A template reference variable is often a reference to a DOM element within a template. It can also be a reference to an Angular component or directive or a web component (Read more at <u>Angular.io</u>). That means you can easily access the variable anywhere in the template.

You declare a reference variable by using the hash symbol (#). The **#firstNameInput** declares a **firstNameInput** variable on an <input> element.

```
<input type="text" #firstNameInput><input type="text"
#lastNameInput>
```

After that, you can access the variable anywhere inside the template. For example, I pass the variable as a parameter on an event.

```
<button (click)="show(lastNameInput)">Show</button>
```

Remember that the lastNameInput belongs to HTMLInputElement type.

```
show(lastName: HTMLInputElement) {
   console.log(lastName.value);
}
```

Usually, the reference variable can only be accessed inside the template. However, you can use **ViewChild** decorator to reference it inside your component.

```
import {ViewChild, ElementRef} from '@angular/core';// Reference
firstNameInput variable inside Component
@ViewChild('firstNameInput') nameInputRef: ElementRef;
```

After that, you can use **this.nameInputRef** anywhere inside your Component.

```
show(lastName: HTMLInputElement) {
  this.fullName = this.nameInputRef.nativeElement.value + ' ' +
  lastName.value;
}
```

Working with <ng-template>

In the case of ng-template, it is a little bit different because each template has its own set of input variables. For example:

- We use the prefix *let* to declare the input variable *fullName*
- this variable *fullName* is visible inside the *ng-template*, not the outside
- In order to access the variable inside ng-template, we have the declare the context

```
// app.component.ts
export class AppComponent { fullName: string;
  ctx = {fullName: ''}
    ... show(lastName: HTMLInputElement) {
      this.fullName = this.nameInputRef.nativeElement.value + ' ' +
lastName.value;
      this.ctx.fullName = this.fullName;
  }}
```