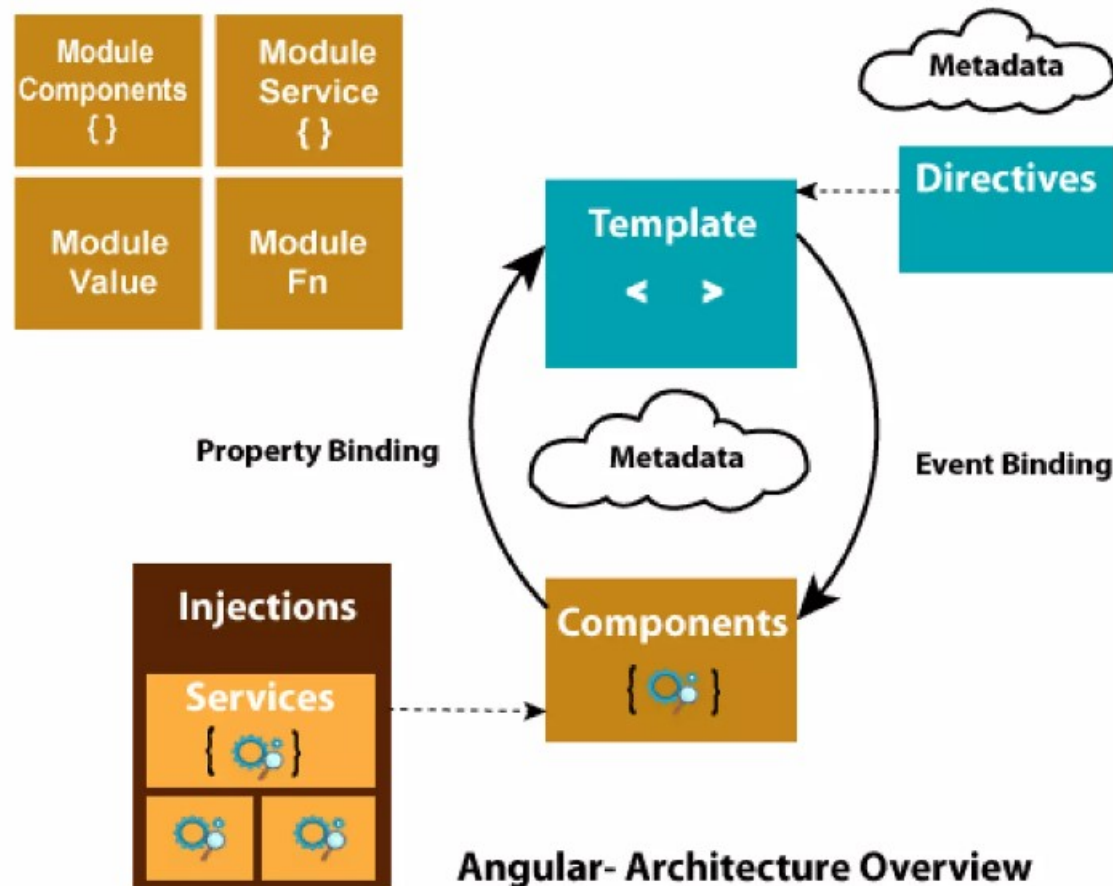
# History

Version	Release date
Angular 17	November 8, 2023
Angular 16	3 May 2023
Angular 15	November 18, 2022
Angular 14	2 June 2022
Angular 13	4 November 2021
Angular 12	12 May 2021
Angular 11	11 November 2020
Angular 10	24 June 2020
Angular 9	6 February 2020
Angular 8	28 May 2019
Angular 7	18 October 2018
Angular 6	4 May 2018
Angular 5	1 November 2017
Angular 4	23 March 2017
Angular 2	14 September 2016

# Architecture



# Overview of Architecture



# Module

- ◆ Every Angular app has a root module, conventionally named AppModule, which provides the bootstrap mechanism that launches the application.
- ◆ An app typically contains many functional modules.
- ◆ Syntax :

```
@NgModule({  
  imports:    [ BrowserModule ],  
  declarations: [ AppComponent ],  
  exports:    [ AppComponent ],  
  bootstrap:  [ AppComponent ]  
})  
  
export class AppModule { }
```



# Component and metadata

- ◆ Every Angular app has a root component, AppComponent, which connects components with page Document Object Model.
- ◆ Component (View) – Template, css, typescript(.ts)
- ◆ Syntax :

```
@Component({  
  selector: 'app-root',  
  templateUrl: './app.component.html',  
  styleUrls: ['./app.component.css']  
})  
  
export class AppComponent{  
  }  
}
```

# Template and DataBinding

- ◆ The angular template integrates the HTML with Angular mark-up that can modify HTML elements before they are displayed.
- ◆ It provides program logic, and binding mark-up connects to your application data and the DOM.

- ◆ **Data-Binding :**

- **Property Binding** (One way and Two way)

e.g. `<p>Name: {{student.name}} </p>`

e.g. `<input type="text" [value]="title"/>`

e.g. `<input [(ngModel)]="title" placeholder="name"/>`

- **Event binding**

`<button (click)="changeTitle()">Click to update title</button>`

# Directives

◆ There are three types of Directives(modified DOM) :

1. Components directives: directives with a template
2. Structural directives : change the DOM layout by adding and removing DOM elements

For example: \*ngIf, \*ngFor, and \*ngSwitch directive.

3. Attribute directives : change the appearance or behavior of an element, component, or another directive.

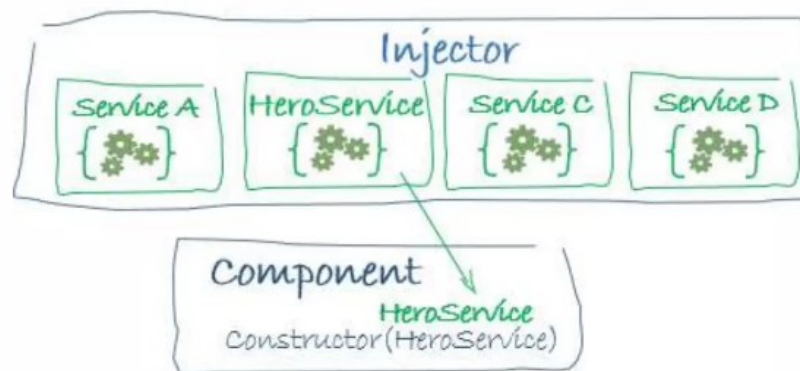
For example: ngClass, ngStyle etc.

```
<p [ngClass]="{'className': country === 'India'}> {{Name}}</p>
```

```
<p [ngStyle]="{'background-color':country === 'India' ? 'red' : 'green' }">
  {{Name}}</p>
```

# Service and dependency Injection (DI)

- ◆ Service : any value, function or feature that an app needs.
- ◆ Angular distinguishes components from services to increase modularity and reusability.
- ◆ A component can delegate certain tasks to services, such as fetching data from the server, validating user input, or logging directly to the console.
- ◆ Angular creates an application-wide injector for you during the bootstrap process.



# Pros of Angular

- ◆ Components Hierarchy:  
Re-usability,  
Maintainability,  
Readability,  
Unit-test friendly
- ◆ Angular elements
- ◆ Supported by Google
- ◆ High Performance
- ◆ Detailed documentation
- ◆ An angular framework can take care of routing, which means moving from one view to another is easy in Angular.