Angular 2 не так уж и плох,

а если задуматься то и просто хорош.

Алексей Охрименко (IPONWEB)





Здоровье прежде всего

Алексей Охрименко

Tweeter: @Ai_boy

Gitter: aiboy



IPONWEB

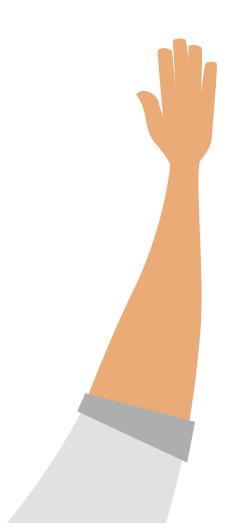


```
import { Component } from '@angular/core';
@Component({
 moduleId: module.id,
  selector: 'project-name-app',
  template:
    <h1 (click) = 'onClick()'>
      {{title}}
    </h1>
  styleUrls: ['project-name.component.css']
export class PROJECTNAMEAppComponent {
  title = 'project-name works!';
```

```
import { Component } from '@angular/core';
@Component({
 moduleId: module.id,
  selector: 'project-name-app',
  template:
    <h1 (click)='onClick()'>
      {{title}}
    </h1>
  styleUrls: ['project-name.component.css']
})
export class PROJECTNAMEAppComponent {
  title = 'project-name works!';
```

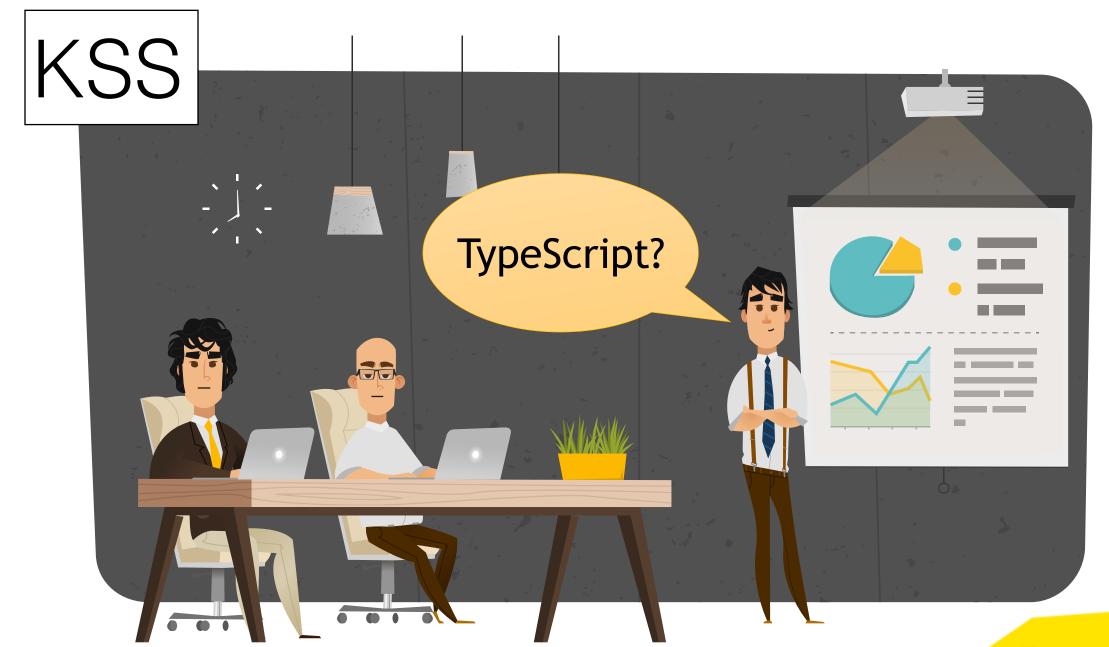
```
import { Component } from '@angular/core';
@Component({
 moduleId: module.id,
  selector: 'project-name-app',
  template:
    <h1 (click) = 'onClick()'>
      {{title}}
    </h1>
  styleUrls: ['project-name.component.css']
export class PROJECTNAMEAppComponent {
  title = 'project-name works!';
```

Глава №1 - И была рука











Глава №2 - Горы отвращения





Angular 2 is Beta*

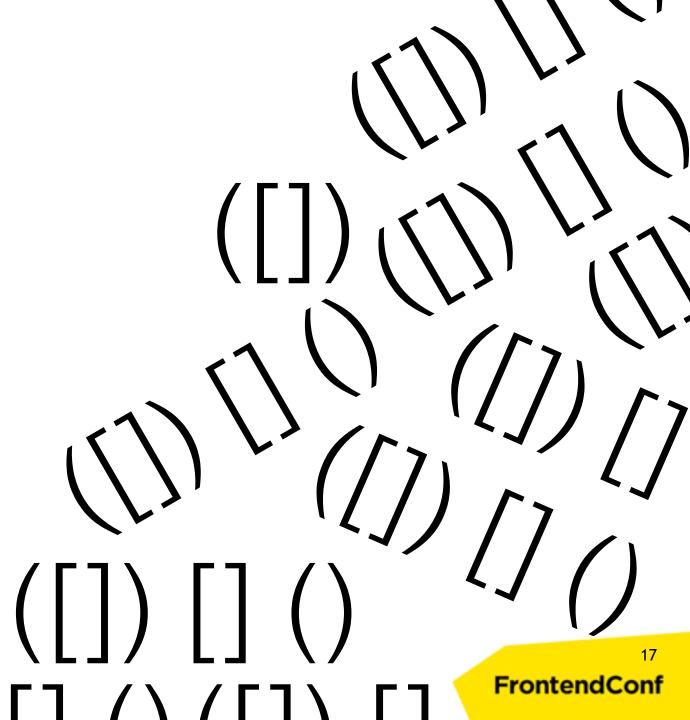
* - now RC1

stackoverflow

ASP.Net MVC - Developer Preview 2

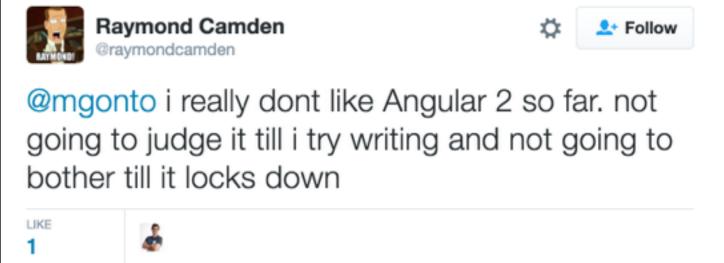








Jonny Buchanan @jbscript · 23 Nov 2015 Dear Angular 2. Wat.



As you can see there's no more ng-repeat, it's ng-for now. You are probably thinking: "why the asterisk?!". The answer to that is, it's syntactic sugar. What you're really doing is:





```
/**
 * Simplest possible template in AngularJs-ISH style
 * @param {String} template - template string
 * @param {Object} ctx - template context
 * @param {Object} eventHandlerObject - object that will be used as "this" in event handling
 * @returns {Node} returns dom node element
export default function angularish (template, ctx, eventHandlerObject) {
   var node;
   var container = document.createElement('div');
   container.innerHTML = template;
   var walker = document.createTreeWalker(container, NodeFilter.SHOW ELEMENT, null, false);
   while (node = walker.nextNode()) {
       // inheritance of context
       node.ctx = node.ctx || node.parentNode.ctx || ctx;
       // ng-scope allows you to change scope of the node (new scope can be any property of old
scope)
       if (node.getAttribute('ng-scope')) {
           node.ctx = getValue(node.ctx, node.getAttribute('ng-scope'));
       // ng-loop will repeat first child (TODO: reapeat content) and assign correct
        if (node.getAttribute('ng-loop')) {
```

```
/**
 * Simplest possible template in AngularJs-ISH style
 * @param {String} template - template string
 * @param {Object} ctx - template context
 * @param {Object} eventHandlerObject - object that will be used as "this" in event handling
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   while (node = walker.nextNode()) {
        // inheritance of context
        node.ctx = node.ctx || node.parentNode.ctx || ctx;
        // ng-scope allows you to change scope of the node (new scope can be any property of old
scope)
        if (node.getAttribute('ng-scope')) {
            node.ctx = getValue(node.ctx, node.getAttribute('ng-scope'));
                                                                                                20
        // ng-loop will repeat first child (TODO: reapeat content) and assign correct
        if (node.getAttribute('ng-loop')) {
```

```
/**
 * Simplest possible template in AngularJs-ISH style
 * @param {String} template - template string
 * @param {Object} ctx - template context
 * @param {Object} eventHandlerObject - object that will be used as "this" in event handling
 * @returns {Node} returns dom node element
export default function angularish (template, ctx, eventHandlerObject) {
   var node;
   var container = document.createElement('div');
   container.innerHTML = template;
   var walker = document.createTreeWalker(container, NodeFilter.SHOW ELEMENT, null, false);
   while (node = walker.nextNode()) {
       // inheritance of context
       node.ctx = node.ctx || node.parentNode.ctx || ctx;
       // ng-scope allows you to change scope of the node (new scope can be any property of old
scope)
       if (node.getAttribute('ng-scope')) {
            node.ctx = getValue(node.ctx, node.getAttribute('ng-scope'));
       // ng-loop will repeat first child (TODO: reapeat content) and assign correct
        if (node.getAttribute('ng-loop')) {
```

```
node.value = getValue(node.ctx, node.getAttribute('ng-value'));
// ng-selected will set selected attribute depending on true-finess of value
if (node.getAttribute('ng-selected')) {
    var selected = getValue(node.ctx, node.getAttribute('ng-selected'));
    if (selected)
        node.setAttribute('selected', 'yes');
// ng-text will assign text to node no need for escaping
if (node.getAttribute('ng-text')) {
    node.innerText = _getValue(node.ctx, node.getAttribute('ng-text'));
// ng-class will simply assign class from defined property
if (node.getAttribute('ng-class')) {
    var classVal = getValue(node.ctx, node.getAttribute('ng-class'));
    if (classVal)
        node.className += ' ' + classVal;
// ng-show shows elements depending on true-finess of the value
if (node.getAttribute('ng-show')) {
```

```
// ng-scope allows you to change scope of the node (new scope can be any property of old
scope)
       if (node.getAttribute('ng-scope')) {
           node.ctx = getValue(node.ctx, node.getAttribute('ng-scope'));
       // ng-loop will repeat first child (TODO: reapeat content) and assign correct context
       if (node.getAttribute('ng-loop')) {
           var child = node.children[0];
           var array = getValue(node.ctx, node.getAttribute('ng-loop')) || [];
           node.removeChild(child);
           array.forEach((item) => {
               child = child.cloneNode(true);
               child.ctx = item;
               node.appendChild(child);
           });
       // ng-value will assign value to node
       if (node.getAttribute('ng-value')) {
           node.value = getValue(node.ctx, node.getAttribute('ng-value'));
       // ng-selected will set selected attribute depending on true-finess of value
       if (node.getAttribute('ng-selected')) {
```

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FrontendConf

```
// ng-change will add "change" event handler
        if (node.getAttribute('ng-change')) {
            // closure to rescue
            ((node) => \{
                node.addEventListener('change', (event) => {
                    eventHandlerObject[node.getAttribute('ng-change')]
                      .bind(eventHandlerObject) (node.ctx, event);
                }, true);
            }) (node);
        // ng-click will add "click" event handler
        if (node.getAttribute('ng-click')) {
            // closure to rescue
            ((node) => {
                node.addEventListener('click', (event) => {
                    eventHandlerObject[node.getAttribute('ng-click')]
                        .bind(eventHandlerObject) (node.ctx, event);
                }, true);
            }) (node);
   return container;
function getValue(ctx, attrVal) {
    if (attrVal === 'self') {
        return ctx;
```

```
// ng-hide shows elements depending on false-iness of the value
if (node.getAttribute('ng-hide')) {
    var isHidden = getValue(node.ctx, node.getAttribute('ng-hide'));
    if (isHidden) {
        node.style.display = 'none';
// ng-change will add "change" event handler
if (node.getAttribute('ng-change')) {
    // closure to rescue
    ((node) => {
        node.addEventListener('change', (event) => {
            eventHandlerObject[node.getAttribute('ng-change')]
              .bind(eventHandlerObject) (node.ctx, event);
        }, true);
    }) (node);
// ng-click will add "click" event handler
if (node.getAttribute('ng-click')) {
    // closure to rescue
    ((node) => \{
        node.addEventListener('click', (event) => {
            eventHandlerObject[node.getAttribute('ng-click')]
               .bind(eventHandlerObject)(node.ctx, event);
        }, true);
    }) (node);
```

[]

()

[()]

```
[property]='value' -> property='value'
```

()

[()]

```
[property]='value' -> property='value'
(event)='handler()' -> on-event='handler()'
```

[()]

```
property='value'
[property]='value'
(event)='handler()' -> on-event='handler()'
                    -> on-change='update()'
[(target)]='value'
                    -> target='value'
```

bind-property='value' -> property='value'

```
(event)='handler()' -> on-event='handler()'
```

```
[(target)]='value' -> on-change='update()'
-> target='value'
```

```
bind-property='value' -> property='value'
```

on-event='handler()' -> on-event='handler()'

```
[(target)]='value' -> on-change='update()'
-> target='value'
```

```
bind-property='value' -> property='value'
```

on-event='handler()' -> on-event='handler()'

```
<hero-detail *ngIf="currentHero"
[hero]="currentHero"/>
```

```
<hero-detail template="ngIf:currentHero"
[hero]="currentHero"/>
```

System.js & JSPM & System.js Builder

http://plnkr.co/

System.js & JSPM & System.js Builder

```
<title>angular2 playground</title>
    <link rel="stylesheet" href="style.css" />
    <script src="https://code.angularjs.org/2.0.0-beta.17/</pre>
angular2-polyfills.js"></script>
    <script src="https://code.angularjs.org/tools/system.js">
script>
    <script src="https://code.angularjs.org/tools/</pre>
typescript.js"></script>
    <script src="config.js"></script>
    <script>
        System.import('app')
          .catch(console.error.bind(console));
    </script>
                                                                37
  </head>
```

System.js & JSPM & System.js Builder

```
<title>angular2 playground</title>
    <link rel="stylesheet" href="style.css" />
    <script src="https://code.angularjs.org/2.0.0-beta.17/</pre>
angular2-polyfills.js"></script>
    <script src="https://code.angularjs.org/tools/system.js">
script>
    <script src="https://code.angularjs.org/tools/</pre>
typescript.js"></script>
    <script src="config.js"></script>
    <script>
        System.import('app')
          .catch(console.error.bind(console));
    </script>
                                                                38
  </head>
```

```
System.config({
  //use typescript for compilation
  transpiler: 'typescript',
  //typescript compiler options
  typescriptOptions: {
    emitDecoratorMetadata: true
  //map tells the System loader where to look for things
  map: {
    app: "./src",
    '@angular': 'https://npmcdn.com/@angular',
    'rxjs': 'https://npmcdn.com/rxjs@5.0.0-beta.6'
  },
  //packages defines our app package
 packages: {
    app: {
      main: './main.ts',
      defaultExtension: 'ts'
    '@angular/core': {
      main: 'core.umd.js',
      defaultExtension: 'js'
    '@angular/compiler': {
      main: 'compiler.umd.js',
      defaultExtension: 'js'
    '@angular/common': {
      main: 'common.umd.js',
      defaultExtension: 'js'
    '@angular/platform-browser-dynamic': {
      main: 'platform-browser-dynamic.umd.js',
      defaultExtension: 'js'
    },
    '@angular/platform-browser': {
     main: 'platform-browser.umd.js',
      defaultExtension: 'js'
   },
    rxjs: {
      defaultExtension: 'js'
});
```

```
System.config({
  //use typescript for compilation
 transpiler: 'typescript',
 //typescript compiler options
 typescriptOptions: {
    emitDecoratorMetadata: true
 },
  //map tells the System loader where to look for things
 map: {
   app: "./src",
    '@angular': 'https://npmcdn.com/@angular',
   'rxjs': 'https://npmcdn.com/rxjs@5.0.0-beta.6'
 },
  //packages defines our app package
  packages: {
    app: {
     main: './main.ts',
     defaultExtension: 'ts'
    '@angular/core': {
     main: 'core.umd.js',
                           л конфига
    '@angular/common': {
     main: 'common.umd.js',
     defaultExtension: 'js'
    '@angular/platform-browser-dynamic': {
     main: 'platform-browser-dynamic.umd.js',
     defaultExtension: 'js'
    },
    '@angular/platform-browser': {
     main: 'platform-browser.umd.js',
     defaultExtension: 'js'
   },
    rxjs: {
     defaultExtension: 'js'
});
```

He хуже чем Webpack

- Официальный Angular QuickStart репозиторий
- Angular CLI
- Yoman / Slush генераторы













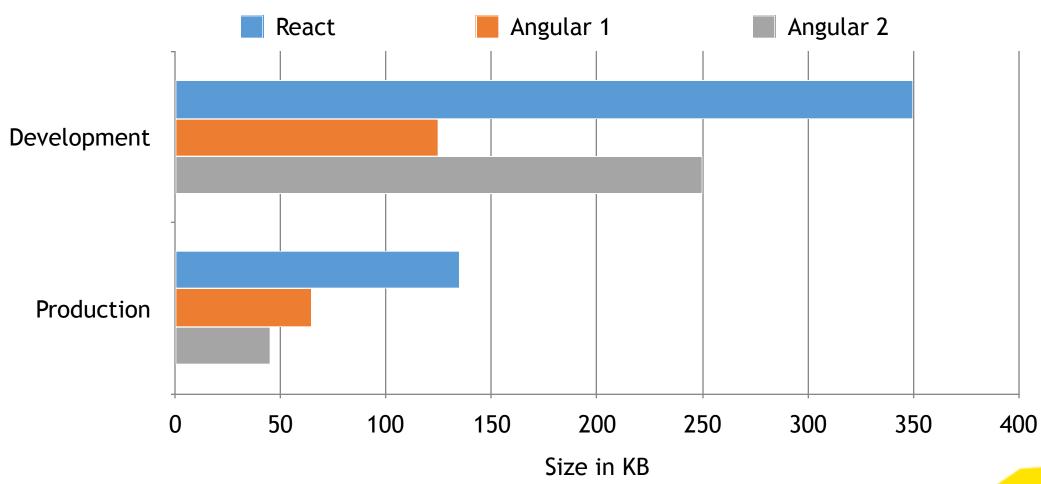




- .Net, Java, Scala background
- SOLID, Design Patterns
- 1.8.10
- Poor documentation «google search ftw»

Глава №3 - Добыча 46 **FrontendConf**

Размер



Paзмер - Angular 2 Router



Paзмер - Angular 2 Router

This chapter describes the *deprecated beta* Component Router which is replaced by the *release candidate* Component Router. We are documenting that now.

CSS

```
import {Component} from '@angular/core'
@Component({
  selector: 'my-app',
 providers: [],
 styles: [`
   h2 { color: red; }
  `],
  template: `
    < div >
      <h2>Hello {{name}}</h2>
    </div>
  directives: []
export class App {
  constructor() {
    this.name = 'Angular2 (Release Candidate!)'
```

Hello Angular2 (Release Candidate!)

CSS

```
import {Component} from '@angular/core'
@Component({
  selector: 'my-app',
 providers: [],
 styles: [`
   body { color: red; }
  template: `
    < div >
      <h2>Hello {{name}}</h2>
    </div>
  directives: []
})
export class App {
  constructor() {
    this.name = 'Angular2 (Release Candidate!)'
```

Hello Angular2 (Release Candidate!)

CSS

Hello Angular2 (Release Candidate!)

Speed - templates

```
import { Component } from '@angular/core';
@Component({
  moduleId: module.id,
  selector: 'project-name-app',
  template:
    <h1>
      {{title}}
    </h1>
  styleUrls: ['project-name.component.css']
export class PROJECTNAMEAppComponent {
  title = 'project-name works!';
```

```
new jit StaticNodeDebugInfo0([],null,{}),
 new jit_StaticNodeDebugInfo0([],null,{})
var renderType_PROJECTNAMEAppComponent = null;
function _View_PROJECTNAMEAppComponent0(viewUtils,parentInjector,declarationEl) {
 var self = this:
 jit_DebugAppView1.call(this,
_View_PROJECTNAMEAppComponent0,renderType_PROJECTNAMEAppComponent,jit_ViewType_COMPONENT2,viewUtils,parentInjec
rationEl, jit_ChangeDetectionStrategy_CheckAlways3, nodeDebugInfos_PROJECTNAMEAppComponent0);
_View_PROJECTNAMEAppComponent0.prototype = Object.create(jit_DebugAppView1.prototype);
View PROJECTNAMEAppComponent0.prototype.createInternal = function(rootSelector) {
 var self = this:
 var parentRenderNode = self.renderer.createViewRoot(self.declarationAppElement.nativeElement);
 self. el 0 = self.renderer.createElement(parentRenderNode, 'h1', self.debug(0,0,0));
 self._text_1 = self.renderer.createText(self._el_0,",self.debug(1,0,4));
 self._text_2 = self.renderer.createText(parentRenderNode, \n', self.debug(2,2,5));
 self. expr 0 = jit uninitialized4;
 self.init([],[
  self. el 0,
  self. text 1,
  self. text 2
 ,[],[]);
 return null;
_View_PROJECTNAMEAppComponent0.prototype.detectChangesInternal = function(throwOnChange) {
 var self = this;
 self.detectContentChildrenChanges(throwOnChange);
                                                                                                       FrontendConf
 self.debug(1,0,4);
```

 $\sqrt{2}$ curr $\sqrt{2}$ 0 - iit interpolate $\sqrt{2}$ 1 \(\frac{1}{2} \) \(\frac{1}{2} \) \(\frac{1}{2} \) \(\frac{1}{2} \)

```
new jit StaticNodeDebugInfo0([],null,{}),
 new jit_StaticNodeDebugInfo0([],null,{})
var renderType PROJECTNAMEAppComponent = null;
function View_PROJECTNAMEAppComponent0(viewUtils,parentInjector,declarationEl) {
var self = this:
 iit DebugAppView1.call(this,
_View_PROJECTNAMEAppComponent0,renderType_PROJECTNAMEAppComponent,jit_ViewType_COMPONENT2,viewUtils,parentInjec
rationEl, jit ChangeDetectionStrategy CheckAlways3, nodeDebugInfos PROJECTNAMEAppComponent0);
_View_PROJECTNAMEAppComponent0.prototype = Object.create(jit_DebugAppView1.prototype);
View PROJECTNAMEAppComponent0.prototype.createInternal = function(rootSelector) {
var self = this:
 var parentRenderNode = self.renderer.createViewRoot(self.declarationAppElement.nativeElement);
 self._el_0 = self.renderer.createElement(parentRenderNode,'h1',self.debug(0,0,0));
 self._text_1 = self.renderer.createText(self._el_0,",self.debug(1,0,4));
 self._text_2 = self.renderer.createText(parentRenderNode, '\n', self.debug(2,2,5));
 self. expr 0 = jit uninitialized4;
 self.init([],[
  self._el_0,
  self. text 1,
  self. text 2
 ,[],[]);
 return null;
View PROJECTNAMEAppComponent0.prototype.detectChangesInternal = function(throwOnChange) {
var self = this;
                                                                                                                    57
 self.detectContentChildrenChanges(throwOnChange);
                                                                                                     FrontendConf
 self.debug(1,0,4);
```

self.renderer.createElement

self.renderer.createText

Как построить DOM

Роман Дворнов

```
import { Component, Pipe, PipeTransform } from '@angular/core';
@Pipe({ name: 'isOdd' })
export class IsOddPipe implements PipeTransform {
 transform(array:any[]) { return array.filter(item => item.isOdd); }
@Component({
 moduleId: module.id,
  selector: 'project-name-app',
 pipes: [IsOddPipe],
 template:
    <button (click) = "add() ">add</button>
    < div>
      <div *ngFor="let item of list | isOdd">
        {{ item.name }}
      </div>
   </div>
  styleUrls: ['project-name.component.css']
export class PROJECTNAMEAppComponent {
 list = []
  add() {
       this.list.push({ name: 'test', isOdd: !!(this.list.length % 2)
                                                                     60
```

```
import { Component, Pipe, PipeTransform } from '@angular/core';
@Pipe({ name: 'isOdd' })
export class IsOddPipe implements PipeTransform {
  transform(array:any[]) { return array.filter(item => item.isOdd); }
@Component({
 moduleId: module.id,
  selector: 'project-name-app',
 pipes: [IsOddPipe],
 template: `
    <button (click) = "add() ">add</button>
    < div>
      <div *ngFor="let item of list | isOdd">
        {{ item.name }}
      </div>
    </div>
  styleUrls: ['project-name.component.css']
export class PROJECTNAMEAppComponent {
 list = []
  add() {
       this.list.push({ name: 'test', isOdd: !!(this.list.length % 2)
                                                                     61
```

```
import { Component, Pipe, PipeTransform } from '@angular/core';
@Pipe({ name: 'isOdd' })
export class IsOddPipe implements PipeTransform {
 transform(array:any[]) { return array.filter(item => item.isOdd); }
@Component({
 moduleId: module.id,
  selector: 'project-name-app',
 pipes: [IsOddPipe],
 template:
    <button (click)="add()">add</button>
    < div>
      <div *ngFor="let item of list | isOdd">
        {{ item.name }}
      </div>
    </div>
  styleUrls: ['project-name.component.css']
export class PROJECTNAMEAppComponent {
 list = []
  add() {
       this.list.push({ name: 'test', isOdd: !!(this.list.length % 2)
                                                                     62
```

```
import { Component, Pipe, PipeTransform } from '@angular/core';
@Pipe({ name: 'isOdd', is pure: false })
export class IsOddPipe implements PipeTransform {
 transform(array:any[]) { return array.filter(item => item.isOdd); }
@Component({
 moduleId: module.id,
  selector: 'project-name-app',
 pipes: [IsOddPipe],
 template: `
    <button (click) = "add() ">add</button>
    < div>
      <div *ngFor="let item of list | isOdd">
        {{ item.name }}
      </div>
    </div>
  styleUrls: ['project-name.component.css']
export class PROJECTNAMEAppComponent {
 list = []
  add() {
       this.list.push({ name: 'test', isOdd: !!(this.list.length % 2)
```

```
import { Component, Pipe, PipeTransform } from '@angular/core';
@Pipe({ name: 'isOdd' })
export class IsOddPipe implements PipeTransform {
 transform(array:any[]) { return array.filter(item => item.isOdd); }
@Component({
 moduleId: module.id,
  selector: 'project-name-app',
 pipes: [IsOddPipe],
 template: `
    <button (click) = "add() ">add</button>
    < vib>
      <div *ngFor="let item of list | isOdd">
        {{ item.name }}
      </div>
    </div>
  styleUrls: ['project-name.component.css']
export class PROJECTNAMEAppComponent {
 list = []
  add() {
       this.list = this.list.splice().filter((i) => i % 2)
                                                                     64
```

Speed - zone.js

```
Zone.fork().run(function () {
  zone.inTheZone = true;
  setTimeout(function () {
    console.log('in the zone: ' + !!zone.inTheZone);
 } , 0);
});
console.log('in the zone: ' + !!zone.inTheZone);
'in the zone: false'
'in the zone: true'
```

Speed - zone.js

```
Zone.fork().run(function () {
  zone.inTheZone = true;
  setTimeout(function () {
    console.log('in the zone: ' + !!zone.inTheZone);
 }, 0);
});
console.log('in the zone: ' + !!zone.inTheZone);
'in the zone: false'
'in the zone: true'
```

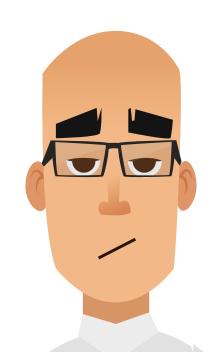
TypeScript OOP

```
class GenericService<T> {
    items: Array < T > = []
    addItem(item: T) {
        this.items.push(item)
interface User {
    id: number,
    name: string
interface Creatives {
    type: string,
    value: string
```

TypeScript OOP

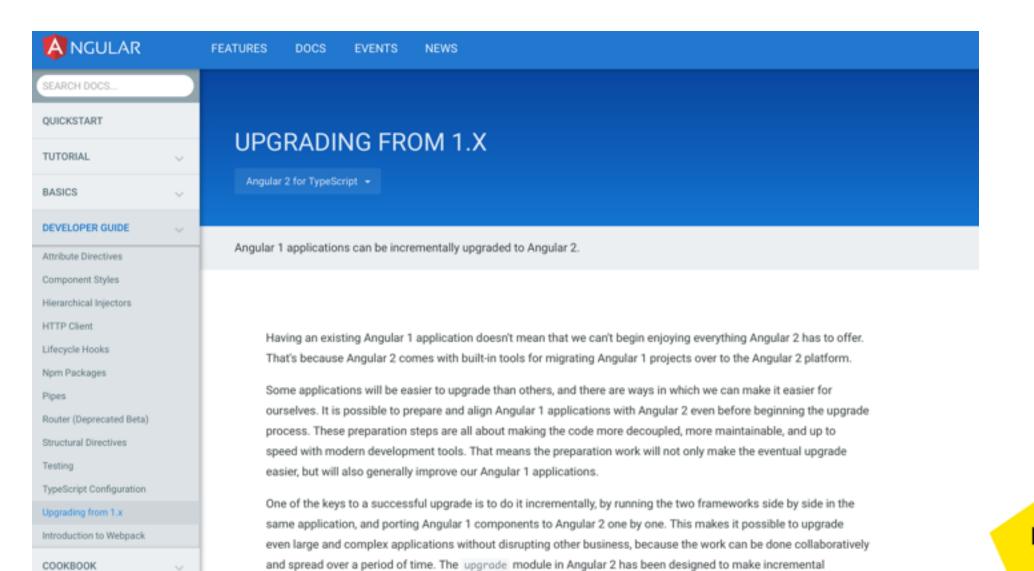
```
var s = new GenericService<User>();
s.addItem({
    id: 1, name: 'asda'
});
s.addItem({
    type: 'asda' // will fail
})
```

Глава №4 - Первые потери



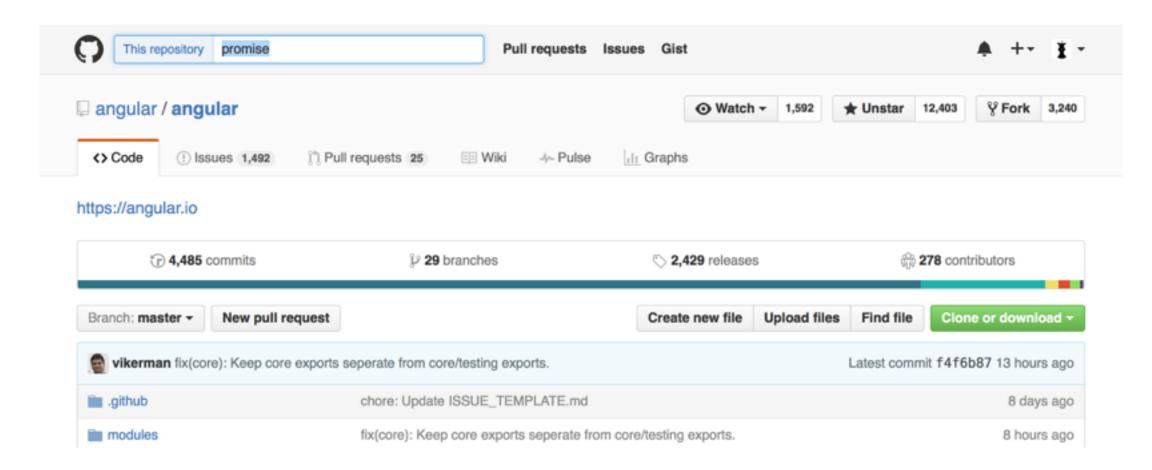
... а вот этого я не ожидал

Потеря почти всей кодовой базы

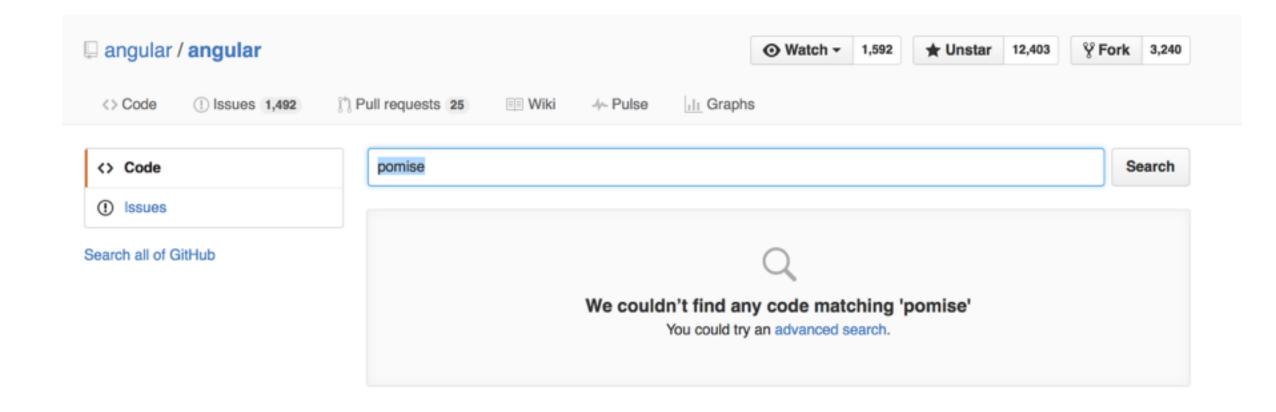


FrontendConf

Promise -> RXJS



Promise -> RXJS



Promise -> RXJS

```
import {Http, HTTP PROVIDERS} from 'angular2/http';
@Component({
  selector: 'http-app',
  viewProviders: [HTTP PROVIDERS],
  templateUrl: 'people.html'
})
class PeopleComponent {
  constructor(http: Http) {
   http.get('people.json')
      .map(res => res.json())
      .subscribe (people => this.people = people);
```

Promise -> RXJS

```
import {Http, HTTP PROVIDERS} from 'angular2/http';
@Component({
  selector: 'http-app',
  viewProviders: [HTTP PROVIDERS],
  templateUrl: 'people.html'
})
class PeopleComponent {
  constructor (http: Http) {
    http.get('people.json')
      .map(res => res.json())
      .subscribe (people => this.people = people);
```

Promise -> RXJS

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import {Http, HTTP PROVIDERS} from 'angular2/http';
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RXJS

Expert to Expert: Brian Beckman and Erik Meijer - Inside the .NET Reactive Framework (Rx) $\,$

Опубликовано: июл 09, 2009 в 11:36

Автор: Charles

★★★★ (24) просмотров: 135,097 комментариев: 57



теddit У Твитнут ¶ Like < 1

RXJS

```
interface IObservable<T>
    IDisposable Subscribe (IObserver observer);
interface IObserver<T>
   void OnCompleted();
   void OnNext(T value);
   void OnError(Exception e);
```

ngResources

```
var User = $resource('/user/:userId', {userId:'@id'});
User.get({userId:123}, function(user) {
   user.abc = true;
   user.$save();
});
```

ngResources

```
var User = $rescurce('/user/:userId, {userId:'@id'});
User.get({userId:123}, function(user
    user.abc = trie;
    user.$save();
});
```

Встроенные паттерны канули в небытие!

- 1) component
- 2) directive
- 3) filter
- 4) service
- 5) provider
- 6) constant
- 7) config
- 8) run
- 9) module

Встроенные паттерны канули в небытие!

- 1) component
- 2) template
- 3) directive
- 4) route
- 5) pipe
- 6) service *

1) [(ngModel)]

- 1) [(ngModel)]
- 2) ng-valid | ng-invalid | ng-dirty | ng-pristine | ng-touched | ng-untouched

- 1) [(ngModel)]
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- 3) FormModel + FormBuilder

- 1) [(ngModel)]
- 2) ng-valid | ng-invalid | ng-dirty | ng-pristine | ng-touched | ng-untouched
- 3) FormModel + FormBuilder
- 4) Валидация не стала легче

Глава №5 - Happy End



Мы уже переехали на Angular 2?

1) Потому что Angular 1 не так уж и плох, а если задуматься ...

- 1) Потому что Angular 1 не так уж и плох, а если задуматься ...
- 2) Потому что React 15 не так уж и плох, а если задуматься ...

- 1) Потому что Angular 1 не так уж и плох, а если задуматься ...
- 2) Потому что React 15 не так уж и плох, а если задуматься ...
- 3) Потому что Ember не так уж и плох, а если задуматься ...

- 1) Кодовая база
- 2) Уровень вхождения
- 3) Незаконченность*

- 1) Кодовая база
- 2) Уровень вхождения
- 3) Незаконченность*

Есть ли надежда?

Наши шаги

- 1) TypeScript OOP e2e tests
- 2) Angular 1.4.x -> 1.5.x
- 3) AutoNgConverter

О чем мы не поговорили?

Progressive Web Apps

Dependency Injection

Native

- Ionic Framework,

- NativeScript

- React Native.

Desktop

- Electron

Universal

- node.js,

- .NET,

- PHP

Angular CLI

IDEs

Testing

- patched Karma, Protractor

Animation

Accessibility

Developer Tools

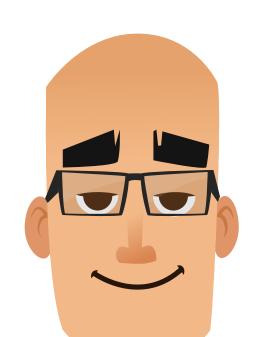
- -Redux (ngrx / ng2-redux)
- FLUX
- -MV* (MVC, MVP, MVVM)
- -MALEVICH (COD.js)

Приятного аппетита!

Tweeter: #Ai_boy

Gitter: aiboy





http://bit.ly/1XP0dEh

