**Angular**

**Angular** is a popular open-source framework developed by Google for building dynamic, single-page web applications (SPAs). Angular is a framework which provides complete developer platform for Single Page Application and Progressive Web Applications. It uses TypeScript, which is a superset of JavaScript, and provides a powerful set of tools for developing complex applications with a focus on maintainability, scalability, and performance.

**Single Page Application:** Every time a new route triggers, it wont load whole page, this feature allows to create whole project in one HTML called SPA.

**Progressive Web App:** These apps work similar in different platforms.

**Framework:** Framework contains all the packages needed for the application development. (Unlike library which is pre written code used for specific purpose.)

**Key Concepts of Angular:**

1. **Component-based Architecture**:
   * A component consists of an HTML template for the UI, a TypeScript class for handling logic, and metadata that defines how the component should behave.
   * Angular applications are built using components, which are self-contained building blocks with their own logic and templates.
2. **Modules**:
   * Angular applications are organized into modules. A module is a container that groups related components, services, and other code.
   * The root module, AppModule, bootstraps the Angular application.
3. **Templates and Data Binding**:
   * Angular uses templates to define the view, and it supports powerful data-binding mechanisms.
     + **Interpolation**: Binding data from the component to the template using {{ }}.
     + **Property Binding**: Setting properties of DOM elements with [property]="expression".
     + **Event Binding**: Handling user actions with (event)="handler()".
     + **Two-way Binding**: Synchronizing data between the component and the UI using [(ngModel)].
4. **Services and Dependency Injection**:
   * Angular promotes the use of services to share logic between components. Services are typically used for things like fetching data from APIs.
   * Dependency injection (DI) is a key feature, allowing Angular to efficiently provide instances of services where needed.
5. **Routing**:
   * Angular provides a powerful routing system to build single-page applications. The Angular Router maps URLs to components and helps manage navigation within the app without reloading the page.
6. **Directives**:
   * Directives are special markers in the DOM that tell Angular to attach a specific behavior to an element. Angular provides built-in directives like \*ngIf and \*ngFor, and you can create custom directives for reusable behaviors.
7. **Forms**:
   * Angular has two approaches to managing forms:
     + **Template-driven forms**: Simple and easy to use, but less scalable.
     + **Reactive forms**: More powerful and suitable for complex scenarios, offering better control over form validation and dynamic form creation.
8. **Pipes**:
   * Pipes are used to transform data in templates. For example, the | date pipe formats a date, and the | uppercase pipe converts text to uppercase. You can also create custom pipes.
9. **Testing**:
   * Angular encourages a test-driven development approach. It comes with built-in tools for unit testing components and services using frameworks like Jasmine and Karma.
10. **Performance Optimization**:
    * Angular provides various techniques for optimizing performance, including Ahead-of-Time (AOT) compilation, lazy loading of modules, and change detection strategies.

**Advantages of Angular:**

* **Structured Code**: Angular’s architecture promotes clean, maintainable, and testable code.
* **TypeScript**: Leveraging TypeScript allows for better tooling, refactoring, and catching errors at compile time.
* **Large Ecosystem**: Angular has a vast ecosystem of tools, libraries, and extensions.
* **Support from Google**: Being developed and maintained by Google ensures regular updates, strong community support, and stability.

**Getting Started with Angular:**

To start building Angular applications, you typically use the Angular CLI (Command Line Interface), which provides a powerful set of tools to scaffold projects, generate components, and run development servers.

1. **Install Angular CLI**:

npm install -g @angular/cli

1. **Create a New Angular Application**:

ng new my-angular-app

cd my-angular-app

ng serve

1. **Develop**: You can now start building your application by creating components, services, and other features using the Angular CLI and writing code in TypeScript.

Angular is widely used in the industry for building large-scale applications, and its comprehensive framework helps developers manage complex applications with ease.

**Advantages of Angular**:

1. **Component-based Architecture**: Promotes reusability, modularity, and organized code structure.
2. **Two-way Data Binding**: Simplifies synchronization between the model and the view.
3. **TypeScript Support**: Provides static typing, better tooling, and early error detection.
4. **Dependency Injection**: Enhances modularity and testability by decoupling components from their dependencies.
5. **Powerful CLI**: Automates tasks like project setup, scaffolding, testing, and building applications.
6. **Built-in Routing and State Management**: Supports advanced navigation and state handling in single-page applications.
7. **Comprehensive Documentation and Community**: Offers extensive resources and community support for problem-solving and learning.
8. **Performance Optimizations**: Features like Ahead-of-Time (AOT) compilation and lazy loading improve app performance.
9. **Cross-platform Development**: Enables building web, mobile (via Ionic), and desktop applications.
10. **Enterprise-ready**: Suited for large-scale, complex applications due to its robustness and scalability.

**Disadvantages of Angular**:

1. **Steep Learning Curve**: Complex concepts can be overwhelming for beginners.
2. **Verbose Code**: Requires more boilerplate code compared to other frameworks.
3. **Complexity**: Overkill for small or simple applications due to its extensive features.
4. **Performance Issues**: May struggle with very large applications if not optimized properly.
5. **Frequent Updates and Breaking Changes**: Updates often introduce breaking changes that require codebase adjustments.
6. **Heavy Framework**: Larger bundle size can affect initial load times compared to lighter frameworks.
7. **Complex Integration with Legacy Systems**: Challenging to integrate with non-modern JavaScript frameworks or legacy systems.
8. **Verbose Testing**: Writing tests, especially for complex components, can be time-consuming and complicated.
9. **Opinionated Structure**: Enforces specific conventions and architecture, limiting flexibility for developers who prefer more freedom.

**Q: Difference Between Angular and AngularJS**

|  |  |  |
| --- | --- | --- |
| **Category** | **Angular** | **AngularJS** |
| Creator | Google | Google |
| Language supported | JavaScript and Typescript | JavaScript |
| Mobile Development friendly | Compatible for mobile-development | Not compatible |
| Architecture | It uses components and directives. | Support model-view-controller (MVC) and model-view-view-model (MVVM) architectures. |
| Testing | Supports unit testing with Karma | Testing is done through third-party applications |
| CLI | Comes with Angular CLI | No support for CLI |
| Dependency Injection | Uses hierarchal dependency injection | Does not use dependency injection. Uses directives |
| Performance | Supports server-side rendering which offers a speedy performance | Overall performance is slow as compared to Angular |
| Example | Gmail and Upwork | Netflix and Lego |

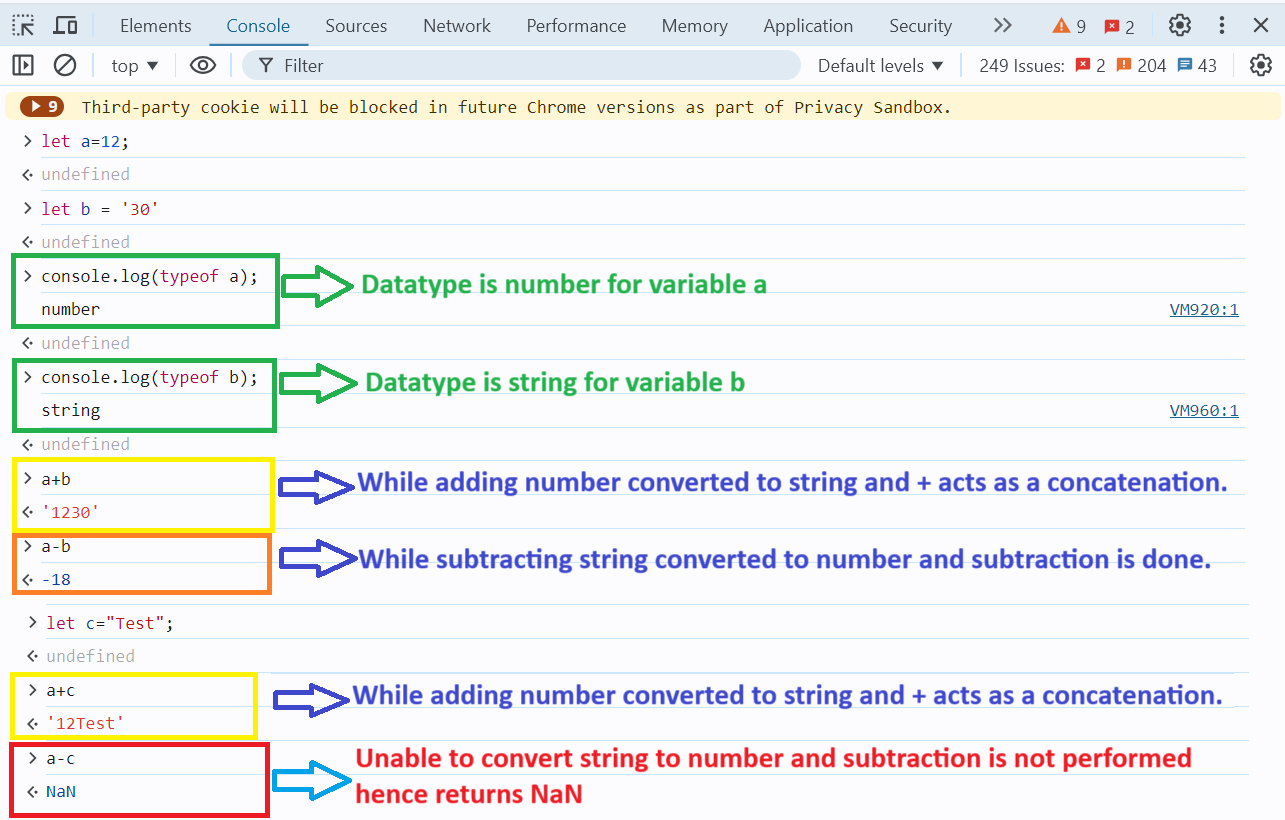
**Q: Difference Between React & Angular:**

|  |  |  |
| --- | --- | --- |
| **Field** | **React** | **Angular** |
|  |  |  |
|  | It is a **JavaScript library**. | Angular is **a framework.** |
| **Written** | React.js written in JavaScript. | Written in Microsoft’s Typescript language, which is a superset of ECMA Script 6 (ES6). |
| **Dependency Injection** | React.js Does not use the DI concept. | Angular Hierarchical DI system used. |
| **Routing** | Routing is not easy in React JS. | Routing is comparatively easy as compare to React JS. |
| **Scalability** | It is highly scalable. | It is less scalable than React JS. |
| **Data Binding** | It supports Uni-directional data binding that is one way data binding. | It supports Bi-directional data binding that is two data binding. |
| **DOM** | It has virtual DOM. | It has regular DOM. |
| **Testing** | It supports Unit Testing. | It supports both Unit testing and Integration testing. |
| **Used as** | React.js is a JavaScript library. As it indicates react js updates only the virtual DOM is present and the data flow is always in a single direction. | Angular is a framework. Angular updates the Real DOM and the data flow is ensured in the architecture in both directions. |
| **Released** | It was released in 2013. | It was released in 2010. |
| **Architecture** | React.js is more simplified as it follows MVC ie., Model View Control. This like angular includes features such as navigation but this can be achieved only with certain libraries like Redux and Flux. Needs more configuration and integration. | The architecture of angular on the other hand is a bit complex as it follows MVVM models ie., Model View-ViewModel. This includes lots of tools and other features required for navigation, routing, and various other functionalities. |
| **Performance** | React.js holds JSX hence the usage of HTML codes and syntax is enabled. But this doesn’t make react js a subset of HTML. This is purely JavaScript-based. | Angular, on the other, is a mere subset of HTML. |
| **Preference** | React.js is preferred when the dynamic content needed is intensive. As react js holds more straightforward programming and since it is reliable many apps such as Instagram, Facebook, and Twitter still prefer to react js over angular. | Angular is platform-independent and hence is compatible to work in any platform. Hence, the HTML app which is compatible with all the browsers can prefer angular. One major app which uses angular is YouTube. |

**Q: Difference Between TypeScript and JavaScript**

* TypeScript is known as an Object-oriented programming language whereas JavaScript is a prototype-based language.
* TypeScript has a feature known as Static typing but JavaScript does not support this feature.
* TypeScript supports Interfaces but JavaScript does not.

|  |  |  |
| --- | --- | --- |
| **Feature** | **TypeScript** | **JavaScript** |
|  | Developed by Microsoft | Developed by Google |
| Typing | Provides static typing. | Dynamically typed. |
| Tooling | Comes with IDEs and code editors. | Limited built-in tooling. |
| Syntax | Similar to JavaScript, with additional features like static typing. | Standard JavaScript syntax. |
| Compatibility | Backward compatible with JavaScript. | Cannot run TypeScript in JavaScript files. |
| Debugging | Stronger typing can help identify errors. | May require more debugging and testing. |
| Type | Object Oriented Programming Language. | Prototype Based Language. |
| Learning curve | Can take time to learn additional features. | Standard JavaScript syntax is familiar. |
| Example | Let a=20;  A=’Mahesh’ //Invalid | Let a=20;  A=’Mahesh’ //Valid |
| Execution | Browser doesn’t understand TypeScript. | Browser understands JavaScript, html, css. |
|  | Needs to be converted to JavaScript before it reaches to browser. | Browser will directly understand the code. |



This is the official bug reported over angular website also, mentioning Angular is dynamically typed, meaning that the datatype will change according to the value.

And that will create big problem as like below

**Ex:**

let a=33;

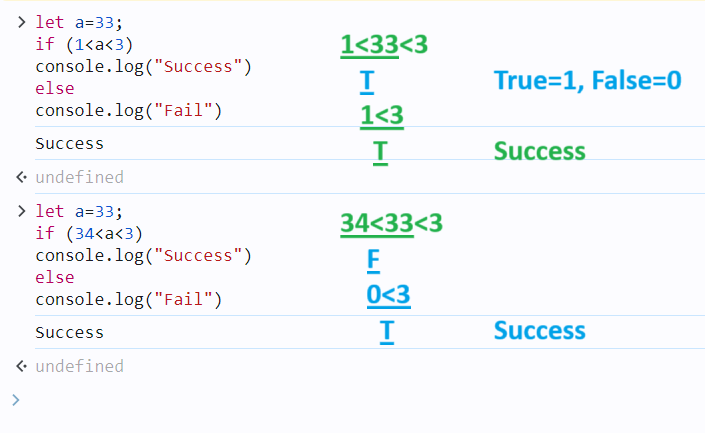
if (1<a<3)

console.log("Success")

else

console.log("Fail")

Success



**Basics of TypeScript:**

TypeScript is an open-source programming language developed by Microsoft that builds on JavaScript by adding static types. TypeScript is a superset of JavaScript, meaning any valid JavaScript code is also valid TypeScript code. However, TypeScript adds additional syntax to allow developers to specify types (such as string, number, boolean, etc.) for variables, function parameters, and return values.

To install TypeScript, you typically use npm (Node Package Manager), which comes with Node.js. (npm cannot be separately installed it comes with Node.js)

**1. Install Node.js**

* **Node.js**: If you haven’t installed Node.js yet, download and install it from [nodejs.org](https://nodejs.org). Installing Node.js will also install **npm (Node Package Manager).**
* **To update** npm use: **npm install -g npm**

**2. Install TypeScript Globally**

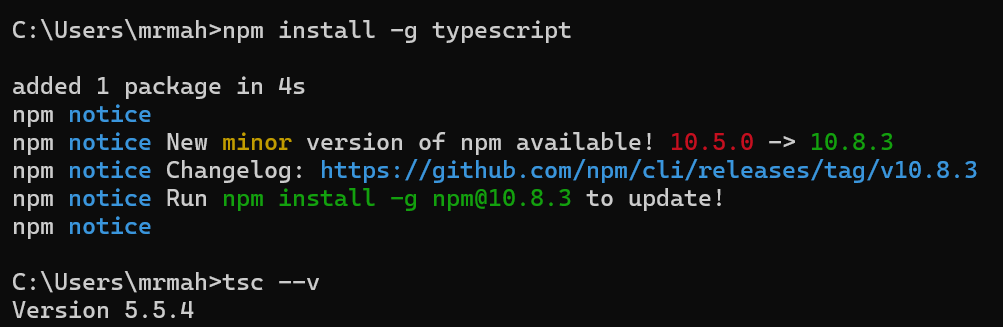
* Open your terminal (Command Prompt, PowerShell, or a terminal in your code editor) and run the following command to install TypeScript globally:

**npm install -g typescript@latest**

This installs the TypeScript compiler globally on system, so you can use it from any directory.

**3. Verify the Installation**

* To verify that TypeScript is installed correctly, run the following command in your terminal: **tsc –version**
* To Update Typescript use : **npm install -g typescript**



**4. Compile TypeScript Code**

* Once installed, you can compile a TypeScript file (.ts) into JavaScript by using the tsc command. For example: **tsc example.ts**

**Optional: Initialize a TypeScript Project**

* If you are starting a new TypeScript project, you can initialize it with a tsconfig.json file by running: **tsc --init**

This file helps configure TypeScript options such as the target ECMAScript version, module resolution, and more. Once installed and configured, ready to start developing in TypeScript!

**Note:**

Npm : Node Package Manager

-g : To install it globally in system. If not mentioned it will install in current folder.

@latest/version no: Will install particular version or latest version.

* In Visual Studio Code check the Auto Save option under file menu.
* Browser only understand HTML, CSS, JavaScript, it wont understand TypeScript.
* Install **Live Server** extension in VSCode editor.
* JavaScript Code must be added at the end of body not at the end of head and CSS at end of head section.

First.html:

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8">

    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <title>Document</title>

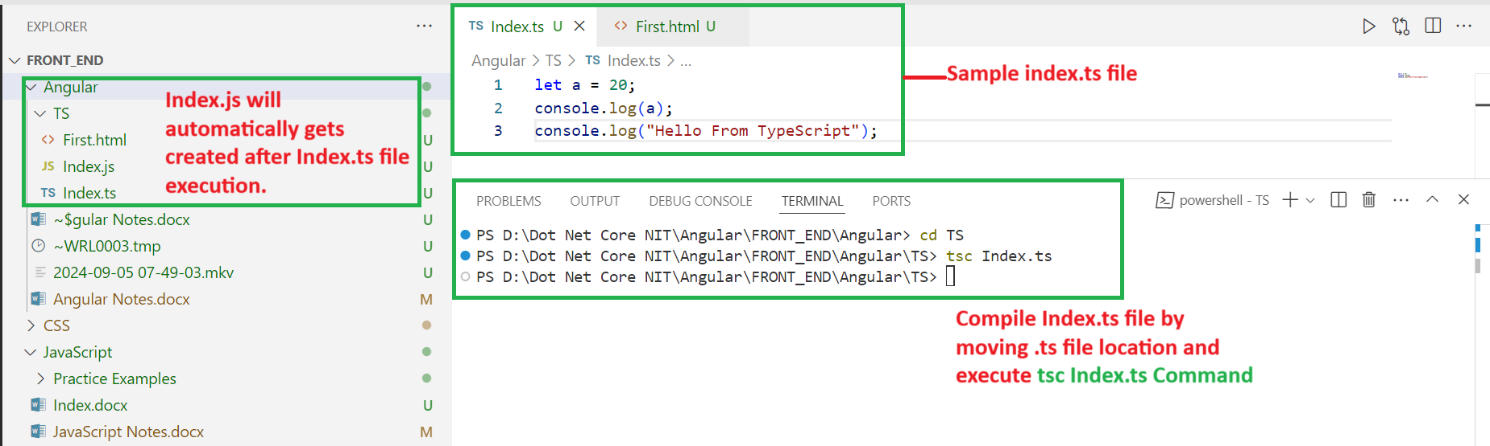
</head>

<body>

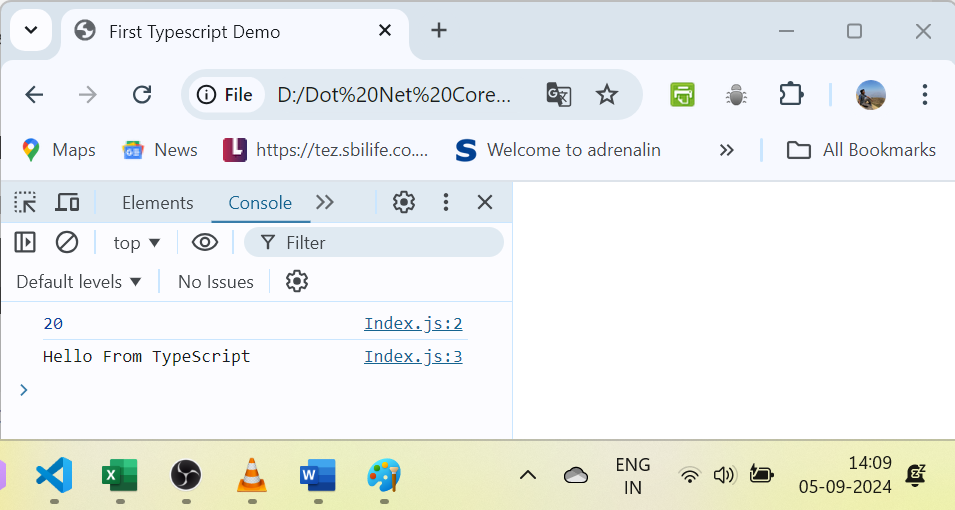
    <script src="Index.js"></script>

</body>

</html>



Output:



The watch mode in TypeScript allows you to automatically recompile your TypeScript code whenever changes are made to your .ts files. This is useful during development, as it eliminates the need to manually run the tsc command every time you make a change.

**How to Use the watch Command**

You can enable watch mode by using the --watch (or -w) flag with the tsc command.

**1. Basic Usage**

To watch a single TypeScript file for changes and automatically recompile it, run:

**tsc --watch <filename>.ts**

For example, if you have a file named app.ts, you would run:

**tsc --watch app.ts**

This will watch the file for any changes and recompile it automatically when changes are detected.

**2. Watch an Entire Project**

If you have multiple TypeScript files in your project and you want to watch all of them, it's more efficient to use the tsconfig.json configuration file. You can enable watch mode for the entire project by running:

**tsc --watch**

This will watch all the files specified in your tsconfig.json and automatically recompile them whenever changes are made.

06-09-2024 Friday

**Type inference:**

Type inference in TypeScript is a feature that allows the TypeScript compiler to automatically determine the type of a variable, function return value, or expression based on the value assigned or the context in which it is used. This means you don't always have to explicitly specify the type, making the code more concise while still maintaining type safety.

**How Type Inference Works**

TypeScript infers types based on the value assigned to a variable or the return value of a function. This inferred type is then used throughout the code, providing type safety without requiring explicit type annotations.

**Example: Variable Type Inference**

let message = "Hello, TypeScript!"; // TypeScript infers 'message' as string

let count = 42; // TypeScript infers 'count' as number

let isActive = true; // TypeScript infers 'isActive' as boolean

In this example:

* message is inferred to be of type string because it is initialized with a string.
* count is inferred to be of type number because it is initialized with a number.
* isActive is inferred to be of type boolean because it is initialized with a boolean.

**Example: Function Return Type Inference**

TypeScript can also infer the return type of a function based on the values returned within the function.

function multiply(a: number, b: number) {

return a + b; // TypeScript infers the return type as number

}

let result = multiply(5, 10); // TypeScript infers 'result' as number

Here, TypeScript infers that the return type of the multiply function is number because the result of adding two numbers is a number.

**Example: Inference with Arrays**

TypeScript infers the type of array elements based on the initial values provided.

let numbers = [1, 2, 3, 4, 5]; // TypeScript infers numbers as number[]

let fruits = ["apple", "banana", "cherry"]; // TypeScript infers fruits as string[]

In this example:

* numbers is inferred to be of type number[] (an array of numbers).
* fruits is inferred to be of type string[] (an array of strings).

**Example: Contextual Typing**

TypeScript can also infer types based on the context, such as event handling in the DOM.

window.addEventListener("click", (event) => {

console.log(event.clientX); // TypeScript infers 'event' as MouseEvent

});

In this case, TypeScript infers that event is of type MouseEvent because it's being used in the context of a click event listener.

**Benefits of Type Inference**

* **Conciseness**: Reduces the need to explicitly specify types, leading to cleaner and more readable code.
* **Type Safety**: Even without explicit types, TypeScript still checks types at compile-time, catching potential errors.
* **Better Tooling**: With inferred types, editors and IDEs can provide better autocompletion, refactoring, and error-checking features.

**When to Use Explicit Types**

While type inference is powerful, there are situations where explicitly declaring types might be better:

* **Clarity**: Explicit types can make your code more understandable, especially in complex situations.
* **Public APIs**: When defining public interfaces or APIs, explicit types can help other developers understand how to use your code correctly.
* **Complex Types**: In cases where the inferred type is complex or where the default inference might be too general (e.g., any), explicit typing is useful.

**Summary**

Type inference in TypeScript allows the compiler to automatically determine types based on the assigned values or context, providing a balance between type safety and code simplicity. While explicit types are sometimes necessary, type inference helps reduce the need for boilerplate type annotations in many cases.

**Type Annotation:**

Type annotation in TypeScript is the practice of explicitly specifying the type of a variable, function parameter, function return type, or expression. This provides more clarity, improves code readability, and ensures type safety by explicitly defining what types are expected.

**How to Use Type Annotations**

Type annotations are added by placing a colon : followed by the type after the variable name, function parameter, or function return type.

**Example: Variable Type Annotation**

let name: string = "Alice";

let age: number = 25;

let isStudent: boolean = true;

**In this example:**

* name is explicitly annotated as string.
* age is explicitly annotated as number.
* isStudent is explicitly annotated as boolean.

**Example: Function Parameter and Return Type Annotations**

You can also use type annotations for function parameters and return types:

function greet(name: string): string {

return "Hello, " + name;

}

let greeting: string = greet("Alice");

console.log(greeting); // Outputs: Hello, Alice

**In this example:**

* The name parameter is annotated as string.
* The function greet is annotated to return a string.

**Example: Object Type Annotation**

You can annotate the types of properties in an object:

let user: { name: string; age: number; isAdmin: boolean } = {

name: "Alice",

age: 25,

isAdmin: true

};

**In this example:**

* The user object is annotated with an object type that specifies name as string, age as number, and isAdmin as boolean.

**Example: Array Type Annotation**

Type annotations can also be used to specify the type of elements in an array:

let numbers: number[] = [1, 2, 3, 4, 5];

let fruits: string[] = ["apple", "banana", "cherry"];

**In this example:**

* numbers is annotated as an array of numbers (number[]).
* fruits is annotated as an array of strings (string[]).

**Example: Function Type Annotation**

You can annotate both the parameter types and return type for a function type:

let add: (a: number, b: number) => number = function(a: number, b: number): number {

return a + b;

};

console.log(add(5, 10)); // Outputs: 15

**In this example:**

* add is annotated as a function type that takes two number parameters and returns a number.

**Example: Union Type Annotation**

TypeScript allows you to specify that a variable can be of multiple types using union types:

let value: string | number;

value = "Hello"; // OK

value = 42; // OK

// value = true; // Error: Type 'boolean' is not assignable to type 'string | number'.

**In this example:**

* value is annotated to be either a string or a number. It can hold values of either type, but nothing else.

**Example: Optional Parameter Annotation**

You can annotate parameters as optional by using a question mark (?):

function greet(name: string, age?: number): string {

if (age) {

return `Hello, ${name}. You are ${age} years old.`;

} else {

return `Hello, ${name}.`;

}

}

console.log(greet("Alice")); // Outputs: Hello, Alice.

console.log(greet("Bob", 30)); // Outputs: Hello, Bob. You are 30 years old.

**In this example:**

* The age parameter is optional (age?: number), so it may or may not be provided.

**Summary**

Type annotations in TypeScript allow you to explicitly specify the types of variables, function parameters, return values, objects, arrays, and more. This enhances type safety, improves code clarity, and makes it easier for others (and tools like IDEs) to understand and work with your code.

**Variable declaration and its meaning:**

In TypeScript, variable declaration can be done using three main keywords: let, const, and var. Each has its own scope, mutability, and behavior. Here’s an overview of how they work:

**1. let Declaration:**

* **Scope**: Block-scoped (local to the block {} where it's declared).
* **Reassignment**: Can be reassigned.
* **Hoisting**: Hoisted but not initialized, meaning the variable exists in memory but cannot be used before it's declared.

let x: number = 5;

x = 10; // Reassignment is allowed

**2. const Declaration:**

* **Scope**: Block-scoped (local to the block {}).
* **Reassignment**: Cannot be reassigned (immutable reference). However, if it's an object or array, the contents can be mutated.
* **Hoisting**: Hoisted but not initialized, similar to let.

const y: string = "Hello";

// y = "World"; // Error: cannot reassign a const variable

const obj = { name: "Alice" };

obj.name = "Bob"; // Object contents can be mutated

**3. var Declaration:**

* **Scope**: Function-scoped (if declared within a function) or global-scoped (if declared outside any function). It ignores block-level scope.
* **Reassignment**: Can be reassigned.
* **Hoisting**: Hoisted and initialized, meaning the variable can be used before it's declared, but will return undefined if accessed before the declaration.

var z: boolean = true;

z = false; // Reassignment is allowed

function testVar() {

var inside = "inside";

console.log(inside); // "inside" is accessible here

}

**Q. Differences between let, const, and var:**

* **Scope**: let and const are block-scoped, while var is function-scoped.
* **Hoisting**: var is hoisted and initialized with undefined, while let and const are hoisted but not initialized (they exist in a "temporal dead zone" until their declaration is reached).
* **Mutability**: const creates immutable bindings (though object properties can be mutated), while let and var allow reassignment.

**Type Annotations in TypeScript:**

TypeScript allows you to add explicit type annotations when declaring variables. For example:

let count: number = 10; // Variable 'count' is of type 'number'

const name: string = "John"; // Constant 'name' is of type 'string'

These annotations help TypeScript's type-checking system to ensure that variables are used correctly throughout the code.

|  |  |  |
| --- | --- | --- |
| **var** | **let** | **const** |
| The scope of a [*var*](https://www.geeksforgeeks.org/javascript-var/)variable is functional or global scope. | The scope of a[*let*](https://www.geeksforgeeks.org/javascript-let/) variable is block scope. | The scope of a *[const](https://www.geeksforgeeks.org/javascript-const/" \t "_blank)* variable is block scope. |
| It can be updated and re-declared in the same scope. | It can be updated but cannot be re-declared in the same scope. | It can neither be updated or re-declared in any scope. |
| It can be declared without initialization. | It can be declared without initialization. | It cannot be declared without initialization. |
| It can be accessed without initialization as its default value is “undefined”. | It cannot be accessed without initialization otherwise it will give ‘referenceError’. | It cannot be accessed without initialization, as it cannot be declared without initialization. |
| These variables are hoisted. | These variables are hoisted but stay in the temporal dead zone untill the initialization. | These variables are hoisted but stays in the temporal dead zone until the initialization. |

**When to Use let and const**

**var** can be tricky because its scope is either global or within a function, which can lead to bugs. To avoid these issues:

* Use **let**when you know a variable’s value might change later in your code.
* Use **const**for variables that should never change once you set them.

Using let and const makes your code easier to understand and helps prevent errors caused by unexpected variable changes.

**Arrays in TypeScript:**

In TypeScript, arrays can be categorized based on the types of elements they hold and how they are defined. Here’s a breakdown of the different types of arrays in TypeScript:

**1. Homogeneous Array**

A homogeneous array is an array where all elements are of the same type.

**Example:**

let numbers: number[] = [1, 2, 3, 4, 5];

let strings: string[] = ["apple", "banana", "cherry"];

In this case, both numbers and strings arrays contain elements of a single type (number and string, respectively).

**Alternate Syntax:**

let numbers: Array<number> = [1, 2, 3, 4, 5];

Here, the Array<number> syntax is another way of declaring an array of numbers.

**2. Heterogeneous Array**

A heterogeneous array allows different types of elements within the same array. This can be achieved using **union types** or **tuples**.

**Using Union Types:**

let mixedArray: (number | string | boolean)[] = [1, "hello", true, 2, "world"];

This array can hold number, string, and boolean types.

**Using Tuples:**

let tupleArray: [number, string, boolean] = [1, "Alice", true];

Tuples enforce the exact type and order of elements.

**3. Array of Arrays (Multidimensional Array)**

In TypeScript, you can create an array of arrays, which is often referred to as a multidimensional array. This type is commonly used for matrices or grid-like data.

**Example (2D array):**

let matrix: number[][] = [

[1, 2, 3],

[4, 5, 6],

[7, 8, 9]

];

This represents a 2D array (array of arrays), where each inner array is a row in the matrix.

**4. Array of Objects**

You can also have arrays where each element is an object. This is common when dealing with data like JSON.

**Example:**

interface Person {

name: string;

age: number;

}

let people: Person[] = [

{ name: "Alice", age: 25 },

{ name: "Bob", age: 30 }

];

In this example, people is an array of Person objects, where each object has properties name and age.

**5. Readonly Array**

A **readonly** array is an immutable array whose elements cannot be modified once assigned. You can declare this using readonly keyword.

**Example:**

let readonlyNumbers: readonly number[] = [1, 2, 3, 4];

// readonlyNumbers[0] = 10; // Error: Cannot assign to '0' because it is a read-only property.

In this case, you cannot modify the elements of the readonlyNumbers array.

**6. Generic Arrays**

TypeScript arrays can also be created using **generics**, which makes the array flexible and reusable across different data types.

**Example:**

function getArray<T>(items: T[]): T[] {

return new Array().concat(items);

}

let numberArray = getArray<number>([1, 2, 3, 4]);

let stringArray = getArray<string>(["apple", "banana", "cherry"]);

In this example, the getArray function is a generic function that can work with any type of array, depending on what type T is provided.

**7. Array with Optional Elements (Sparse Array)**

A sparse array is an array in which some of the elements are intentionally left undefined.

**Example:**

let sparseArray: number[] = [1, , 3, 4];

console.log(sparseArray); // Output: [1, empty, 3, 4]

In this array, the second element is intentionally left empty.

**Summary of Types:**

* **Homogeneous Array**: All elements are of the same type.
* **Heterogeneous Array**: Contains elements of different types (using union types or tuples).
* **Array of Arrays**: Multidimensional arrays or nested arrays.
* **Array of Objects**: Arrays containing objects, often used with interfaces.
* **Readonly Array**: Immutable arrays that cannot be modified.
* **Generic Arrays**: Flexible arrays defined with generics to work with any type.
* **Sparse Arrays**: Arrays with missing or undefined elements.

Each of these array types has different use cases, depending on the structure and requirements of the data you are working with.

**Continued Angular:**

**Note:** Angular use command line interface to generate / delete/update any of its components, directives etc..,

This technique of using command prompt for everything is called scaffolding.

**IQ :**

**What is Scaffolding in Angular?**

**Scaffolding** refers to the automatic generation of code or project structure using the Angular CLI (Command Line Interface). It allows developers to quickly create components, services, modules, and other Angular artifacts with predefined templates and structures. This helps maintain consistency and speeds up development by reducing the manual effort of writing boilerplate code.

**Key Scaffolding Commands in Angular:**

**How to Scaffold in Angular**

To scaffold an Angular project or component, you use the ng generate command or its shortcut ng g. Here are some commonly used commands and examples:

**1. Scaffold an Angular Project**

To create a new Angular project, you run the following command: bash

**ng new my-angular-app**

This command scaffolds the entire project structure with a basic setup, including the following:

* src/ folder containing the main application code
* app/ folder with an initial component
* Configuration files such as angular.json, package.json, and tsconfig.json

**2. Scaffold Components**

Components are fundamental building blocks in Angular. You can scaffold new components like this: bash

**ng generate component my-component**

or using the shorthand: bash

**ng g c my-component**

This command generates:

* A TypeScript file (my-component.component.ts)
* An HTML template (my-component.component.html)
* A CSS or SCSS stylesheet (my-component.component.css)
* A test file (my-component.component.spec.ts)

**Example:** Running ng g c header will generate the following: bash

src/app/header/header.component.ts

src/app/header/header.component.html

src/app/header/header.component.css

src/app/header/header.component.spec.ts

**3. Scaffold Services**

Angular services handle business logic and data management. To scaffold a service, use: bash

**ng generate service my-service**

or the shorthand: bash

**ng g s my-service**

This creates a TypeScript file for the service with basic boilerplate code: bash

src/app/my-service.service.ts

**4. Scaffold Modules**

Modules organize related components, services, and other Angular constructs. To scaffold a module: bash

**ng generate module my-module**

or the shorthand: bash

**ng g m my-module**

This command generates a new module file: bash

src/app/my-module/my-module.module.ts

**5. Scaffold Other Angular Artifacts**

Angular CLI can scaffold other constructs such as **directives**, **pipes**, **guards**, and **classes**.

* **Directives**: bash

ng g directive my-directive

* **Pipes**: bash

ng g pipe my-pipe

* **Guards**: bash

ng g guard my-guard

**Example Workflow:**

Let’s say you want to create a new Angular project for an online store. You can scaffold it as follows:

1. **Create a new Angular project**: bash

ng new online-store

1. **Generate a product component**: bash

cd online-store

ng g c product

1. **Generate a service to fetch product data**: bash

ng g s product-service

1. **Generate a module to group related components**: bash

ng g m products

This scaffolding process saves time by creating all the required files with boilerplate code and directory structure for you, allowing you to focus on writing the business logic.

**Benefits of Scaffolding in Angular:**

1. **Speeds up Development**: Reduces manual work and automates the creation of files and structure.
2. **Consistency**: Ensures that all generated components, services, and other parts follow Angular best practices and conventions.
3. **Reduces Errors**: By using predefined templates, scaffolding minimizes the risk of errors in boilerplate code.
4. **Focus on Business Logic**: Developers can focus on core functionality instead of writing repetitive code.

Scaffolding in Angular enhances productivity by quickly generating the necessary components and services for your project.

**Angular 17**

[*https://www.youtube.com/watch?v=uJIbc2YE58E*](https://www.youtube.com/watch?v=uJIbc2YE58E) *ARC Tutorial*

Angular Folder Structure and Files

1. Parent folder will be the main project folder
2. .angular : Ignore this folder (internally used for caching, memory management etc)
3. .vscode : Ignore this folder (internally used for caching, memory management etc)
4. Node\_modules :
   1. Packages will be installed in this folder whenever you install/add new packages using npm install or ng add.
   2. You don’t have to go through these folder or files.
   3. Unless and until you don’t make any changes to core libraries or modules.
5. .editorconfig: Make your custom editor changes in this file.
6. .gitignore: we can add fodders/files that we want to ignore while committing to git.
7. angulare.json :
   1. this is the file configured styles, js for deploying in a pipeline.
   2. It is having all the configuration details of angular application like what is the version, where is the schema located, what is the prefix that you want to add to angular project, root:”” meaning it’s a parent directory, schematics decides what kind of style we want to design that could be css, scss etc, we can add different configuration specific to the different projects separately.
   3. Under the architect we can see the different settings while build , serve , production, development with default defaultconfiguration.
8. package.json :
   1. In this we can het various entries of new packages installed along with there versions.
   2. When we run npm install inside project : the module listed will be installed
   3. here we add our scripts that can be used to run application with single command and multiple settings. Like “arc-build”:”ng serve && json-server –watch db.json”
9. package-lock.json :
   1. same details of package.json + dev dependencies broken down in details.
   2. Don’t touch this manually
10. Tsconfig.app.json :
    1. Tells you the typescript configuration for your project
    2. Don’t touch this manually – for dev purpose
11. Tsconfig.spec.json: typescript test specific configuration
12. ReadMe.md : starting file : documentation of your project
13. SRC :
    1. Source code of project
    2. App :
       1. This is actual code of project/ application
       2. **Every component in Angular has 4 files**
          1. .html : Template / HTML code
          2. .scss/.css/.less : Styles
          3. .spec.ts : used for unit testing
          4. .ts : Component class / logical piece of component.
       3. App.component.ts : It has selector attribute with app-root value and which will ring the bell app-root in index.html i.e. the code present inside the app will be injected dynamically as a SPA inside the index.html.
       4. App.component.spec.ts : There is no end to end Unit framework for unit testing it is shifted to Jasmine
          1. Jasmine is for writing unit tests
          2. Karma is to Test Runner



* 1. Assets : use this folder to serve the assets which are public and may contains images, videos, js files that are kept as public.
  2. Favicon : favicon for application specific.
  3. Index.html : Angular is a SPA(Single Page Application), there is only one html file index.html. when we develop/build the app : the index.html contains only **<app-root>** First component to be initialized.
  4. main.ts : Entry point to project. This is the first file to be called which decides which component to be rendered next ex: 1. Main.ts – picks appComponent and go to index.html and into <app-root></app-root>
  5. styles.scss : Global styling for your project. The extension varies from project to project like .css/.less/.scss etc. depends on your initial setup for specific project.

1. a

**Creating First Application in Angular:**

1. Goto specific folder where you want to create Angular application and write

ng new <app\_Name> --standalone=false

Note:

ng : Next Generation

new : used for new element

app\_Name : Application Name

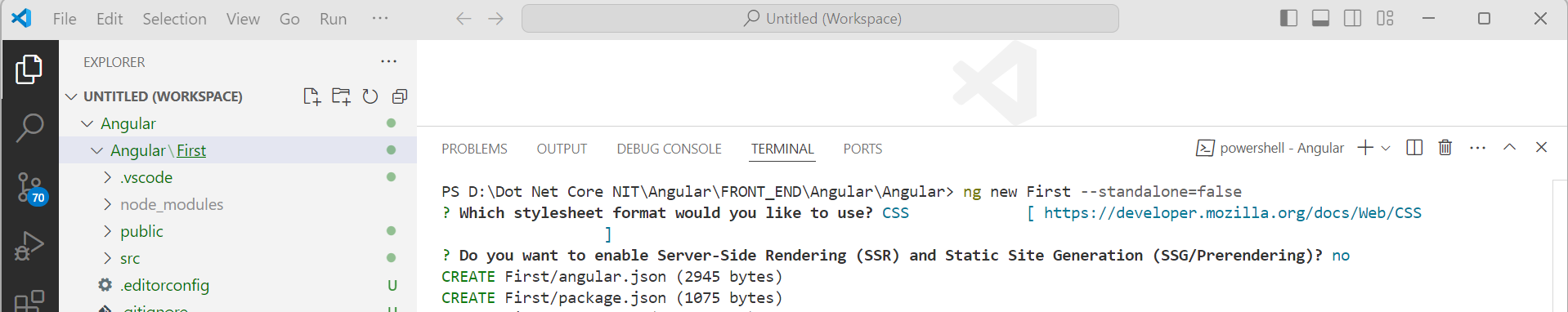
**--standalone=false** : use --standalone=false when you are working with the traditional Angular structure that relies on modules and when you want the component to be declared inside an NgModule, as was the standard in Angular versions prior to v14.

**--standalone=false** means that the generated component or directive will **not be standalone**. It will be part of an Angular module, and you will need to declare it within an NgModule.

Ex:

ng new First –standalone=false

First : Name of application



1. To run application use

ng serve --o

serve : To run application

--o will open the application in browser with default port number

1. Delete default code available in app.component.html file, and write your own without writing boiler plate code as the boiler plate code is already in index.html and only app.component.html code will be injected.

<div class="card">

  <img src="https://pbs.twimg.com/profile\_images/787106179482869760/CwwG2e2M\_400x400.jpg" alt="Mahesh PRofile photo">

  <div><strong>Name : </strong> Mahesh Baradkar</div>

  <div><strong>Email : </strong>agilemahesh33&#64;gmail.com</div>

  <div class="socialLinks">

    <a href="https://www.facebook.com">facebook</a>

    <a href="https://www.LinkedIn.com">LinkedIn</a>

    <a href="https://www.GitHub.com">GitHub</a>

  </div>

</div>

1. Add css styles into app.component.css.

.card{

    padding: 10px;

    display: flex;

    flex-direction: column;

    justify-content: center;

    align-items: center;

    height: max-content;

    background-color: white;

    border: 5px solid #1c6125;

    border-radius: 33px;

}

img{

    height: 100px;

    width: 100px;

    border-radius: 50px;

    box-shadow: rgba(29, 236, 10, 0.17) 0px -23px 25px 0px inset, rgba(0, 0, 0, 0.15) 0px -36px 30px 0px inset, rgba(0, 0, 0, 0.1) 0px -79px 40px 0px inset, rgba(0, 0, 0, 0.06) 0px 2px 1px, rgba(0, 0, 0, 0.09) 0px 4px 2px, rgba(0, 0, 0, 0.09) 0px 8px 4px, rgba(0, 0, 0, 0.09) 0px 16px 8px, rgba(0, 0, 0, 0.09) 0px 32px 16px;

}

.socialLinks{

    display: flex;

    justify-content: space-between;

    gap: 20px;

}

1. Add common Global style Styles.css

/\* You can add global styles to this file, and also import other style files \*/

body{

    display: flex;

    justify-content: center;

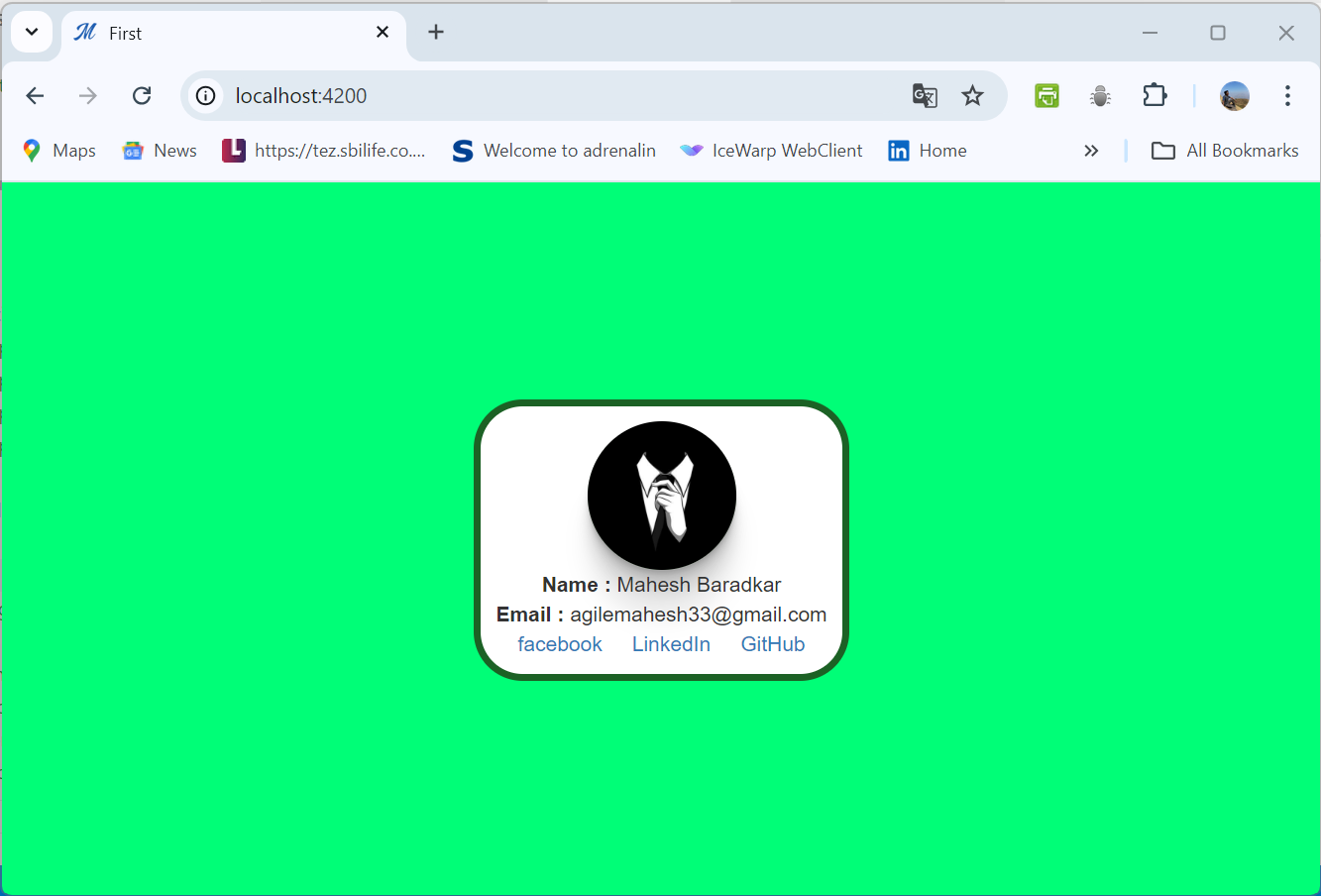
    align-items: center;

    height: 100vh;

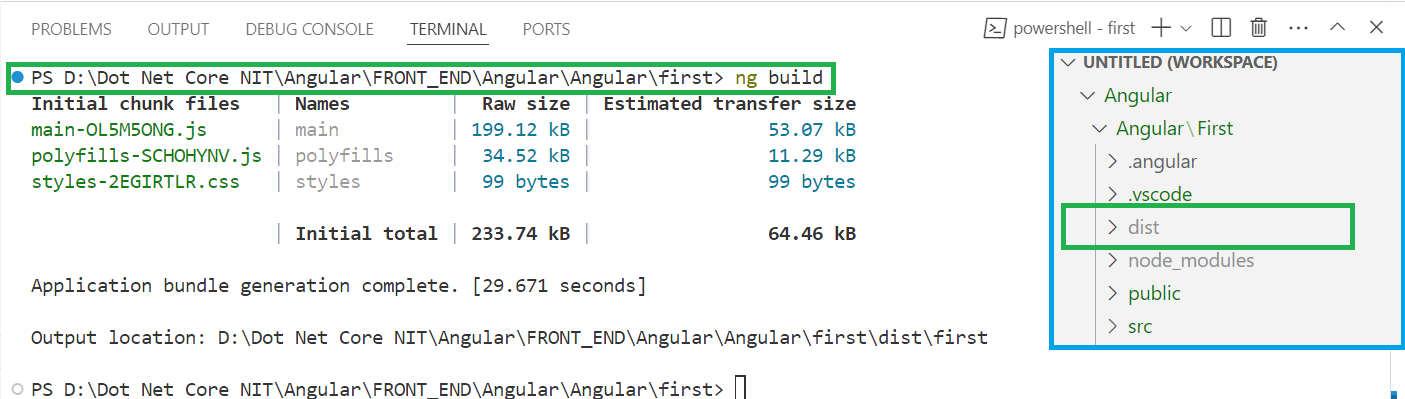
    background-color:rgb(0, 254, 119)

}

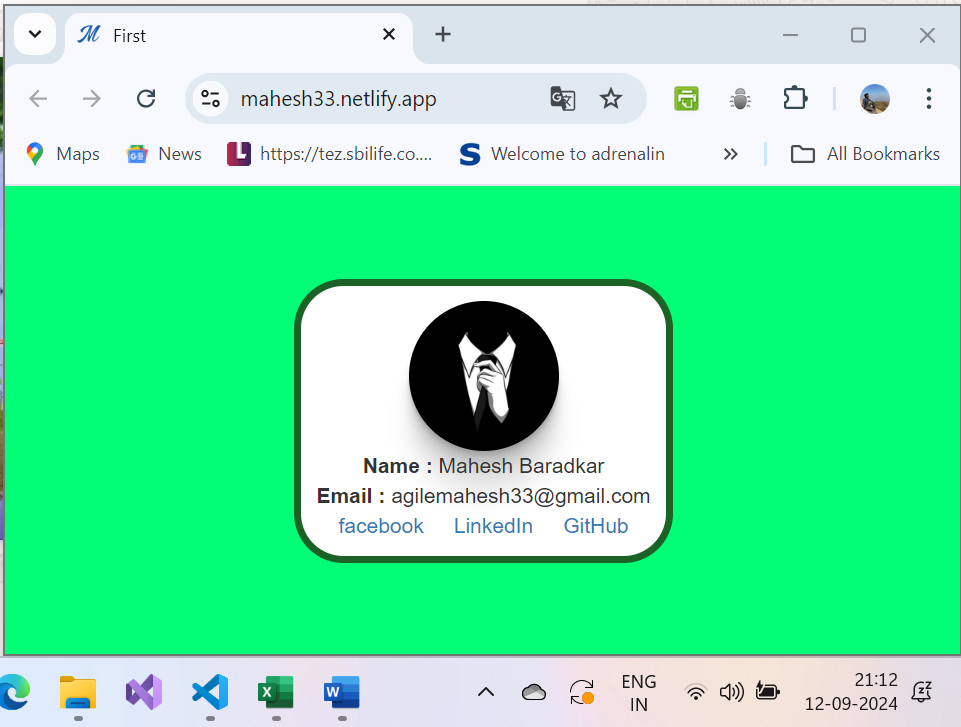
1. Output of the above will look like



1. To push the above code to live server follow below steps:
   1. Stop current execution by pressing ctrl+c in VS Code.
   2. To build the project execute “ng build” command so that the project will be ready to move on live server.
   3. “ng build” command also creates dist folder which can then be directly copied to the live server.



* 1. Create or login to <https://app.netlify.com/> for temporary deployment.
  2. Upload dist folder that is created in step c. which will generate new url for the browser.
  3. We can change URL but that should be unique.



1. Sdf

**Data Binding:**

[*https://www.scholarhat.com/tutorial/angular/angular-interview-questions-and-answers*](https://www.scholarhat.com/tutorial/angular/angular-interview-questions-and-answers)

In every component, there will be one HTML file also called as Template/View file and one ts file also called component/model file.

**Data Binding** refers to the synchronization between the model (component) and the view (HTML template) i.e. transferring data between template and component files.

There are two types of data binding in Angular:

1. **One Way Data Binding:** Using one way data binding, we can transfer data from either template to component or component to template, there are three possible ways:
2. **String Interpolation (One-Way Data Binding)**

String Interpolation allows you to display data from the component (TS) in the view (HTML). We use {{}} to bind the data from the component to the view.

**Example:**

// app.component.ts

export class AppComponent {

title = 'Angular Data Binding Example';

}

<!-- app.component.html -->

<h1>{{ title }}</h1>

**Explanation:**

The value of title in the component will be displayed inside the <h1> tag.

**Note:** String Interpolation always takes value as a string in terms of properties and other than number i.e. numbers are treated as numbers only, Booleans is treated as string. So instead of sending string always we can send property values by property binding.

**In details other examples :**

**Interpolation** in Angular is a technique that allows you to display dynamic data from the component in the HTML template. It is a type of one-way data binding where the data flows from the component (the TypeScript class) to the view (the HTML template).

**Syntax:**

Interpolation is done using double curly braces: {{expression}}.

The expression inside the curly braces is typically a property or method from the component class.

**Key Points:**

* Interpolation can only bind data **from** the component to the view (one-way).
* It evaluates expressions like property access, method calls, or simple calculations.
* You can use any valid JavaScript expression in the interpolation except for statements like if, for, or while.

**Basic Example:**

// app.component.ts

import { Component } from '@angular/core';

@Component({

selector: 'app-root',

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

})

export class AppComponent {

title = 'Welcome to Angular!';

currentDate = new Date();

}

<!-- app.component.html -->

<h1>{{ title }}</h1>

<p>Today's date is: {{ currentDate }}</p>

**Explanation:**

* {{ title }} will display "Welcome to Angular!" because the title property is defined in the component.
* {{ currentDate }} will display the current date.

**Using Methods in Interpolation:**

You can also call methods in interpolation, though it's not recommended for complex logic because the method is called every time Angular renders the view.

**Example:**

// app.component.ts

export class AppComponent {

title = 'Angular App';

getWelcomeMessage() {

return `Hello, welcome to ${this.title}`;

}

}

<!-- app.component.html -->

<p>{{ getWelcomeMessage() }}</p>

**Explanation:**

* {{ getWelcomeMessage() }} will display "Hello, welcome to Angular App" by calling the method from the component.

**Expressions in Interpolation:**

You can also perform simple arithmetic or string concatenation within the interpolation.

**Example:**

// app.component.ts

export class AppComponent {

num1 = 10;

num2 = 20;

}

<!-- app.component.html -->

<p>The sum is: {{ num1 + num2 }}</p>

<p>{{ 'The total is: ' + (num1 + num2) }}</p>

**Explanation:**

* {{ num1 + num2 }} will display 30.
* {{ 'The total is: ' + (num1 + num2) }} will display The total is: 30.

**Conditional Display Using Interpolation:**

You can use interpolation with ternary operators to conditionally display content.

**Example:**

// app.component.ts

export class AppComponent {

isLoggedIn = true;

}

<!-- app.component.html -->

<p>{{ isLoggedIn ? 'Welcome back!' : 'Please log in.' }}</p>

**Explanation:**

* If isLoggedIn is true, it will display "Welcome back!".
* If isLoggedIn is false, it will display "Please log in."

**Limitations of Interpolation:**

* **Cannot use event handling**: Interpolation is purely for output. You cannot use it to handle events (for that, you'd need event binding).
* **Cannot set attributes**: Interpolation cannot be used to bind attributes such as disabled, src, etc. For that, you need **property binding**.

**Example with Styling:**

Although interpolation is limited to displaying data, you can combine it with inline styles for dynamic styling (although **property binding** is more suited for this task).

// app.component.ts

export class AppComponent {

color = 'red';

}

<!-- app.component.html -->

<p style="color: {{ color }}">This text will be red.</p>

**Explanation:**

* The text will be displayed in red because the color variable is set to red.

**Summary:**

* Interpolation is a simple, one-way data binding technique that injects component data into the template.
* You can use it to display variables, call methods, and perform basic calculations directly in the template.
* Interpolation cannot handle complex logic or bind attributes or events.

1. **Property Binding (One-Way Data Binding)**

Property binding binds an element's property to a value in the component. We can bind property value from component file to template file using property binding. It wraps the data between square braces [].

**Example:**

// app.component.ts

export class AppComponent {

imageUrl = 'https://example.com/image.png';

}

<!-- app.component.html -->

<img [src]="imageUrl" alt="Image">

**Explanation:**

* The [src] property of the <img> tag is bound to the imageUrl property in the component. It will dynamically update when the imageUrl changes.

**Note:** Property Binding can be used for dynamic classes or dynamic styling.

**In Details other Examples :**

**Property Binding** in Angular allows you to bind values from the component to the HTML element properties. This is also a form of one-way data binding where data flows from the component to the view.

In property binding, instead of using interpolation {{ }}, you bind the property of an HTML element or directive using square brackets [ ].

**Syntax:**

[elementProperty]="componentProperty"

* elementProperty: The DOM property or directive you want to bind to (e.g., src, disabled, href, etc.).
* componentProperty: The component’s property whose value is passed to the element property.

**Key Points:**

* Property binding updates the DOM property of an element based on the value in the component.
* It’s useful for setting properties like src, disabled, value, etc., which cannot be done via interpolation.
* The property is dynamically updated whenever the component data changes.

**Basic Example:**

Let’s bind the src property of an <img> tag to display an image dynamically.

// app.component.ts

export class AppComponent {

imageUrl = 'https://angular.io/assets/images/logos/angular/angular.png';

}

<!-- app.component.html -->

<img [src]="imageUrl" alt="Angular Logo">

**Explanation:**

* The src property of the <img> tag is dynamically set to the value of the imageUrl variable from the component.

**Property Binding with Boolean Properties:**

Property binding is commonly used with boolean properties like disabled, checked, hidden, etc.

**Example:**

// app.component.ts

export class AppComponent {

isButtonDisabled = true;

}

<!-- app.component.html -->

<button [disabled]="isButtonDisabled">Click Me</button>

**Explanation:**

* The disabled property of the button is bound to isButtonDisabled. When isButtonDisabled is true, the button is disabled, and when false, it becomes clickable.

**Dynamic Class and Style Binding:**

You can also use property binding to dynamically apply CSS classes and inline styles.

**Binding to class:**

// app.component.ts

export class AppComponent {

isActive = true;

}

<!-- app.component.html -->

<p [class.active]="isActive">This paragraph is active.</p>

**Explanation:**

* The active class is applied to the <p> element only when isActive is true.

**Binding to style:**

// app.component.ts

export class AppComponent {

backgroundColor = 'lightblue';

}

<!-- app.component.html -->

<p [style.background-color]="backgroundColor">This paragraph has dynamic background color.</p>

**Explanation:**

* The background-color style of the paragraph is dynamically set based on the backgroundColor property from the component.

**Setting Attribute Values:**

Although interpolation can’t bind element attributes, property binding can bind both DOM properties and attributes.

**Example (href for a link):**

// app.component.ts

export class AppComponent {

websiteUrl = 'https://angular.io';

}

<!-- app.component.html -->

<a [href]="websiteUrl">Go to Angular website</a>

**Explanation:**

* The href attribute is bound to websiteUrl. The link will point to https://angular.io.

**Conditional Property Binding:**

You can use property binding with ternary operators or logical expressions to make the element properties dynamic.

**Example:**

// app.component.ts

export class AppComponent {

isSpecial = true;

size = 16;

}

<!-- app.component.html -->

<p [class.special]="isSpecial">This paragraph has a special class applied.</p>

<p [style.font-size.px]="size">This text has dynamic font size.</p>

**Explanation:**

* The class special is applied only if isSpecial is true.
* The font size is dynamically bound to the size property (16px).

**Property Binding with Components:**

You can also bind properties between parent and child components. When you pass data from a parent component to a child component, you use property binding.

**Parent Component (Passing data to child):**

// parent.component.ts

export class ParentComponent {

parentData = 'Data from Parent';

}

**Child Component (Receiving data):**

// child.component.ts

import { Input } from '@angular/core';

export class ChildComponent {

@Input() childInput: string;

}

**Parent HTML (Binding data to child component's input):**

<!-- parent.component.html -->

<app-child [childInput]="parentData"></app-child>

**Explanation:**

* The parent component passes the value of parentData to the child component’s childInput property via property binding.

**Avoiding Common Pitfalls:**

1. **Using Square Brackets:**  
   Always use square brackets for property binding (e.g., [src] instead of src). Without the brackets, Angular will treat it as a string literal.

html

<!-- Correct -->

<img [src]="imageUrl">

<!-- Incorrect -->

<img src="imageUrl"> <!-- This would be interpreted as a string "imageUrl" -->

1. **Binding to DOM Properties vs. Attributes:**  
   Property binding works with DOM properties, not HTML attributes. For example, disabled is a DOM property, but aria-label is an attribute.
2. **Avoid Calling Functions in Property Binding:**  
   While it’s possible to call methods in property binding (just like in interpolation), it can lead to performance issues as the method is called every time Angular re-renders the view. It’s better to use a component property to store the result and bind to that property.

**Summary:**

* Property binding is a powerful technique for binding DOM properties or attributes to component data.
* It allows you to dynamically set values like src, href, disabled, class, style, and more.
* Always use square brackets for property binding and avoid using methods for complex calculations inside the bindings.

1. **Event Binding (One-Way Data Binding)**

Event binding allows you to listen to user events like clicks, keypresses, etc., and call component methods in response. We can bind events data from template file to component file using event binding.

It wraps the data in to rounded braces().

**Example:**

// app.component.ts

export class AppComponent {

message = '';

handleClick() {

this.message = 'Button clicked!';

}

}

<!-- app.component.html -->

<button (click)="handleClick()">Click Me</button>

<p>{{ message }}</p>

**Explanation:**

* When the button is clicked, the handleClick() method is triggered, which updates the message. The updated message is displayed using interpolation.

**In Details other Examples :**

**Event Binding** in Angular is used to listen to and respond to user events like clicks, key presses, mouse movements, etc. It allows the component to handle events from the DOM elements (such as buttons, input fields, etc.) by executing methods in the component class.

In event binding, you bind an event of a DOM element to a method in the component using parentheses ().

**Syntax:**

(elementEvent)="componentMethod($event)"

* elementEvent: The DOM event you want to listen for (e.g., click, input, change, etc.).
* componentMethod: The method in the component that will be executed when the event occurs.
* $event: A special variable that captures event-specific data (optional).

**Basic Example:**

In this example, we’ll handle a button click event and update a property in the component.

**Component:**

// app.component.ts

import { Component } from '@angular/core';

@Component({

selector: 'app-root',

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

})

export class AppComponent {

message = '';

onButtonClick() {

this.message = 'Button clicked!';

}

}

**Template:**

<!-- app.component.html -->

<button (click)="onButtonClick()">Click Me</button>

<p>{{ message }}</p>

**Explanation:**

* The click event of the button is bound to the onButtonClick() method. When the button is clicked, the method updates the message property, which is displayed in the paragraph using interpolation.

**Using $event in Event Binding:**

You can capture the event object using $event. This is useful when you need to access event-related information, such as the input value, key pressed, or mouse coordinates.

**Example with $event (Getting Input Value):**

// app.component.ts

export class AppComponent {

userInput = '';

onInputChange(event: any) {

this.userInput = event.target.value;

}

}

<!-- app.component.html -->

<input (input)="onInputChange($event)" placeholder="Type something">

<p>You typed: {{ userInput }}</p>

**Explanation:**

* The input event is triggered when the user types into the input field. The onInputChange($event) method captures the event object, and the input's value (event.target.value) is assigned to the userInput property.

**Handling Keyboard Events:**

Event binding can also capture keyboard events such as key presses.

**Example with keyup Event:**

// app.component.ts

export class AppComponent {

lastKeyPressed = '';

onKeyUp(event: KeyboardEvent) {

this.lastKeyPressed = event.key;

}

}

<!-- app.component.html -->

<input (keyup)="onKeyUp($event)" placeholder="Press any key">

<p>Last key pressed: {{ lastKeyPressed }}</p>

**Explanation:**

* The keyup event is triggered when the user releases a key. The method onKeyUp($event) captures the KeyboardEvent, and the key pressed (event.key) is displayed in the paragraph.

**Handling Mouse Events:**

You can also handle mouse events such as click, dblclick, mouseenter, mouseleave, and more.

**Example with mouseenter and mouseleave:**

// app.component.ts

export class AppComponent {

hoverMessage = '';

onMouseEnter() {

this.hoverMessage = 'Mouse entered!';

}

onMouseLeave() {

this.hoverMessage = 'Mouse left!';

}

}

<!-- app.component.html -->

<div (mouseenter)="onMouseEnter()" (mouseleave)="onMouseLeave()">

Hover over me!

</div>

<p>{{ hoverMessage }}</p>

**Explanation:**

* When the user hovers over the div, the mouseenter event is triggered, and when the mouse leaves the div, the mouseleave event is triggered. The corresponding methods update the hoverMessage.

**Event Binding with DOM Elements:**

Event binding can be used with different HTML elements such as buttons, inputs, forms, and more.

**Example: Submitting a Form:**

You can handle form submissions by binding to the submit event.

// app.component.ts

export class AppComponent {

submittedMessage = '';

onSubmit() {

this.submittedMessage = 'Form submitted!';

}

}

<!-- app.component.html -->

<form (submit)="onSubmit()">

<input type="text" placeholder="Your name" required>

<button type="submit">Submit</button>

</form>

<p>{{ submittedMessage }}</p>

**Explanation:**

* The submit event is triggered when the form is submitted. The onSubmit() method is executed, and the message is displayed.

**Passing Additional Data with Event Binding:**

You can pass additional arguments to the method when handling events.

**Example:**

// app.component.ts

export class AppComponent {

logMessage(message: string) {

console.log(message);

}

}

<!-- app.component.html -->

<button (click)="logMessage('Button was clicked!')">Log Message</button>

**Explanation:**

* The logMessage() method accepts a string argument. When the button is clicked, it logs the message "Button was clicked!" to the console.

**Stop Event Propagation:**

Sometimes, you may want to stop the propagation of events (e.g., stopping a click event from propagating to parent elements). You can use the $event.stopPropagation() method.

**Example:**

// app.component.ts

export class AppComponent {

onDivClick() {

console.log('Div clicked!');

}

onButtonClick(event: MouseEvent) {

event.stopPropagation(); // Stop the click from propagating to the div

console.log('Button clicked!');

}

}

<!-- app.component.html -->

<div (click)="onDivClick()">

<button (click)="onButtonClick($event)">Click Me</button>

</div>

**Explanation:**

* When the button is clicked, the click event is handled by the onButtonClick() method, but the stopPropagation() prevents the event from bubbling up to the parent div.

**Using Template Reference Variables for Event Binding:**

In addition to $event, you can use **template reference variables** to interact with DOM elements in the template.

**Example:**

<!-- app.component.html -->

<input #userInput type="text" placeholder="Enter name">

<button (click)="onSave(userInput.value)">Save</button>

// app.component.ts

export class AppComponent {

onSave(inputValue: string) {

console.log('Saved value:', inputValue);

}

}

**Explanation:**

* The #userInput is a template reference variable that holds a reference to the input field. When the button is clicked, the input’s value is passed to the onSave() method.

**Summary:**

* **Event Binding** is used to listen for user actions (like clicks, key presses, mouse events, etc.) and respond by executing component methods.
* The ($event) object allows access to event-related data (like the value of an input field, the key pressed, etc.).
* Event binding is crucial for user interaction and handling complex form inputs, validations, and other events.
* You can stop event propagation using event.stopPropagation() and use template reference variables to get direct access to DOM elements.

1. **Two Way Data Binding**

**Two-way data binding** in Angular allows for the synchronization of data between the component's property and the view (template). It enables updates in both directions—when the user modifies the view (e.g., by typing into an input field), the component property is automatically updated, and when the component property changes, the view reflects that change.

Angular provides the [(ngModel)] directive for achieving two-way data binding. This directive is part of the **FormsModule**, which must be imported into your Angular application to use it.

**Syntax:**

html

Copy code

<input [(ngModel)]="componentProperty">

* The [(ngModel)] binds the input element to the componentProperty. When the input value changes, the componentProperty is updated, and vice versa.

**Steps to Use ngModel:**

1. Import the FormsModule in your app module.
   1. Goto App.module.ts file and add directive **“import {FormsModule} from '@angular/forms';”**
   2. Add module name into section as highlighted

imports: [

    BrowserModule,

    AppRoutingModule,

**FormsModule** ],

1. Use the [(ngModel)] directive in your template to bind the view and component.

**Basic Example:**

**Step 1: Import FormsModule in the App Module:**

// app.module.ts

import { NgModule } from '@angular/core';

import { BrowserModule } from '@angular/platform-browser';

**import { FormsModule } from '@angular/forms'; // <-- Import FormsModule**

import { AppComponent } from './app.component';

@NgModule({

declarations: [AppComponent],

**imports: [BrowserModule, FormsModule], // <-- Add FormsModule to imports**

providers: [],

bootstrap: [AppComponent]

})

export class AppModule { }

**Step 2: Component (Define a property):**

// app.component.ts

import { Component } from '@angular/core';

@Component({

selector: 'app-root',

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

})

export class AppComponent {

username = ''; // Property to bind

}

**Step 3: Template (Two-Way Binding with ngModel):**

<!-- app.component.html -->

<input [(ngModel)]="username" placeholder="Enter your name">

<p>Your name is: {{ username }}</p>

**Explanation:**

* The [(ngModel)] directive binds the input field to the username property. When the user types in the input field, the username property is updated, and the new value is displayed in the paragraph using interpolation ({{ username }}).

**Example with Input Fields:**

You can use two-way binding with multiple input fields to synchronize values between the component and the template.

// app.component.ts

export class AppComponent {

firstName = '';

lastName = '';

}

<!-- app.component.html -->

<div>

<label>First Name:</label>

<input [(ngModel)]="firstName" placeholder="First Name">

<label>Last Name:</label>

<input [(ngModel)]="lastName" placeholder="Last Name">

<p>Full Name: {{ firstName }} {{ lastName }}</p>

</div>

**Explanation:**

* The input fields are bound to firstName and lastName. When the user enters text in either field, both the component properties and the display (Full Name) are updated in real-time.

**Binding to Select Dropdowns:**

You can use [(ngModel)] with a <select> element for dropdown menus as well.

// app.component.ts

export class AppComponent {

selectedCountry = '';

countries = ['USA', 'Canada', 'UK', 'Australia'];

}

<!-- app.component.html -->

<label for="country">Select your country:</label>

<select [(ngModel)]="selectedCountry" id="country">

<option \*ngFor="let country of countries" [value]="country">{{ country }}</option>

</select>

<p>You selected: {{ selectedCountry }}</p>

**Explanation:**

* The <select> element is bound to selectedCountry. When a user selects a country from the dropdown, the component’s selectedCountry property is updated, and the selected value is displayed.

**Two-Way Binding with Custom Components:**

Two-way data binding can also be used with custom components using @Input() and @Output() decorators.

**Step 1: Child Component (Custom Component):**

// child.component.ts

import { Component, Input, Output, EventEmitter } from '@angular/core';

@Component({

selector: 'app-child',

template: `

<input [value]="value" (input)="onInputChange($event)">

`

})

export class ChildComponent {

@Input() value: string = '';

@Output() valueChange = new EventEmitter<string>();

onInputChange(event: any) {

this.valueChange.emit(event.target.value);

}

}

**Explanation:**

* The ChildComponent accepts an input value through the @Input() decorator and emits changes to its parent through the @Output() decorator using EventEmitter.

**Step 2: Parent Component:**

// parent.component.ts

import { Component } from '@angular/core';

@Component({

selector: 'app-parent',

template: `

<app-child [(value)]="parentValue"></app-child>

<p>Parent Value: {{ parentValue }}</p>

`

})

export class ParentComponent {

parentValue = 'Initial Value';

}

**Explanation:**

* The parent component binds its parentValue to the value of the child component using two-way data binding. Any changes made in the child component's input field are reflected in the parent component, and vice versa.

**Common Use Cases:**

1. **Form Inputs:** Two-way binding is typically used in forms where user input needs to be reflected in the component, and vice versa.
2. **Dynamic Forms:** When creating dynamic forms where the model changes based on user input.
3. **Real-Time Feedback:** Providing real-time feedback to users, such as showing a preview of their input.

**Avoid Common Mistakes:**

* **Importing FormsModule:** Always ensure that FormsModule is imported into your module when using ngModel.
* **One-Way vs. Two-Way Binding:** Use [(ngModel)] when you need synchronization between the component and the view. For simple one-way binding, use [value] and (input) separately.

**Summary:**

* **Two-way data binding** allows for real-time synchronization between the component and the view.
* It is implemented using [(ngModel)], which both listens to user events and updates the model, and reflects model changes in the view.
* It is especially useful in forms, dropdowns, and custom components where data flow in both directions is required.

**Two Way Data Binding Implemented Example with output:**

**<!-- app.component.html -->**

<div id="input">

  <input type="text" **[(ngModel)]="mn"**  placeholder="Enter Movie Name">

  <input type="text" **[(ngModel)]="mu"** placeholder="Enter Image URL">

  <input type="button" **(click)="ShowMovie()"** value="Click me">

</div>

<div id="output" **[class]="isShow?'show':'hide'"**>

  <img **src="{{txtMovieURL}}" alt="{{txtMovieName}}"**>

  <h2>**{{txtMovieName}}**</h2>

</div>

**//app.component.ts**

import { Component } from '@angular/core';

@Component({

  selector: 'app-root',

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

  styleUrl: './app.component.css'

})

**export class AppComponent {**

**txtMovieName = '';**

**txtMovieURL = '';**

**mn = '';**

**mu = '';**

**isShow = false;**

**ShowMovie()**

**{**

**this.isShow=true;**

**this.txtMovieName = this.mn;**

**this.txtMovieURL = this.mu;**

**}**

**}**

**/\* app.component.html \*/**

.hide{

    display: none;

}

.show{

    display: block;

}

**Top Angular Interview Question & Answers**

**Prepare Your Fundamentals Interview Questions**

**1. What is Angular and its key features?**

Angular is a TypeScript-based front-end web application framework. It follows the MVC (Model-View-Controller) architecture. It is used to build front-end and single-page applications that run on JavaScript. It targets both the browser and the server. Angular is a full-fledged framework, i.e., it takes care of many aspects of front–end web applications such as HTTP requests, routing, layout, forms, reactivity, validation, etc.

**Key features of Angular are:**

* Component-based architecture – applications are written as a set of independent components.
* Parts can be created, tested, and integrated using Angular CLI.
* Great support for complex animations without writing much code.
* Because of the component router, Angular supports automatic code-splitting. Hence only the code required to render a particular view is loaded.
* Cross-platform application development.
* Template syntax for creating UI views.

**2. Explain the**[**difference between Angular and AngularJS**](https://www.scholarhat.com/tutorial/angular/angular-vs-angular-js)**.**

|  |  |  |
| --- | --- | --- |
| **Features** | **Angular** | **AngularJS** |
| **Architecture** | It makes use of directives and components | Supports Model-View-Controller design |
| **Language** | TypeScript | JavaScript |
| **Mobile Support** | Angular offers mobile support. | Unlike Angular, AngularJS does not offer mobile support |
| **Routing** | @Route configuration is used to define routing information | @routeProvider is used to provide routing information |
| **Dependency Injection** | It supports hierarchical dependency injection, along with a unidirectional tree-based change direction | It does not support dependency injection |
| **Structure** | Its simplified structure makes it easy for professionals to develop and maintain large applications easily | It is comparatively less manageable |
| **Expression Syntax** | Angular uses () to bind an event while [] to bind a property | It requires professionals to use the correct ng directive to bind a property or an event |

**3. What are the different types of data binding in Angular?**

There are two types of [data binding in Angular](https://www.scholarhat.com/tutorial/angular/angular-data-binding-methods):

1. **One-Way Data Binding:** Here, the data flows in a single direction, either from the component to the view (interpolation or property binding) or from the view to the component (event binding).
2. **Two-Way Data Binding:** Here, the immediate changes to the view & component will be reflected automatically, i.e. when the changes are made to the component or model then the view will render the changes simultaneously.

|  |
| --- |
|  |

**Angular Components Interview Questions Preparation**

**4. What are the different ways to pass data between components?**

In Angular, there are several ways to pass data between components:

1. **Input Properties (Parent to Child)**

With this, you can pass data from a parent component to a child component. In the child component, you declare an input property using the @Input() decorator and the parent component binds to this property using property binding syntax ([property]="value").

1. **Output Properties with Event Emitters (Child to Parent)**

Output properties combined with event emitters allow child components to send data to parent components. The child component emits events using an EventEmitter and the @Output() decorator. The parent component listens for these events using event binding syntax eventEmitterName.subscribe().

1. **Services (Unrelated Components)**

Services act as singletons within an Angular application and can be used to share data between unrelated components. Components can inject the same service instance and use it to share data across the application.

1. **ViewChild and ContentChild (Parent to Child)**

ViewChild and ContentChild decorators allow a parent component to access its child components directly. These decorators can be used to reference child component instances and access their properties and methods.

1. **NgRx (State Management)**

NgRx is a state management library for Angular applications based on the Redux pattern. It allows components to share data by managing the application state centrally. Components can dispatch actions to update the state and subscribe to changes in the state to react accordingly.

1. **Route Parameters (Routing)**

Route parameters can be used to pass data between components in different routes. Components can retrieve route parameters from the ActivatedRoute service and use them to fetch data or configure component behavior.

**5. How do you handle events in Angular components?**

In [Angular components](https://www.scholarhat.com/tutorial/angular/angular-components), we can handle events using event binding, event handlers, and event emitters. Let's look at them:

1. **Event Binding:** This allows the view to communicate changes back to the component when an event occurs, such as a button click or input change. Event binding is denoted by parentheses, like (event)="handler()".

**Example**

<button (click)="onClick()">Click Me</button>

1. **Event Handlers:** In the component class, define the event handler method that will be called when the event occurs. This method can take parameters to capture event data passed by the event object.

**Example**

// Component class (TypeScript file)

export class MyComponent {

onClick() {

console.log('Button clicked!');

}

}

1. **Event Emitters:** They allow child components to communicate with parent components by emitting custom events.

**Example**

**Child Component**

// Child component class (TypeScript file)

import { EventEmitter, Output } from '@angular/core';

export class ChildComponent {

@Output() myEvent = new EventEmitter();

onClick() {

this.myEvent.emit('Event data');

}

}

<button (click)="onClick()">Click Me</button>

**Parent Component**

<app-child (myEvent)="onChildEvent($event)"></app-child>

// Parent component class (TypeScript file)

export class ParentComponent {

onChildEvent(data: string) {

console.log('Event data:', data);

}

}

**Angular Directives & Pipes Interview Questions For Freshers**

**6. What are directives and their types in Angular?**

[Angular Directives](https://www.scholarhat.com/tutorial/angular/angular-directives-example) are attributes that allow the user to write new HTML syntax specific to their applications. They execute whenever the Angular compiler finds them in the DOM. Angular supports three types of directives:

1. **Component Directives:** These are the directives that come with a template and are the most common type of directives.
2. **Attribute Directives:** These are the directives that can change the appearance of a component, page, or even other directives.

The following command is used to create an attribute directive:

ng g directive YellowBackground

1. **Structural Directives:** These directives are responsible for changing the DOM layout either by adding or removing the DOM elements. Every structural directive has a ‘\*’ sign before it.

**7. How do you create custom directives?**

1. **Create Directive Class**
   * Create a TypeScript class for your custom directive. This class should be decorated with the @Directive decorator.
   * Use the selector property of the decorator to specify the CSS selector that identifies where the directive should be applied.

**Example**

import { Directive, ElementRef } from '@angular/core';

@Directive({

selector: '[appCustomDirective]'

})

export class CustomDirective {

constructor(private el: ElementRef) {

el.nativeElement.style.backgroundColor = 'yellow';

}

}

1. **Inject ElementRef**
   * Inject the ElementRef service into the constructor of your directive class. This service provides access to the host element to which the directive is applied.
   * Use ElementRef.nativeElement to access the DOM element and apply custom functionality.

constructor(private el: ElementRef) {

el.nativeElement.style.backgroundColor = 'yellow';

}

1. **Register Directive**
   * To use the custom directive, you need to declare it in the declarations array of the Angular module where it will be used.
   * If the directive is used in multiple modules, you can create a shared module and import it into the modules where the directive is needed.

import { NgModule } from '@angular/core';

import { CustomDirective } from './custom.directive';

@NgModule({

declarations: [

CustomDirective

],

exports: [

CustomDirective

]

})

export class SharedModule { }

1. **Use Directive in HTML**
   * To apply the custom directive to an HTML element, use the selector specified in the @Directive decorator.

<div appCustomDirective>

This div will have a yellow background.

</div>

**Angular Services & Dependency Injection Questions**

**8. What are services and their benefits in Angular?**

Objects classified as services are those that are only instantiated once in the course of an application. A service's primary goal is to exchange functions and data with various Angular application components. To define a service, use the @Injectable decorator. Any component or directive can call a function specified inside a service.

Here are some key benefits of Angular services:

* **Code Reusability:** By separating your business logic into services, you can reuse the same code in different parts of your application, promoting code modularity and reducing code duplication.
* **Dependency Injection:** It allows you to define dependencies for your components and have them injected automatically by the framework.
* **Single Responsibility Principle (SRP):** Services help enforce the Single Responsibility Principle (SRP) by providing a dedicated place to put your business logic and data manipulation code.
* **State Management:** You can use services to store and manipulate data, allowing components to access and update it as needed.
* **Scalability:** By structuring your application's functionality into services, you can easily add new features or modify existing ones without impacting other parts of your codebase.

**9. Describe best practices for using services in Angular.**

Below are some of the best practices for using services in Angular:

* **Don't include business logic in your services:** Services should be used for providing functionality, not for implementing business logic. Business logic should be implemented in components or other classes that are specific to your application domain.
* **Make sure your services are testable:** Services should be designed in a way that makes them easy to test. This means avoiding using global state or other external dependencies, and instead relying on dependency injection to provide any necessary functionality.
* **Use interfaces to define your services:** It can help to make your code more modular and maintainable. It also makes it easier to use other libraries and tools that rely on interfaces.
* **Keep your services small:** Services should be designed to provide specific functionality, rather than attempting to handle everything at once. If a service starts to become too large, consider breaking it up into smaller, more specific services.
* **Avoid using services to handle view logic:**Services should be used to provide functionality that can be shared across multiple components. They should not be used to handle view-related logic, which should be implemented in the components themselves.

**Angular Routing & Navigation Questions**

**10. What are the different types of routing in Angular?**

There are four main types of [routing in Angular](https://www.scholarhat.com/tutorial/angular/angular-routing-navigation-example):

1. **Component Routing:** Component routing is used to navigate between different pages or components within an Angular application. The URL for each page or component is defined in a routing configuration, and when the user navigates to that URL, the corresponding component is displayed.

const appRoutes: Routes = [

{ path: 'home', component: HomeComponent },

{ path: 'about', component: AboutComponent },

{ path: 'contact', component: ContactComponent },

{ path: '', redirectTo: '/home', pathMatch: 'full' }

];

@NgModule({

imports: [ RouterModule.forRoot(appRoutes) ],

exports: [ RouterModule ]

})

export class AppRoutingModule { }

1. **Child Routing:** Child routing is used to navigate between child components within a parent component. The parent component serves as a container for the child components, and the URL for each child component is defined as a child route of the parent component.

const routes: Routes = [

{

path: 'home',

component: HomeComponent,

children: [

{ path: 'about', component: AboutComponent },

{ path: 'contact', component: ContactComponent }

]

}

];

@NgModule({

imports: [ RouterModule.forChild(routes) ],

exports: [ RouterModule ]

})

export class HomeRoutingModule { }

1. **Lazy Loading:** Lazy loading is a technique in which a module is loaded only when it’s needed, rather than loading all modules at the start of the application. This can help reduce the initial load time of your application, especially if it has many modules.

const routes: Routes = [

{

path: 'home',

loadChildren: () => import('./home/home.module').then(m => m.HomeModule)

},

{

path: 'about',

loadChildren: () => import('./about/about.module').then(m => m.AboutModule)

},

{

path: 'contact',

loadChildren: () => import('./contact/contact.module').then(m => m.ContactModule)

}

];

@NgModule({

imports: [ RouterModule.forRoot(routes) ],

exports: [ RouterModule ]

})

export class AppRoutingModule {

1. **Dynamic Routing:** Dynamic routing is a technique in which the routing configuration is generated dynamically, based on the data that’s available at runtime.

const routes: Routes = [

{

path: ':id',

component: DynamicComponent,

resolve: {

data: DynamicDataResolver

}

}

];

@NgModule({

imports: [ RouterModule.forRoot(routes) ],

exports: [ RouterModule ]

})

export class AppRoutingModule { }

**11. Explain how to configure routing in an Angular application.**

1. **Install Angular Router**
   * Install Angular Router in your project by running the following command in your terminal

npm install @angular/router

1. **Define Routes**
   * In your Angular application, define the routes for different views/pages in the app-routing.module.ts file.
   * Define an array of route objects, where each object specifies the path, component to render, and any additional configuration.

**Example**

import { NgModule } from '@angular/core';

import { RouterModule, Routes } from '@angular/router';

import { HomeComponent } from './home/home.component';

import { AboutComponent } from './about/about.component';

import { ContactComponent } from './contact/contact.component';

const routes: Routes = [

{ path: '', component: HomeComponent },

{ path: 'about', component: AboutComponent },

{ path: 'contact', component: ContactComponent }

];

@NgModule({

imports: [RouterModule.forRoot(routes)],

exports: [RouterModule]

})

export class AppRoutingModule { }

1. **Configure Router Outlet**
   * In your root component's template file (usually app.component.html), add an element. This is where Angular will render the component associated with the current route.

**Example**

<router-outlet></router-outlet>

1. **Configure Navigation**
   * Use the routerLink directive in your HTML templates to navigate between different routes. The routerLink directive generates a link based on the specified route path.

**Example**

<a routerlink="/">Home</a>

<a routerlink="/about">About</a>

<a routerlink="/contact">Contact</a>

1. **Handle Route Parameters**
   * You can define routes with parameters to pass data between components or to specify dynamic paths.

**Example**

const routes: Routes = [

{ path: 'products/:id', component: ProductDetailComponent }

];

1. **Import AppRoutingModule**
   * Finally, import the AppRoutingModule in your root module (usually app.module.ts) to enable routing in your Angular application.

**Example**

import { BrowserModule } from '@angular/platform-browser';

import { NgModule } from '@angular/core';

import { AppRoutingModule } from './app-routing.module';

import { AppComponent } from './app.component';

@NgModule({

declarations: [

AppComponent

],

imports: [

BrowserModule,

AppRoutingModule

],

providers: [],

bootstrap: [AppComponent]

})

export class AppModule { }

**Angular Interview Questions for Freshers**

**12. How does an Angular application work?**

1. Every Angular app consists of a file named **angular.json**. This file will contain all the configurations of the app. While building the app, the builder looks at this file to find the entry point of the application.

"build": {

"builder": "@angular-devkit/build-angular:browser",

"options": {

"outputPath": "dist/angular-starter",

"index": "src/index.html",

"main": "src/main.ts",

"polyfills": "src/polyfills.ts",

"tsConfig": "tsconfig.app.json",

"aot": false,

"assets": [

"src/favicon.ico",

"src/assets"

],

"styles": [

"./node\_modules/@angular/material/prebuilt-themes/deeppurple-amber.css",

"src/style.css"

]

}

}

1. Inside the build section, the main property of the options object defines the entry point of the application which in this case is main.ts.
2. The main.ts file creates a browser environment for the application to run, and, along with this, it also calls a function called bootstrapModule, which bootstraps the application. These two steps are performed in the following order inside the main.ts file:

import { platformBrowserDynamic } from '@angular/platform-browser-dynamic';

platformBrowserDynamic().bootstrapModule(AppModule)

1. The AppModule is declared in the app.module.ts file. This module contains declarations of all the components.

import { BrowserModule } from '@angular/platform-browser';

import { NgModule } from '@angular/core';

import { AppComponent } from './app.component';

@NgModule({

declarations: [

AppComponent

],

imports: [

BrowserModule

],

providers: [],

entryComponents: [],

bootstrap: [AppComponent]

})

export class AppModule { }

Here, the AppComponent is getting bootstrapped.

1. This component is defined in the **app.component.ts** file. This file interacts with the webpage and serves data to it.

import { Component } from '@angular/core';

@Component({

selector: 'app-root',

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

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

})

export class AppComponent {

title = 'angular';

}

1. Each component is declared with three properties:
   1. **Selector:**used for accessing the component
   2. **Template/TemplateURL:** contains HTML of the component
   3. **StylesURL:** contains component-specific stylesheets
2. After this, Angular calls the **index.html** file. This file consequently calls the root component that is app-root. The root component is defined in **app.component.ts**.

<!doctype html>

<html lang="en">

<head>

<meta charset="utf-8">

<title>Angular</title>

<base href="/">

<meta name="viewport" content="width=device-width, initial-scale=1">

</head>

<body>

<app-root></app-root>

</body>

</html>

The HTML template of the root component is displayed inside thetags.

**13. What are the benefits of using Angular?**

The top benefits of utilizing the Angular framework are listed below:

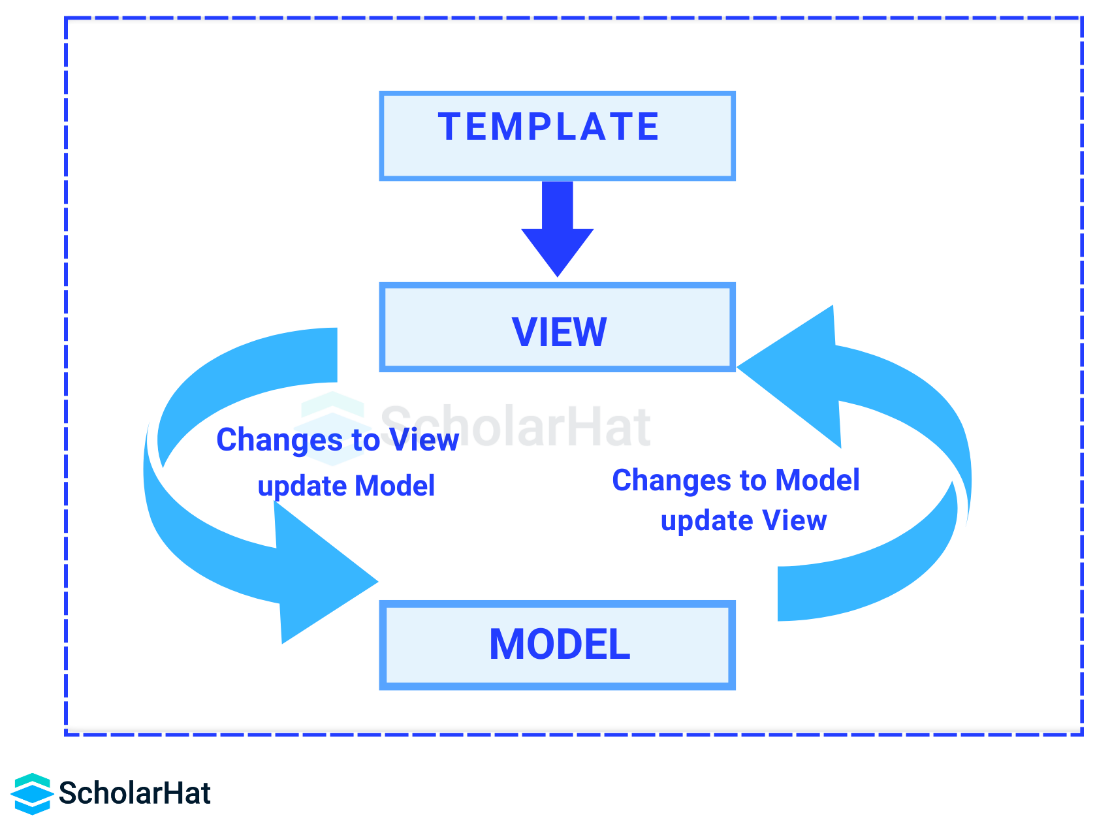
* Angular facilitates bidirectional data coupling.
* Its architecture adheres to the MVC pattern.
* Both Angular and static templates are supported.
* It makes adding a custom directive easier.
* RESTfull services are also supported.
* Angular provides functionality for validations.
* Client and server communication is enabled by Angular.
* Support for dependency injection is offered.
* It has strong features like animation and event handlers, among others.

**14. What is the purpose of TypeScript in Angular development?**

* **Static Typing:** There is a feature of static typing in TypeScript, through which you can define and enforce the types of variables, function parameters, and return values. This helps in error detection at compile-time.
* **Enhanced Tooling:** TypeScript provides a rich set of tooling features like code navigation, autocompletion, and refactoring support. These features improve developer productivity and make it easier to work with larger codebases.
* **Better Code Organization:** TypeScript supports object-oriented programming features like classes, interfaces, and modules. These features help organize code into reusable and maintainable components, making the development process more structured and efficient.
* **Improved Readability:** With the help of TypeScript, developers can write self-documented code by providing type annotations. This improves code readability and makes it easier for other developers to understand and collaborate on the project.
* **Compatibility with Existing JavaScript Code:** Being a superset of JavaScript, TypeScript can seamlessly integrate with existing JavaScript projects. This allows developers to gradually introduce TypeScript into their codebase without needing a complete rewrite.

**15. Explain the concept of data binding in Angular and its different types.**

Data binding is a mechanism that allows synchronization of data between the model and the view, making it easier to manage and update user interfaces efficiently.



There are four types of Data binding in Angular:

1. **Property Binding:** This is achieved by using square brackets to bind a property of an HTML element to a component property. For instance, [property]="data" binds the value of the component's "data" property to the HTML element's property.

**Syntax**

[class]="variable\_name"

1. **Event Binding:** This allows the view to communicate changes back to the component when an event occurs, such as a button click or input change. Event binding is denoted by parentheses, like (event)="handler()".

**Syntax**

<button class="btn btn-block"

(click)=showevent($event)>

Event

</button>

showevent(event) {

alert("Welcome to ScholarHat");

}

1. **String Interpolation:**This involves displaying component data in the view by enclosing the property or expression in double curly braces, like {{ data }}. Angular automatically updates the view whenever the underlying data changes.

**Syntax**

class="{{variable\_name}}"

1. **Two-way Data Binding:** Here, the immediate changes to the view & component will be reflected automatically, i.e. when the changes are made to the component or model then the view will render the changes simultaneously. Similarly, when the data is altered or modified in the view then the model or component will be updated accordingly.

**16. Explain the concept of single-page applications (SPAs).**

A single-page application is a website that loads a single document and overwrites the existing one with new data from a web server instead of reloading pages individually from the beginning. Due to this ability, the page content updates in real-time based on user actions with quick transitions and without refreshing.

The ability to provide new content seamlessly based on user actions, such as button clicks makes single-page applications stand out from their counterparts. Instead of refreshing an entire page, the application updates or alters components based on the user’s actions and needs, making it quick to respond and easy to interact with in real-time.

**17. What is new in Angular 17?**

* New, declarative control flow
* Deferred loading blocks
* View Transitions API support
* Support for passing in @Component.styles as a string
* Angular’s animation code is lazy-loadable
* TypeScript 5.2 support
* The core Signal API is now stable (PR)
* Signal-based components are not ready yet, they won’t be a part of Angular 17
* Node.js v16 support has been removed and the minimum support version is v18.13.0 (PR)
* We expect that Esbuild will be the default builder and the default dev server will use Vite

**18. What are decorators in Angular?**

Decorators are design patterns or functions that define how Angular features work. They are employed to alter a class, service, or filter beforehand. Angular supports four types of decorators, they are:

1. **Class Decorators**
2. **Property Decorators**
3. **Method Decorators**
4. **Parameter Decorators**

**19. What are Angular Templates?**

Angular templates are written in HTML and feature Angular-specific elements and properties. These templates are merged with information from the model and controller, which is then rendered to present the user with a dynamic view. In an Angular component, there are two ways to construct a template:

1. **Linked Template:** A component may include an HTML template in a separate HTML file. As illustrated below, the templateUrl option is used to indicate the path of the HTML template file.

**Example**

@Component({

selector: "app-greet",

templateUrl: "./component.html"

})

1. **Inline Template:** The component decorator's template config is used to specify an inline HTML template for a component. The Template will be wrapped inside the single or double quotes.

**Example**

@Component({

selector: "app-greet",

template: `

Hello {{name}} how are you ?

Welcome to interviewbit !

`

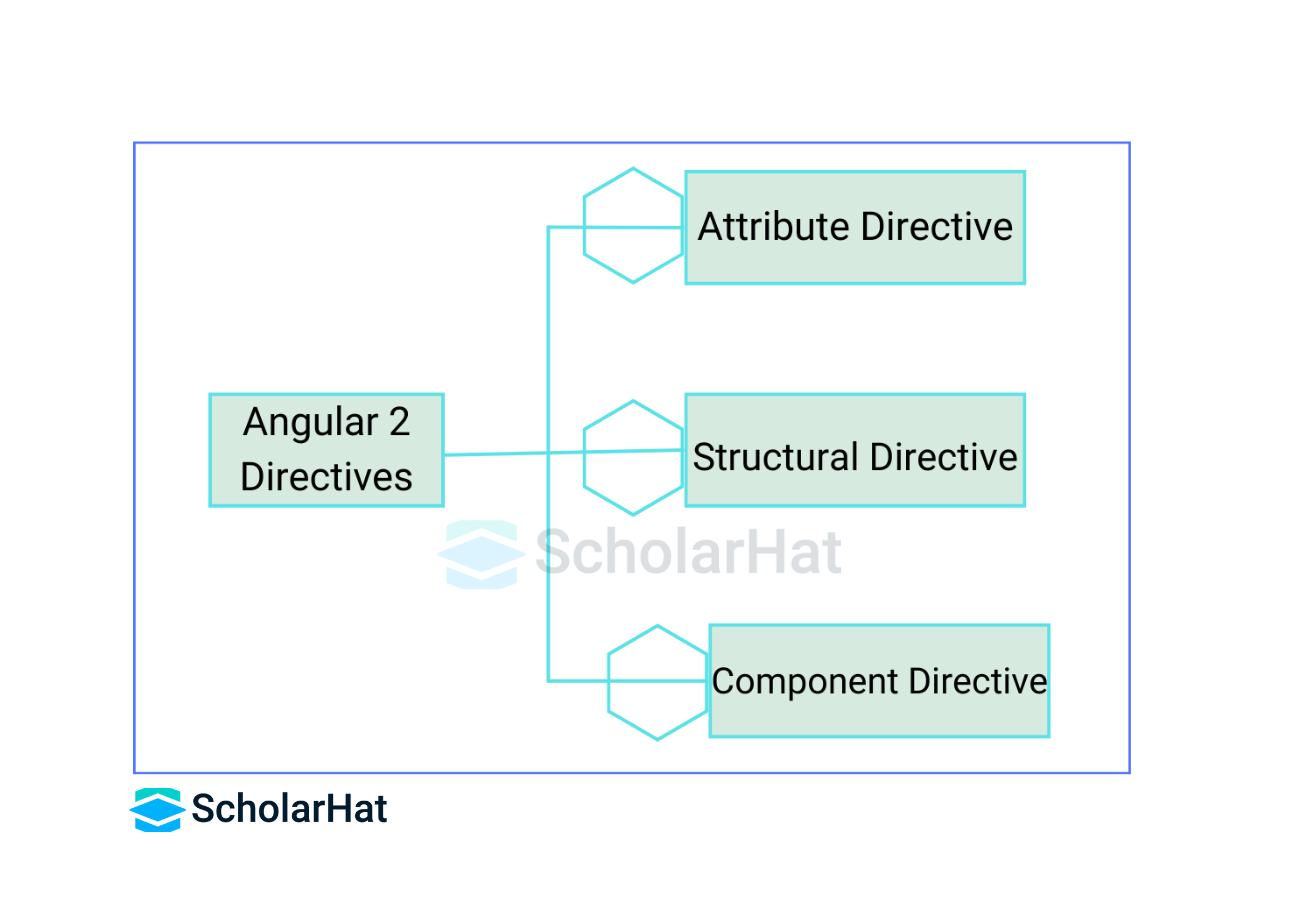
})

**20. What are Angular Annotations?**

Angular Annotations are hard-coded language features. Annotations are merely metadata that is set on a class to reflect the metadata library. When a user annotates a class, the compiler adds an annotations property to the class, saves an annotation array in it, and then attempts to instantiate an object with the same name as the annotation, providing the metadata into the constructor. Annotations in AngularJs are not predefined, therefore we can name them ourselves.

**21. What are Angular Directives?**

A directive is a class in Angular that is declared with a @Directive decorator. Every directive has its own behavior and can be imported into various components of an application. When Angular begins compiling the TypeScript, [**CSS**](https://www.scholarhat.com/tutorial/css), and [**HTML**](https://www.scholarhat.com/tutorial/html) files into a single JavaScript file, it scans through the entire code and looks for a directive that has been registered.



There are three types of directives in Angular:

1. **Component Directives**
2. **Structural Directives**
3. **Attribute Directives**

**22. What are Angular Components?**

Components are the core building pieces in Angular that manage a portion of the UI for any application. The @Component decorator is used to define a component. Every component comprises three parts: a template that loads the component's view, a stylesheet that specifies the component's look and feel, and a class that includes the component's business logic.

**Angular Interview Questions for Experienced Professionals**

After getting conceptual clarity on the fundamental topics, let's step a level further towards the questions for a little trained and experienced frontend or Angular developer.

**23. Explain the differences between AOT (Ahead-of-Time) and JIT (Just-in-Time) compilation and their pros and cons.**

|  |  |
| --- | --- |
| **AOT (Ahead-of-Time)** | **JIT (Just-in-Time)** |
| Compiles code before the Angular application is loaded in the browser | Compiles Code during runtime when the Angular app is launched in the client’s browser. |
| Generates a production-ready output with optimizations, ready for deployment without additional build steps. | Requires an additional build for production, potentially adding extra time to the deployment process |
| AOT produces smaller bundle sizes, which means faster downloads for users | Produces larger bundle sizes due to in-browser compilation, potentially impacting loading speed |
| AOT catches and reports template errors during the compilation phase, ensuring more reliable applications with fewer runtime issues. | Identifies errors during runtime, which may lead to issues being discovered after the application is already in use |
| Does not allow dynamic updates in production, requiring a rebuild for any changes | Allows dynamic updates during development, making it easier to see immediate results |
| Better compatibility with older browsers, ensuring wider accessibility | Slightly less compatible with older browsers compared to AOT |

**Advantages of AOT Compilation**

* Faster rendering
* Fewer asynchronous requests
* Smaller Angular framework download size
* Quick detection of template errors
* Better security

**Advantages of JIT Compilation**

* Faster Development Cycle
* Dynamic Compilation
* Optimized Bundle Sizes
* Runtime Error Reporting
* Dynamic Template Compilation

**Disadvantages of AOT Compilation**

* Increased Build Time
* Complexity of Configuration
* Increased Bundle Size
* Debugging Challenges

**Disadvantages of JIT Compilation**

* Browser Compatibility
* Debugging Complexity
* Potential Performance Overhead

**24. Describe lazy loading and its benefits for optimizing application performance.**

[Lazy loading in angular](https://www.scholarhat.com/tutorial/angular/lazy-loading-in-angular) refers to the technique of loading webpage elements only when they are required. Instead of loading all media at once, which would use a lot of bandwidth and bog down page views, those elements are loaded when their location on the page is about to scroll into view.

**Implementing Lazy Loading in Angular**

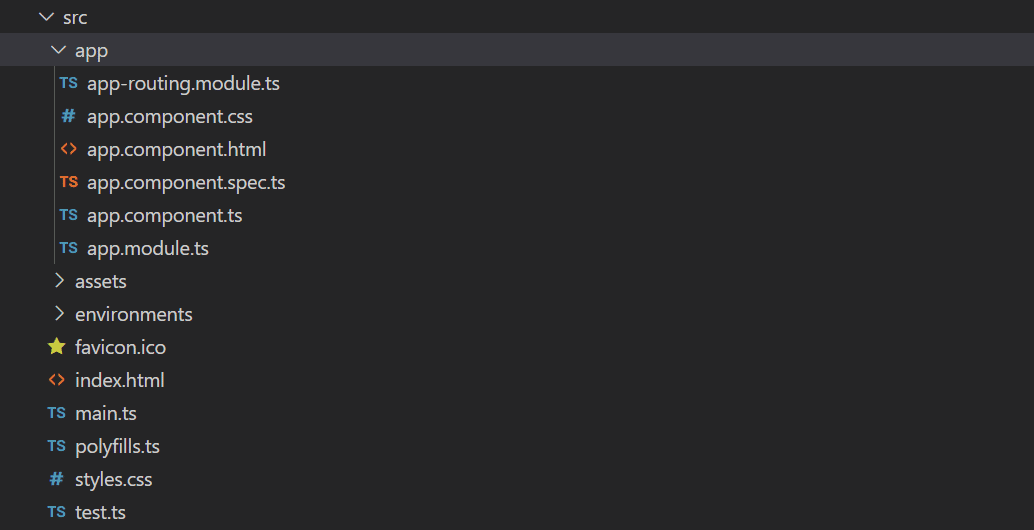
1. **Set Up Your Project:** Install the CLI using npm by running the command

npm install -g @angular/cli

Create a project, for example, Lazy Loading Demo

ng new lazy-loading-demo --routing

Now, you’ll be working exclusively in the src/app folder, which contains the code for your app. This folder contains your main routing file, app-routing.module.ts.



1. **Create Feature Modules**

Create separate modules for each feature of your application. Each feature module should contain its components, services, and other related files.

**Example**

**products.module.ts**

import { NgModule } from '@angular/core';

import { CommonModule } from '@angular/common';

import { RouterModule } from '@angular/router';

import { ProductsListComponent } from './products-list/products-list.component';

import { ProductDetailComponent } from './product-detail/product-detail.component';

@NgModule({

declarations: [

ProductsListComponent,

ProductDetailComponent

],

imports: [

CommonModule,

RouterModule.forChild([

{ path: '', component: ProductsListComponent },

{ path: ':id', component: ProductDetailComponent }

])

]

})

export class ProductsModule { }

1. **Configure Routes for Lazy Loading:** Define routes for each feature module in your app-routing.module.ts file.
2. const routes: Routes = [
3. { path: 'dashboard', component: DashboardComponent },
4. { path: 'products', loadChildren: () => import('./products/products.module').then(m => m.ProductsModule) },
5. // Other routes...
6. ];
7. **Load Feature Modules Lazily:** Use the loadChildren property in the route configuration to specify the path to the feature module file and load it dynamically using the import() function.

**Example**

loadChildren: () => import('./products/products.module').then(m => m.ProductsModule)

1. **Update AppModule:** Remove references to feature modules from the imports array of the AppModule since they are now loaded lazily.
2. **Test Lazy Loading:** Test your application to ensure that feature modules are loaded only when their routes are accessed.

**25. What are Pure Pipes?**

These are pipelines that only employ pure functions. As a result, a pure pipe does not use any internal state, and the output remains constant as long as the parameters provided remain constant. Angular calls the pipe only when the parameters being provided change. Throughout all components, a single instance of the pure pipe is used.

**26. What do you understand by impure pipes?**

Angular calls an impure pipe for each change detection cycle, independent of the change in the input fields. For each of these pipes, several pipe instances are produced. These pipes' inputs can be altered.

By default, all pipes are pure. However, you can specify impure pipes using the pure property as specified below:

@Pipe({

name: 'impurePipe',

pure: false/true

})

export class ImpurePipe {}

**27. What is Bootstrap? How is it embedded into Angular?**

Bootstrap is a popular open-source CSS framework used for building responsive and mobile-first websites and web applications. It provides a set of pre-styled components, such as buttons, forms, navigation bars, and grid layouts, as well as CSS utilities for styling and layout management.

The bootstrap library can be integrated into your program in two different methods:

1. **Angular Bootstrap through CDN:** You can include Bootstrap CSS and JavaScript files directly from a content delivery network (CDN) in your Angular application's index.html file.

**Example**

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8">

<title>Angular App</title>

<base href="/">

<meta name="viewport" content="width=device-width, initial-scale=1">

<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.5.2/css/bootstrap.min.css">

</head>

<body>

<app-root></app-root>

<script src="https://code.jquery.com/jquery-3.5.1.slim.min.js"></script>

<script src="https://cdn.jsdelivr.net/npm/@popperjs/core@2.9.1/dist/umd/popper.min.js"></script>

<script src="https://maxcdn.bootstrapcdn.com/bootstrap/4.5.2/js/bootstrap.min.js"></script>

</body>

</html>

1. **Using npm Package:** You can install Bootstrap as an npm package and import its CSS files directly into your Angular components or stylesheets.
   * Install Bootstrap using npm
   * npm install bootstrap
   * Import Bootstrap CSS in your styles.scss or styles.css file
   * @import '~bootstrap/dist/css/bootstrap.min.css';

**Angular Interview Questions for Experienced Professionals ( 2 to 3 years)**

If you have spent more than two years in the frontend or Angular development, you are now in the position to understand the little bit advanced level of questions mentioned below:

**28. What do Angular filters do? List a few of them.**

Filters are used to format an expression and present it to the user. They can be used in view templates, controllers, or services.

|  |  |
| --- | --- |
| **Filter name** | **Description** |
| **Uppercase** | Convert string to uppercase |
| **Lowercase** | Convert string to lowercase |
| **Date** | Convert the date to the specified format |
| **Currency** | Convert the number to currency format |
| **Number** | Format the number into a string |
| **Orderby** | Orders an array by specific expression |
| **limitTo** | Limits array into the specified number of elements; string to specified number of characters |
| **JSON** | Format object to JSON string |
| **Filter** | Select a subset of items from the array |

**29. In Angular, what is the scope?**

The scope in Angular binds the HTML, i.e., the view, and the JavaScript, i.e., the controller. It as expected is an object with the available methods and properties. The scope is available for both the view and the controller. When you make a controller in Angular, you pass the $scope object as an argument.

**How to Use the Scope in Angular?**

<!DOCTYPE html>

<html>

<script src="https://ajax.googleapis.com/ajax/libs/angularjs/1.6.9/angular.min.js"></script>

<body>

<div ng-app="myApp" ng-controller="myCtrl">

<h1>{{websitename}}</h1>

</div>

<script>

var app = angular.module('myApp', []);

app.controller('myCtrl', function($scope) {

$scope.websitename = "ScholarHat";

});

</script>

<p>The property "websitename" was made in the controller, and can be referred to in the view by using the {{ }} brackets.</p>

</body>

</html>

**30. What are lifecycle hooks in Angular? Explain a few lifecycle hooks.**

Every component in Angular has a lifecycle. Angular creates and renders these components and also destroys them before removing them from the DOM. This is achieved with the help of lifecycle hooks. Throughout the entire process, [Angular Lifecycle hooks](https://www.scholarhat.com/tutorial/angular/angular-lifecycle-hooks) are used to monitor the phases and initiate modifications at particular points.

The following are the eight lifecycle hooks in Angular

|  |  |
| --- | --- |
| **Lifecycle hooks** | **Functions** |
| ngOnChanges( ) | Called when the input properties of the component are changed. |
| ngOnInit( ) | Called after the ngOnChanges hook, to initialize the component and set the input properties |
| ngDoCheck( ) | Called to detect and act on changes |
| ngAfterContentInit( ) | Called after the first ngDoCheck hook, to respond after the content is projected inside the component |
| ngAfterContentChecked( ) | Called after ngAfterContentInit (and every subsequent ngDoCheck) to respond after the projected content is checked |
| ngAfterViewInit( ) | Called after a component’s view, or after initializing a child component’s view |
| ngAfterViewChecked( ) | Called after ngAfterViewInit, to respond when the component’s view or child component’s view is checked |
| ngOnDestroy( ) | Called immediately before destroying the component, to clean up the code and detach the event handlers |

**31. What is Eager and Lazy Loading?**

1. **Eager Loading:** It is the default module-loading strategy. Eager-loading feature modules are loaded before the program begins. This is primarily utilized for small-scale applications.
2. **Lazy Loading:** Lazy loading loads the feature modules dynamically as needed. This speeds up the application. It is utilized for larger projects where all of the modules are not required at the start.

**32. How can I utilize an Angular template with ngFor?**

1. **Component Class:** First of all you need to have a component class with a property that holds the collection of items you want to iterate over. import { Component } from '@angular/core';

**Example**

@Component({

selector: 'app-my-component',

templateUrl: './my-component.component.html',

styleUrls: ['./my-component.component.css']

})

export class MyComponent {

items: string[] = ['Item 1', 'Item 2', 'Item 3'];

}

1. **Template:** In your template file (my-component.component.html), use the ngFor directive to iterate over the items array and render elements dynamically for each item
2. <div \*ngFor="let item of items">
3. {{ item }}
4. </div>

Here, \*ngFor="let item of items" iterates over the items array and assigns each item to the local variable item. The content inside the

tag is repeated for each item in the array, and {{ item }} displays the value of each item.

1. **Result:** When you render the MyComponent component, Angular will dynamically generate HTML elements for each item in the items array, resulting in
2. <div>Item 1</div>
3. <div>Item 2</div>
4. <div>Item 3</div>

The number of <div> elements rendered will be equal to the number of items in the items array, and the content of each <div> will display the corresponding item.

**33. What do Angular's Template-driven and Reactive forms mean?**

Angular 17 continues to support both Template-Driven and Reactive forms. Choosing between Template-Driven and Reactive forms largely depends on the specific requirements of your project and your personal or team’s familiarity with Angular.

1. **Template-driven Forms:** They are the Angular way of leveraging HTML and its form elements to manage form data. Here, most of the form logic is handled by directives in the template itself. The FormsModule is essential here, enabling two-way data binding using ngModel to link domain model values to form input fields.

**Example**

/// Import FormsModule to enable template-driven forms

import { FormsModule } from '@angular/forms';

@NgModule({

imports: [

FormsModule

// other imports...

],

// other module properties...

})

export class AppModule { }

<!-- your-component.html -->

<form #userForm="ngForm">

<input type="text" name="username" [(ngModel)]="user.username" required>

<input type="email" name="email" [(ngModel)]="user.email" required>

<button type="submit" [disabled]="!userForm.valid">Submit</button>

</form>

Here, ngModel binds the input fields to the user.username and user.email properties.

1. **Reactive Forms:** Here, the ReactiveFormsModule is used, and form controls are explicitly created in the component class. This approach leverages the FormControl, FormGroup, and FormArray classes to manage form data.

**Example**

// app.module.ts

// Import ReactiveFormsModule for reactive forms

import { ReactiveFormsModule } from '@angular/forms';

@NgModule({

imports: [

ReactiveFormsModule

// other imports...

],

// other module properties...

})

export class AppModule { }

// your-component.ts

import { FormGroup, FormControl, Validators } from '@angular/forms';

export class YourComponent {

userForm = new FormGroup({

username: new FormControl('', Validators.required),

email: new FormControl('', [Validators.required, Validators.email])

});

onSubmit() {

console.log(this.userForm.value);

}

}

<!-- your-component.html -->

<form [formGroup]="userForm" (ngSubmit)="onSubmit()">

<input type="text" formControlName="username">

<input type="email" formControlName="email">

<button type="submit" [disabled]="!userForm.valid">Submit</button>

</form>

**34. What kind of DOM is implemented by Angular?**

Angular implements a dynamic and extensible Document Object Model (DOM) that is based on the standard DOM provided by the browser. This dynamic DOM is known as the Angular-specific DOM. This updates the entire tree structure of HTML tags until it reaches the data to be updated.

Below are some properties of this Angular-specific DOM:

* **Virtual DOM:** Angular uses a virtual representation of the DOM.
* **Template Syntax:** Angular templates are written using a declarative and expressive syntax that defines the structure and behavior of the user interface.
* **Data Binding:** Angular implements two-way data binding.
* **Directives and Components:** Angular extends HTML with custom directives and components that encapsulate behavior and presentation logic.
* **Change Detection:** Angular performs change detection to detect and propagate changes to the view.
* **Cross-Browser Compatibility:** Angular's DOM abstraction layer ensures cross-browser compatibility and consistency by providing a unified API.

**35. Discuss your understanding of server-side rendering (SSR) and when you would consider using Angular Universal.**

Server-side rendering (SSR) is a process that involves rendering pages on the server, resulting in initial HTML content that contains the initial page state. Once the HTML content is delivered to a browser, Angular initializes the application and utilizes the data contained within the HTML.

**Working of SSR**

1. An HTTP request is made to the server.
2. The server receives the request and processes all (or most of) the necessary code immediately.
3. The result is a fully formed and easily consumed HTML page that can be sent to the client’s browser via the server’s response.

**Angular Universal**

Angular Universal is a server-side rendering solution. It allows rendering the angular applications on the server before sending them to the client. The content of the application is available to first-time users instantly.

Here, are the scenarios for using Angular Universal:

* **Improved SEO:** By using Angular Universal to pre-render your application on the server side, you can ensure that search engines can crawl and index your content more effectively, improving your site's search engine optimization (SEO) and visibility.
* **Better Performance:** Rendering pages on the server side can lead to faster initial page loads and improved perceived performance for users, especially on devices with slower network connections or limited processing power.
* **Optimized Social Sharing:** Server-side rendering with Angular Universal ensures that the shared links include meaningful content and metadata, improving the appearance and usability of shared links on social media.
* **Accessibility and Progressive Enhancement:** Server-rendered pages provide a solid foundation for progressive enhancement, allowing you to enhance the user experience with client-side interactivity while ensuring a baseline level of functionality for all users.
* **Optimized Time to Interactive (TTI):** Server-side rendering can help reduce the time to interactive (TTI) for your application by pre-rendering the initial view on the server side and sending it to the client.
* **Improved Performance on Mobile Devices:** Mobile devices, especially those with limited processing power and network bandwidth, can benefit from server-side rendering to reduce the time and resources required to render pages.

**36. Explain RxJS Observables and their advantages over Promises for asynchronous operations.**

RxJS is a framework for reactive programming that makes use of Observables, making it easy to write asynchronous code. This project is a kind of reactive extension to JavaScript with better performance, modularity, and debuggable call stacks while staying mostly backward-compatible, with some changes that reduce the API surface. RxJS is the official library used by Angular to handle reactivity, converting pull operations for call-backs into Observables.

Advantages of RxJS over promises for asynchronous operations:

* **Functional Reactive Programming (FRP):** RxJS follows the Functional Reactive Programming paradigm, which allows developers to work with streams of data over time.
* **Powerful Operators:** RxJS provides a wide range of operators that allow developers to manipulate, transform, and combine streams of data. These operators enable powerful data processing and manipulation workflows, making it easier to handle complex asynchronous scenarios.
* **Handling Complex Scenarios:** With RxJS, developers can handle complex asynchronous scenarios such as debounce, throttle, retry, and timeout with ease.
* **Lazy Evaluation:** RxJS uses lazy evaluation, i.e. operators are only executed when the observable is subscribed to.
* **Cancellation and Resource Management:** RxJS provides mechanisms for cancellation and resource management, which allows developers to clean up resources and cancel ongoing operations when they're no longer needed.
* **Integration with Angular:** RxJS is deeply integrated with Angular and is used extensively throughout the framework, especially in features like reactive forms, HTTP requests, and event handling.
* **Error Handling:** RxJS provides robust mechanisms, including operators for catching and handling errors within observables. This makes it easier to handle errors in asynchronous operations and recover gracefully from failures.

**37. Describe your experience with state management libraries like NgRx or NgXS, highlighting their strengths and weaknesses in different contexts.**

1. **NgRx**

NgRx is a powerful state management library for Angular, inspired by Redux. It follows a unidirectional data flow pattern and provides a centralized store to manage the application state.

**Example**

// Actions

export enum CounterActionTypes {

Increment = '[Counter] Increment',

Decrement = '[Counter] Decrement',

}

export class Increment implements Action {

readonly type = CounterActionTypes.Increment;

}

export class Decrement implements Action {

readonly type = CounterActionTypes.Decrement;

}

// Reducer

export function counterReducer(state: number = 0, action: CounterActions): number {

switch (action.type) {

case CounterActionTypes.Increment:

return state + 1;

case CounterActionTypes.Decrement:

return state - 1;

default:

return state;

}

}

// Store Setup

@NgModule({

imports: [

StoreModule.forRoot({ counter: counterReducer }),

],

})

export class AppModule { }

// Component

@Component({

selector: 'app-counter',

template: `

<div>

<button (click)="increment()">Increment</button>

<span>{{ counter$ | async }}</span>

<button (click)="decrement()">Decrement</button>

</div>

`,

})

export class CounterComponent {

counter$: Observable<number>;

constructor(private store: Store<{ counter: number }>) {

this.counter$ = this.store.select('counter');

}

increment() {

this.store.dispatch(new Increment());

}

decrement() {

this.store.dispatch(new Decrement());

}

}

1. **NgXs**

NgXs is a lightweight and developer-friendly state management library for Angular applications. It offers a straightforward setup and intuitive syntax.

**Example**

// State

@State<number>({

name: 'counter',

defaults: 0,

})

export class CounterState {}

// Actions

export class Increment {

static readonly type = '[Counter] Increment';

}

export class Decrement {

static readonly type = '[Counter] Decrement';

}

// Component

@Component({

selector: 'app-counter',

template: `

<div>

<button (click)="increment()">Increment</button>

<span>{{ counter$ | async }}</span>

<button (click)="decrement()">Decrement</button>

</div>

`,

})

export class CounterComponent {

counter$: Observable<<number>;

constructor(private store: Store) {

this.counter$ = this.store.select(state => state.counter);

}

increment() {

this.store.dispatch(new Increment());

}

decrement() {

this.store.dispatch(new Decrement());

}

}

**Strengths and Weaknesses of Ngrx in different contexts:**

**Strengths:**

* **Predictable State Management:** NgRx follows the Redux pattern, providing a predictable state management approach.
* **Single Source of Truth:** NgRx stores application state in a single immutable store, making it easier to maintain and debug complex applications.
* **Middleware Support:** NgRx supports middleware, allowing developers to intercept actions and perform asynchronous operations such as API calls or logging.
* **Integration with Angular:** NgRx is specifically designed for Angular applications, providing seamless integration with Angular's reactive programming model and dependency injection system.
* **Time-travel Debugging:** NgRx DevTools enables time-travel debugging, allowing developers to replay actions and inspect state changes at different points in time.

**Weaknesses:**

* **Boilerplate Code:** Implementing NgRx can lead to a significant amount of boilerplate code, especially for simple applications or features.
* **Learning Curve:** NgRx has a steep learning curve, especially for developers new to reactive programming concepts and the Redux pattern.
* **Complexity:** As applications grow in size and complexity, managing NgRx stores and actions can become challenging, leading to potential performance issues and codebase maintenance overhead.

**Strengths and Weaknesses of NgXS in different contexts:**

**Strengths:**

* **Simplicity:** NgXS aims to simplify state management in Angular applications by providing a lightweight and intuitive API for managing state.
* **Minimal Boilerplate:** NgXS reduces the amount of boilerplate code required compared to NgRx, making it easier to get started with state management.
* **Angular Integration:** Similar to NgRx, NgXS integrates well with Angular and leverages Angular's reactive programming model.
* **DevTools Support:** NgXS supports DevTools extensions, enabling developers to inspect state changes and debug applications more effectively.

**Weaknesses:**

* **Limited Middleware Support:** As compared to NgRx, NgXS has limited support for middleware, which may limit its capabilities for handling complex asynchronous operations.
* **Community and Ecosystem:** NgXS has a smaller community and ecosystem compared to NgRx, which may result in fewer third-party extensions, tools, and resources available for developers.
* **Scalability:** While NgXS is suitable for managing state in smaller to medium-sized applications, it may face scalability challenges in larger and more complex applications compared to NgRx.

**38. Describe the Angular modules, services, and components.**

1. **Angular modules**

An Angular module is a deployment sub-set of your whole Angular application. It's useful for splitting up an application into smaller parts and lazy load each separately, and to create libraries of components that can be easily imported into other applications. Modules are defined using the @NgModule decorator and typically contain declarations, imports, providers, and export arrays.

**Example**

import { BrowserModule } from '@angular/platform-browser';

import { NgModule } from '@angular/core';

import { AppComponent } from './app.component';

...

@NgModule({

declarations: [AppComponent, MyComboboxComponent,

CollapsibleDirective, CustomCurrencyPipe],

imports: [BrowserModule],

providers: [UserService, LessonsService]

})

export class ExampleModule {

}

In the above code,

* + the @NgModule annotation is what defines the module
  + The components, directives, and pipes that are part of the module are listed in the declarations array
  + We can import other modules by listing them in the imports array
  + We can list the services that are part of the module in the providers' array

1. **Angular Components**

Components are the core building pieces in Angular that manage a portion of the UI for any application. The @Component decorator is used to define a component. Every component comprises three parts:

* 1. a template that loads the component's view
  2. a stylesheet that specifies the component's look and feel
  3. a class that includes the component's business logic

1. **Angular Services**

Objects classified as services are those that are only instantiated once in the course of an application. A service's primary goal is to exchange functions and data with various Angular application components. To define a service, use the @Injectable decorator. Any component or directive can call a function specified inside a service.

**39. What distinguishes JavaScript expressions from Angular expressions?**

* **Context:** In Angular, the expressions are evaluated against a scope object, while the Javascript expressions are evaluated against the global window.
* **Forgiving:** In Angular expression evaluation is forgiving to null and undefined, while in Javascript undefined properties generate TypeError or ReferenceError.
* **No Control Flow Statements:** Loops, conditionals, or exceptions cannot be used in an angular expression
* **Security Restrictions:** Angular expressions have security restrictions to prevent code injection and execution of potentially harmful JavaScript code. This makes Angular expressions safer to use in templates.
* **Scope of Evaluation:** Angular expressions are evaluated within the context of Angular's templating engine, whereas JavaScript expressions are evaluated within the broader JavaScript runtime environment.
* **Syntax Differences:** While Angular expressions use similar syntax to JavaScript, there are some differences, such as the use of filters, template variables, and special Angular directives like ngIf and ngFor.

**40. Describe Angular's dependency injection concept.**

Dependency Injection is a design pattern that promotes the separation of concerns by decoupling components and their dependencies. In Angular, dependencies are typically services, but they also can be values, such as strings or functions. DI is used to inject instances of services, components, and other objects into classes that depend on them, promoting modularity, reusability, and testability within the application.

Implementing Angular Dependency Injection involves the following steps to set up and use services within your components.

1. **Create a Service**

First, create a service that will provide functionality or data to other components. You can use Angular CLI to generate a service:

ng generate service my-service

This will create a my-service.service.ts file. Open the file and define your service:

import { Injectable } from '@angular/core';

@Injectable({

providedIn: 'root', // Provides the service at the root level

})

export class MyService {

// Implement your service logic here

}

1. **Inject the Service into a Component**

Now, you can inject the service into a component that needs to use its functionality. Open the component file (e.g., app.component.ts) and inject the service through the constructor:

import { Component } from '@angular/core';

import { MyService } from './my-service.service';

@Component({

selector: 'app-root',

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

styleUrls: ['./app.component.css'],

})

export class AppComponent {

constructor(private myService: MyService) {

// Use myService in the component

}

}

1. **Register the Service in a Module**

Angular needs to know about the service and how to create an instance of it. Register the service in the providers array of an Angular module. If you want the service to be available throughout the entire application, use the root module (app.module.ts):

import { NgModule } from '@angular/core';

import { BrowserModule } from '@angular/platform-browser';

import { AppComponent } from './app.component';

import { MyService } from './my-service.service';

@NgModule({

declarations: [AppComponent],

imports: [BrowserModule],

providers: [MyService], // Register the service here

bootstrap: [AppComponent],

})

export class AppModule {}

1. **Use the Service in the Component**

Now that the service is injected into the component, you can use its methods and properties within the component:

import { Component } from '@angular/core';

import { MyService } from './my-service.service';

@Component({

selector: 'app-root',

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

styleUrls: ['./app.component.css'],

})

export class AppComponent {

constructor(private myService: MyService) {

// Use myService in the component

const data = this.myService.getData();

console.log(data);

}

}

In this example, assume that MyService has a method called getData().

**41. Describe MVVM architecture concerning Angular.**

MVVM is a variation of the traditional MVC (Model-View-Controller) software design pattern. Model-View-ViewModel (MVVM) architecture allows developers to divide their work into two categories: the development of the graphical user interface (the View) and the development of the business logic or back-end logic (the Model). This architecture eliminates the view's reliance on any one model platform. There are three components to the Angular MVVM architecture:

1. **Model:** It represents the business logic and data of a particular application. It consists of an entity structure. The model has the business logic, including model classes, remote and local data sources, and the repository.
2. **View:** the view embodies the visual layer of the application. Its primary role involves presenting the data sourced from the component and managing user interactions. Constructed through HTML templates, the view dynamically renders and adjusts its content according to the component’s data and the application’s logic.
3. **ViewModel:** It is an abstract layer of the application. A viewmodel handles the logic of the application. It manages the data of a model and displays it in the view. View and ViewModel are connected with two-way data binding. Hence, the ViewModel takes note of all the changes in the view and changes the appropriate data inside the model.

**42. What is Change Detection, and how does the Change Detection Mechanism work?**

Change Detection is the process of synchronizing a model with a view. It determines when and how to update the user interface based on changes in the application's data model.

For this, Angular uses a tree of change detectors to track changes in component properties and update the DOM accordingly. When a change occurs, Angular performs change detection, which involves checking each component's properties for changes and updating the DOM if necessary. The change detection mechanism is responsible for keeping the UI in sync with the application's data.

The mechanism moves only ahead and never backward, beginning with the root component and ending with the last component. Each component is a child, but the child is not a parent.

**43. What are observables in Angular?**

An observable is a declarative way to perform asynchronous tasks. One can imagine it as streams of data flowing from a publisher to a subscriber. An observable is a unique object just like a promise that is used to manage async requests. However, observables are considered to be a better alternative to promises as the former comes with a lot of operators that allow developers to better deal with asynchronous requests, especially if there is more than one request at a time.

Observables are not part of the JavaScript language so the developers have to rely on a popular Observable library called RxJS. The observables are created using the new keyword. They are only executed when subscribed to them using the subscribe() method. They emit multiple values over a while. They help perform operations like forEach, filter, and retry, among others. They deliver errors to the subscribers. When the unsubscribe() method is called, the listener stops receiving further values.

**Example**

import { Observable } from 'rxjs';

const observable = new Observable(observer => {

setTimeout(() => {

observer.next('This is a message from Observable!');

}, 1000);

});

**44. What does Angular Material mean?**

Angular Material is a UI component library for Angular applications. It provides a set of pre-built and customizable UI components in the form of buttons, forms, navigation menus, and dialog boxes, that follow the Material Design guidelines. Angular Material simplifies the process of building consistent and visually appealing user interfaces in Angular. It offers a range of features and styles that can be easily integrated into Angular projects.

**45. How can one create a service in Angular?**

To create a service in Angular, go through the below steps:

1. **Generate a Service**
   * Run the following command in your Angular CLI.

ng generate service my-service

This command will create a new service file (my-service.service.ts) and a corresponding test file (my-service.service.spec.ts) in your Angular project.

1. **Define Service Logic**
   * Open the newly created service file (my-service.service.ts) in your code editor.
   * Define the logic and functionality of your service within the TypeScript class.

**Example**

import { Injectable } from '@angular/core';

@Injectable({

providedIn: 'root'

})

export class MyService {

constructor() { }

// Define methods and properties for your service

greet(): string {

return 'Hello, Angular!';

}

}

1. **Inject the Service**
   * After the service definition, you can inject it into Angular components, directives, or other services.
   * To inject the service, add it as a constructor parameter in the component where you want to use it.

**Example**

import { Injectable } from '@angular/core';

@Injectable({

providedIn: 'root'

})

export class MyService {

constructor() { }

// Define methods and properties for your service

greet(): string {

return 'Hello, Angular!';

}

}

1. **Provide the Service**
   * You can provide the service at a specific module level or component level instead of its default availability throughout the application by specifying the module or component name in the providedIn property of the @Injectable decorator.

**Example**

@Injectable({

providedIn: 'root' // or 'any specific module or component'

})

**Advanced Angular Interview Questions for Senior Developers (6 to 10 Years)**

**46. Discuss your experience with continuous integration and continuous delivery (CI/CD) pipelines for Angular projects and best practices.**

I'll share my experiences in the form of step by step process you need to follow for continuous integration and continuous delivery (CI/CD) pipelines for Angular projects.

1. **Setup Automation:** Automate the build, test, and deployment processes for Angular projects using CI/CD tools like GitHub Actions.
2. **Version Control Integration:** Integrate CI/CD pipelines with version control systems like Git to trigger builds automatically whenever changes are pushed to the repository.
3. **Build Process:** Configure the CI pipeline to build the Angular application from the source code. Use tools like Angular CLI for building and packaging the application artifacts.
4. **Testing:** Incorporate unit tests, integration tests, and end-to-end tests into the CI pipeline to ensure code quality and reliability.
5. **Static Code Analysis:** Include static code analysis tools like ESLint, TSLint, or SonarQube in the CI pipeline to identify code quality issues, coding standards violations, and potential bugs.
6. **Artifact Management:** Publish build artifacts and dependencies to artifact repositories like Nexus or Artifactory for versioning and dependency management.
7. **Deployment Strategies:** Implement different deployment strategies such as blue-green deployments, canary releases, or rolling deployments to minimize downtime and mitigate risks during deployment.
8. **Environment Configuration:** Manage environment-specific configurations using environment variables or configuration files.
9. **Monitoring and Logging:** Integrate monitoring and logging solutions into CI/CD pipelines to track build and deployment status, monitor application health, and troubleshoot issues.
10. **Security Scans:** Include security scanning tools like OWASP Dependency-Check or Snyk in the CI pipeline to identify and remediate security vulnerabilities in third-party dependencies.

**Best Practices**

* **Pipeline as Code:** Define CI/CD pipelines using infrastructure as code (IaC) principles to version control pipeline configurations and ensure reproducibility.
* **Incremental Builds:** Optimize build times by implementing incremental builds and caching dependencies to avoid rebuilding unchanged code.
* **Feedback Loop:** Establish a feedback loop by integrating automated notifications and alerts to notify developers of build failures, test errors, or deployment issues.
* **Immutable Infrastructure:** Treat infrastructure components and deployment artifacts as immutable to ensure consistency and repeatability across environments.
* **Continuous Improvement:** Continuously monitor and optimize CI/CD pipelines by analyzing build metrics, identifying bottlenecks, and implementing performance improvements.
* **Documentation:** Document CI/CD pipeline configurations, deployment processes, and best practices.

**47. What are Angular router links?**

Router links in Angular are used for navigation within an application. They are defined using the routerLink directive and allow us to navigate to different routes or components. Router links can be used in HTML templates and are generally placed on anchor <a> tags or other clickable elements. By specifying the destination route or component, router links allow users to navigate between different parts of an Angular application.

**Example**

<nav>

<a routerLink="/home" >Home Page of our website</a>

<a routerLink="/about-us" >About us</a>

</nav>

<router-outlet></router-outlet>

**48. How do you create directives using CLI?**

For creating directives in Angular using CLI, follow the below step-by-step procedure:

1. Open Terminal or Command Prompt
2. Navigate to your Angular project directory: Use the cd command to navigate to your Angular project directory where you want to create the directive.
3. Run the Angular CLI command: Use the ng generate directive command followed by the name of your directive to generate the directive files.

ng generate directive directive-name

or

ng g d directive-name

1. Verify the directive creation: After running the command, the Angular CLI will generate the necessary files for your directive, including the directive class file, and the directive test file, and it will update the appropriate module file to import the directive.

**49. What exactly is a parameterized pipe?**

In Angular, a parameterized pipe is a pipe that takes one or more parameters, which are also referred to as arguments. Pipes are used in Angular templates to change data; parameterized pipes let you adjust the transformation according to certain needs. A pipe's behaviour can be changed and various data transformations can be applied by handling its parameters.

**50. What is multicasting in Angular?**

Multicasting or Multi-casting is the practice of broadcasting to a list of multiple subscribers in a single execution. It is specifically useful when we have multiple parts of our applications waiting for some data. To use multicasting, we need to use an RxJS subject.

**Example**

var source = Rx.Observable.from([7, 8, 9]);

var subject = new Rx.Subject();

var multicasted = source.multicast(subject);

// These are, under the hood, `subject.subscribe({...})`:

multicasted.subscribe({

next: (v) => console.log('observerA: ' + v)

});

multicasted.subscribe({

next: (v) => console.log('observerB: ' + v)

});

**51. What will happen if you do not supply a handler for an observer?**

If you don't supply a handler for a notification type, the observer just ignores notifications of that type. Angular components or services subscribing to the observable without a handler won't be affected by the lack of handling logic. The subscription will still be established, but no action will be taken when the observable emits values or completes.

If you subscribe to an observable in Angular without providing a handler for the observer and you don't unsubscribe from the observable, it can potentially lead to memory leaks. This is because the subscription will keep a reference to the observable, preventing it from being garbage-collected.

**52. Share your knowledge of upcoming Angular features and how you would utilize them in your projects.**

* **Ivy Renderer Improvements:** Ivy is Angular's next-generation renderer, which brings significant performance improvements, smaller bundle sizes, and better debugging capabilities. As Ivy continues to evolve, leveraging its features can lead to faster rendering times, improved application performance, and easier debugging in Angular projects.
* **Strict Mode:** Angular's strict mode aims to provide stricter type checking and improved developer experience. It enforces more rigorous typing rules, eliminates certain runtime errors, and encourages better coding practices. Adopting a strict mode can enhance code quality, reduce bugs, and make Angular applications more maintainable and scalable.
* **Component Test Harnesses:** Angular Component Test Harnesses provide a set of utilities for testing Angular components in isolation. These harnesses offer standardized APIs for interacting with Angular components in unit tests, simplifying the testing process and improving test reliability. Utilizing component test harnesses can streamline the testing workflow and enhance the overall test coverage of Angular applications.
* **Improved CLI Features:** The Angular CLI (Command Line Interface) continues to receive updates and new features aimed at improving developer productivity and project maintainability. Features such as enhanced code generation, better build optimizations, and improved project scaffolding can help developers streamline their workflow and build more robust Angular applications.
* **Official State Management Solutions:** These solutions could provide standardized patterns and best practices for managing complex application states in Angular projects.
* **Integration with Web Components:** As the adoption of Web Components grows, Angular is likely to continue improving its support for integrating with Web Components. This includes features such as seamless interoperability between Angular components and Web Components, improved encapsulation, and better performance optimizations.

**53. Explain your approach to implementing and managing state in large Angular applications. Discuss the advantages and disadvantages of different state management libraries.**

Approaches to implement and manage state in large Angular applications:

1. **Component State Management:** Here, each Angular component manages its state using component properties and two-way data binding.
2. **Service-Based State Management:** Angular services can be used to manage application-wide state by storing and providing access to shared data and stateful logic.
3. **RxJS Observables and Subjects:** Observables and subjects can be used to create streams of data that represent the application state and propagate changes throughout the application. Reactive programming enables declarative and composable state management.
4. **State Management Libraries:** They offer centralized and predictable state management solutions based on well-established patterns like Redux. These libraries provide patterns and utilities for managing complex application states, including features like actions, reducers, selectors, and effects.

**Advantages and Disadvantages of State Management Libraries**

|  |  |  |
| --- | --- | --- |
| **State Management Libraries** | **Advantages** | **Disadvantages** |
| NgRx | Robust architecture, extensive tooling, scalability, support for complex scenarios, and a large community | Steeper learning curve, higher boilerplate code, and potentially increased complexity for smaller projects. |
| NgXs | Lightweight, developer-friendly, shallow learning curve, seamless integration with Angular, and suitability for smaller to medium-sized projects. | Fewer advanced features compared to NgRx and a smaller community compared to NgRx |
| Akita | Simplicity, flexibility, built-in entity management, ease of use, and suitability for small to medium-sized projects. | Relatively smaller community compared to NgRx, and fewer advanced features compared to NgRx |

**54. What is the state() function in Angular?**

Angular's state() function is used to define different states to call at the end of each transition. The state() function takes two arguments:

1. a unique name like open or closed
2. style() function

**Example**

state('open', style({

height: '100px',

opacity: 0.8,

backgroundColor: 'yellow'

})),

**55. What are macros in Angular?**

In Angular, the AOT compiler supports macros in the form of functions or static methods that return an expression in a single return expression.

**Example**

export function wrapInArray(value: T): T[] {

return [value];

}

* You can use it inside metadata as an expression

@NgModule({

declarations: wrapInArray(TypicalComponent),

})

export class TypicalModule {}

* The compiler treats the macro expression as it is written directly

@NgModule({

declarations: [TypicalComponent],

})

export class TypicalModule {}

**Scenario Based Angular Interview Questions**

**56. How do you deal with errors in observables?**

Below are some of the best practices to deal with errors in observables:

1. **Use the catchError Operator:** An Observable stream’s failures may be detected and handled with the catchError operator.

**Example**

import { catchError } from 'rxjs/operators';

this.httpClient.get('/api/data')

.pipe(

catchError((error: any) => {

// Handle the error here

console.error('An error occurred:', error);

// Optionally, re-throw the error or return a default value

return throwError('Something went wrong');

})

)

.subscribe(

(response) => {

// Handle the successful response

},

(error) => {

// This block will only execute if catchError is used

console.error('Error handler:', error);

}

);

1. **Centralize Error Handling:** Make a universal error-handling service that can be injected into other services and components.

**Example**

import { Injectable } from '@angular/core';

import { throwError } from 'rxjs';

@Injectable({

providedIn: 'root'

})

export class ErrorHandlerService {

handle(error: any): void {

// Log the error, send it to a remote service, or perform other actions

console.error('An error occurred:', error);

// Optionally, re-throw the error or return a default value

throwError('Something went wrong');

}

}

1. **Provide Meaningful Error Messages:** Avoid exposing sensitive information and use descriptive error messages that guide developers and users in understanding the issue.
2. **Logging Errors:** Angular provides a logging mechanism, and you can use libraries like ngx-logger for more advanced logging features.

**Example**

import { Injectable } from '@angular/core';

@Injectable({

providedIn: 'root'

})

export class LoggerService {

logError(message: string, error: any) {

console.error(message, error);

}

}

**57. Your Angular application is experiencing slow loading times. You need to identify the bottleneck and optimize performance. How would you approach this?**

The following is a systematic approach for addressing slow loading times and optimizing the performance of the Angular application:

1. **Performance Profiling:**
   * Use browser developer tools (e.g., Chrome DevTools) to profile the application's loading time, network requests, rendering performance, and memory usage.
   * Look for long-running tasks, excessive network requests, large asset sizes, and inefficient JavaScript execution.
2. **Network Optimization:**
   * Minimize the number of HTTP requests by combining and compressing CSS and JavaScript files.
   * Enable server-side compression (e.g., gzip) to reduce the size of transferred data.
   * Leverage HTTP/2 for multiplexing and parallelism of requests to improve loading times.
3. **Bundle Optimization:**
   * Use Angular CLI's production build mode (ng build --prod) to enable optimizations like code minification, tree-shaking, and dead code elimination.
   * Analyze bundle sizes using tools like Webpack Bundle Analyzer to identify large dependencies and optimize imports.
   * Consider code splitting to create smaller bundles and load only necessary code chunks on demand.
4. **Rendering Performance:**
   * Optimize Angular templates by minimizing DOM manipulations, avoiding excessive ngFor loops, and reducing the number of bindings.
   * Use trackBy function with ngFor to improve rendering performance by providing a unique identifier for each item in the iterable.
   * Implement OnPush change detection strategy for components to reduce change detection cycles and improve rendering performance.
5. **Caching and Prefetching:**
   * Implement caching strategies using HTTP caching headers (e.g., Cache-Control) to cache static assets and API responses.
   * Use service workers to enable client-side caching and offline capabilities for static assets and API requests.
   * Prefetch critical resources using thetag to reduce perceived loading times for subsequent navigations.
6. **Third-Party Libraries and Plugins:**
   * Evaluate the performance impact of third-party libraries and plugins used in the application.
   * Consider replacing or optimizing heavy dependencies with lighter alternatives or custom solutions where applicable.
7. **Monitoring and Continuous Improvement:**
   * Implement performance monitoring and analytics tools (e.g., Google Analytics, New Relic) to track key performance metrics and identify performance regressions over time.
   * Set up automated performance tests and benchmarks to detect performance regressions during development and deployment.

**58. You're building a complex data-driven application with multiple components needing access to a shared state. How would you choose and implement an effective state management strategy?**

My approach to implementing a solid state management strategy for an application with multiple components needing access to a shared state will be:

1. **Analyze Requirements:**
   * Understand the complexity and scale of the application.
   * Identify the types of data and states that need to be managed.
   * Determine how state changes propagate across components and modules.
2. **Evaluate State Management Options and Choose a Suitable One:**
   * Service-based State: Angular services can be used to manage shared state across components by storing data and providing methods to access and update state.
   * RxJS Observables and Subjects: Leverage RxJS for reactive programming and use observables and subjects to create streams of data representing the application state.
   * State Management Libraries: Consider third-party state management libraries like NgRx, Akita, or Ngxs for managing complex application state using patterns like Redux.
3. **Implement the Chosen Approach:**
   * Design stateful services to encapsulate shared state and provide methods for reading and updating state.
   * Use observables and subjects to propagate state changes and trigger updates across components.
   * Leverage Angular's dependency injection mechanism to inject stateful services into components and modules.
   * Implement patterns like actions, reducers, selectors, and effects if using a state management library like NgRx.
   * Follow best practices for organizing state logic, separating concerns, and optimizing performance.
4. **Test and Iterate:**
   * Write comprehensive unit and integration tests to validate the correctness and reliability of state management implementations.
   * Monitor application performance and behavior using browser developer tools and performance profiling tools.
   * Gather feedback from users and stakeholders to identify pain points and areas for improvement.
   * Continuously iterate and refactor state management logic based on evolving requirements and performance metrics.

**59. You need to integrate a complex third-party library with your Angular application. How would you ensure seamless integration and maintainability?**

1. **Research and Evaluation:**
   * Thoroughly research the third-party library's documentation, features, compatibility with Angular, and community support.
   * Evaluate the library's suitability for your project based on its capabilities, performance, licensing, and support.
2. **Dependency Management:**
   * Use a package manager like npm or yarn to install the third-party library and manage its dependencies.
   * Ensure that the library's version is compatible with your Angular project's version and other dependencies.
3. **Angular Component Wrapper:**
   * Whenever possible, create Angular component wrappers around the third-party library's components to encapsulate functionality and ensure Angular compatibility.
   * Implement Angular lifecycle hooks, input and output properties, and event handling to seamlessly integrate third-party components into your Angular application.
4. **Modularization and Lazy Loading:**
   * Consider modularizing the integration by creating feature modules dedicated to the third-party library's functionality.
   * Implement lazy loading for modules containing the third-party library's components to improve initial loading times and reduce bundle sizes.
5. **Error Handling and Debugging:**
   * Implement robust error-handling mechanisms to gracefully handle errors and edge cases arising from the integration.
   * Use browser developer tools and logging frameworks to debug integration issues and troubleshoot runtime errors effectively.
6. **Documentation:**
   * Document the integration process, including setup instructions, configuration options, usage examples, and troubleshooting tips.
7. **Version Control and Updates:**
   * Regularly update the third-party library to newer versions to leverage bug fixes, performance improvements, and new features.
   * Use version control systems like Git to track changes and updates to the integration codebase and revert changes if necessary.
8. **Testing and Quality Assurance:**
   * Implement comprehensive unit tests, integration tests, and end-to-end tests to validate the functionality and behaviour of the integrated components.

**60. What happens when we use the script tag within a template?**

Angular recognizes the value as unsafe and automatically sanitizes it, which removes the script tag but keeps safe content such as the text content of the script tag. This way it eliminates the risk of script injection attacks. If you still use it then it will be ignored and a warning appears in the browser console.