

# ANGULAR CHEAT SHEET

A quick guide to Angular syntax. (Content is provisional and may change.)

## Angular for TypeScript Cheat Sheet (v2.1.1)

### Bootstrapping

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

```
platformBrowserDynamic().bootstrapModule(AppModule);
```

Bootstraps the app, using the root component from the specified `NgModule`.

### NgModules

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

```
@NgModule({ declarations: ..., imports: ...,  
  exports: ..., providers: ..., bootstrap: ...})  
class MyModule {}
```

Defines a module that contains components, directives, pipes, and providers.

```
declarations: [MyRedComponent, MyBlueComponent, MyDatePipe]
```

List of components, directives, and pipes that belong to this module.

```
imports: [BrowserModule, SomeOtherModule]
```

List of modules to import into this module. Everything from the imported modules is available to `declarations` of this module.

<code>exports: [MyRedComponent, MyDatePipe]</code>	List of components, directives, and pipes visible to modules that import this module.
<code>providers: [MyService, { provide: ... }]</code>	List of dependency injection providers visible both to the contents of this module and to importers of this module.
<code>bootstrap: [MyAppComponent]</code>	List of components to bootstrap when this module is bootstrapped.

Template syntax	
<code>&lt;input [value]="firstName"&gt;</code>	Binds property <code>value</code> to the result of expression <code>firstName</code> .
<code>&lt;div [attr.role]="myAriaRole"&gt;</code>	Binds attribute <code>role</code> to the result of expression <code>myAriaRole</code> .
<code>&lt;div [class.extra-sparkle]="isDelightful"&gt;</code>	Binds the presence of the CSS class <code>extra-sparkle</code> on the element to the truthiness of the expression <code>isDelightful</code> .
<code>&lt;div [style.width.px]="mySize"&gt;</code>	Binds style property <code>width</code> to the result of expression <code>mySize</code> in pixels. Units are optional.
<code>&lt;button (click)="readRainbow(\$event)"&gt;</code>	Calls method <code>readRainbow</code> when a click event is triggered on this button element (or its children) and passes in the event object.
<code>&lt;div title="Hello {{ponyName}}"&gt;</code>	Binds a property to an interpolated string, for example, "Hello Seabiscuit". Equivalent to: <code>&lt;div [title]=''Hello ' + ponyName"&gt;</code>
<code>&lt;p&gt;Hello {{ponyName}}&lt;/p&gt;</code>	Binds text content to an interpolated string, for example, "Hello Seabiscuit".
<code>&lt;my-cmp [(title)]= "name"&gt;</code>	Sets up two-way data binding. Equivalent to: <code>&lt;my-cmp [title]="name" (titleChange)="name=\$event"&gt;</code>
<code>&lt;video #movieplayer ...&gt;   &lt;button (click)="movieplayer.play()"&gt; &lt;/video&gt;</code>	Creates a local variable <code>movieplayer</code> that provides access to the <code>video</code> element instance in data-binding and event-binding expressions in the current template.

<code>&lt;p *myUnless="myExpression"&gt;...&lt;/p&gt;</code>	<p>The <code>*</code> symbol turns the current element into an embedded template.</p> <p>Equivalent to:</p> <pre>&lt;template [myUnless]="myExpression"&gt;&lt;p&gt;...&lt;/p&gt;&lt;/template&gt;</pre>
<code>&lt;p&gt;Card No.: {{cardNumber   myCardNumberFormatter}}&lt;/p&gt;</code>	Transforms the current value of expression <code>cardNumber</code> via the pipe called <code>myCardNumberFormatter</code> .
<code>&lt;p&gt;Employer: {{employer?.companyName}}&lt;/p&gt;</code>	The safe navigation operator ( <code>?</code> ) means that the <code>employer</code> field is optional and if <code>undefined</code> , the rest of the expression should be ignored.
<code>&lt;svg:rect x="0" y="0" width="100" height="100"/&gt;</code>	An SVG snippet template needs an <code>svg:</code> prefix on its root element to disambiguate the SVG element from an HTML component.
<pre>&lt;svg&gt;   &lt;rect x="0" y="0" width="100" height="100"/&gt; &lt;/svg&gt;</pre>	An <code>&lt;svg&gt;</code> root element is detected as an SVG element automatically, without the prefix.

Built-in directives	<code>import { CommonModule } from '@angular/common';</code>
<code>&lt;section *ngIf="showSection"&gt;</code>	Removes or recreates a portion of the DOM tree based on the <code>showSection</code> expression.
<code>&lt;li *ngFor="let item of list"&gt;</code>	Turns the <code>li</code> element and its contents into a template, and uses that to instantiate a view for each item in <code>list</code> .
<pre>&lt;div [ngSwitch]="conditionExpression"&gt;   &lt;template [ngSwitchCase]="case1Exp"&gt;...&lt;/template&gt;   &lt;template ngSwitchCase="case2LiteralString"&gt;... &lt;/template&gt;   &lt;template ngSwitchDefault&gt;...&lt;/template&gt; &lt;/div&gt;</pre>	Conditionally swaps the contents of the <code>div</code> by selecting one of the embedded templates based on the current value of <code>conditionExpression</code> .
<code>&lt;div [ngClass]="{active: isActive, disabled: isDisabled}"&gt;</code>	

Binds the presence of CSS classes on the element to the truthiness of the associated map values. The right-hand expression should return {class-name: true/false} map.

## Forms

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

```
<input [(ngModel)]="userName">
```

Provides two-way data-binding, parsing, and validation for form controls.

## Class decorators

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

```
@Component({...})  
class MyComponent() {}
```

Declares that a class is a component and provides metadata about the component.

```
@Directive({...})  
class MyDirective() {}
```

Declares that a class is a directive and provides metadata about the directive.

```
@Pipe({...})  
class MyPipe() {}
```

Declares that a class is a pipe and provides metadata about the pipe.

```
@Injectable()  
class MyService() {}
```

Declares that a class has dependencies that should be injected into the constructor when the dependency injector is creating an instance of this class.

## Directive configuration

```
@Directive({ property1: value1, ... })
```

```
selector: '.cool-button:not(a)'
```

Specifies a CSS selector that identifies this directive within a template. Supported selectors include `element`, `[attribute]`, `.class`, and `:not()`.

Does not support parent-child relationship selectors.

```
providers: [MyService, { provide: ... }]
```

List of dependency injection providers for this directive and its children.

## Component configuration

`@Component` **extends** `@Directive`, so the `@Directive` configuration applies to components as well

```
moduleId: module.id
```

If set, the `templateUrl` and `styleUrl` are resolved relative to the component.

```
viewProviders: [MyService, { provide: ... }]
```

List of dependency injection providers scoped to this component's view.

```
template: 'Hello {{name}}'  
templateUrl: 'my-component.html'
```

Inline template or external template URL of the component's view.

```
styles: ['.primary {color: red}']  
styleUrls: ['my-component.css']
```

List of inline CSS styles or external stylesheet URLs for styling the component's view.

## Class field decorators for directives and components

```
import { Input, ... } from '@angular/core';
```

```
@Input() myProperty;
```

Declares an input property that you can update via property binding (example: `<my-cmp [myProperty]="someExpression">` ).

```
@Output() myEvent = new EventEmitter();
```

Declares an output property that fires events that you can subscribe to with an event binding (example: `<my-cmp (myEvent)="doSomething()">` ).

```
@HostBinding('[class.valid]') isValid;
```

Binds a host element property (here, the CSS class `valid` ) to a directive/component property ( `isValid` ).

```
@HostListener('click', ['$event']) onClick(e) {...}
```

Subscribes to a host element event ( `click` ) with a directive/component method ( `onClick` ), optionally passing an argument ( `$event` ).

```
@ContentChild(myPredicate) myChildComponent;
```

	Binds the first result of the component content query ( <code>myPredicate</code> ) to a property ( <code>myChildComponent</code> ) of the class.
<code>@ContentChildren(myPredicate) myChildComponents;</code>	Binds the results of the component content query ( <code>myPredicate</code> ) to a property ( <code>myChildComponents</code> ) of the class.
<code>@ViewChild(myPredicate) myChildComponent;</code>	Binds the first result of the component view query ( <code>myPredicate</code> ) to a property ( <code>myChildComponent</code> ) of the class. Not available for directives.
<code>@ViewChildren(myPredicate) myChildComponents;</code>	Binds the results of the component view query ( <code>myPredicate</code> ) to a property ( <code>myChildComponents</code> ) of the class. Not available for directives.

Directive and component change detection and lifecycle hooks	(implemented as class methods)
<code>constructor(myService: MyService, ...) { ... }</code>	Called before any other lifecycle hook. Use it to inject dependencies, but avoid any serious work here.
<code>ngOnChanges(changeRecord) { ... }</code>	Called after every change to input properties and before processing content or child views.
<code>ngOnInit() { ... }</code>	Called after the constructor, initializing input properties, and the first call to <code>ngOnChanges</code> .
<code>ngDoCheck() { ... }</code>	Called every time that the input properties of a component or a directive are checked. Use it to extend change detection by performing a custom check.
<code>ngAfterContentInit() { ... }</code>	Called after <code>ngOnInit</code> when the component's or directive's content has been initialized.
<code>ngAfterContentChecked() { ... }</code>	Called after every check of the component's or directive's content.
<code>ngAfterViewInit() { ... }</code>	Called after <code>ngAfterContentInit</code> when the component's view has been initialized. Applies to components only.

<code>ngAfterViewChecked() { ... }</code>	Called after every check of the component's view. Applies to components only.
<code>ngOnDestroy() { ... }</code>	Called once, before the instance is destroyed.

Dependency injection configuration	
<code>{ provide: MyService, useClass: MyMockService }</code>	Sets or overrides the provider for <code>MyService</code> to the <code>MyMockService</code> class.
<code>{ provide: MyService, useFactory: myFactory }</code>	Sets or overrides the provider for <code>MyService</code> to the <code>myFactory</code> factory function.
<code>{ provide: MyValue, useValue: 41 }</code>	Sets or overrides the provider for <code>MyValue</code> to the value <code>41</code> .

Routing and navigation	
<pre> const routes: Routes = [   { path: '', component: HomeComponent },   { path: 'path/:routeParams', component: MyComponent },   { path: 'staticPath', component: ... },   { path: '**', component: ... },   { path: 'oldPath', redirectTo: '/staticPath' },   { path: ..., component: ..., data: { message: 'Custom' } } ];  const routing = RouterModule.forRoot(routes); </pre>	<pre> import { Routes, RouterModule, ... } from     '@angular/router'; </pre> <p>Configures routes for the application. Supports static, parameterized, redirect, and wildcard routes. Also supports custom route data and resolve.</p>
	Marks the location to load the component of the active route.

```

<router-outlet></router-outlet>

<router-outlet name="aux"></router-outlet>
<a routerLink="/path">
<a [routerLink]="[ '/path', routeParam ]">
<a [routerLink]="[ '/path', { matrixParam: 'value' } ]">
<a [routerLink]="[ '/path' ]" [queryParams]="{ page: 1 }">
<a [routerLink]="[ '/path' ]" fragment="anchor">

```

Creates a link to a different view based on a route instruction consisting of a route path, required and optional parameters, query parameters, and a fragment. To navigate to a root route, use the `/` prefix; for a child route, use the `./` prefix; for a sibling or parent, use the `../` prefix.

```

<a [routerLink]="[ '/path' ]" routerLinkActive="active">

```

The provided classes are added to the element when the `routerLink` becomes the current active route.

```

class CanActivateGuard implements CanActivate {
  canActivate(
    route: ActivatedRouteSnapshot,
    state: RouterStateSnapshot
  ): Observable<boolean>|Promise<boolean>|boolean { ... }
}

{ path: ..., canActivate: [CanActivateGuard] }

```

An interface for defining a class that the router should call first to determine if it should activate this component. Should return a boolean or an Observable/Promise that resolves to a boolean.

```

class CanDeactivateGuard implements CanDeactivate<T> {
  canDeactivate(
    component: T,
    route: ActivatedRouteSnapshot,
    state: RouterStateSnapshot
  ): Observable<boolean>|Promise<boolean>|boolean { ... }
}

{ path: ..., canDeactivate: [CanDeactivateGuard] }

```

An interface for defining a class that the router should call first to determine if it should deactivate this component after a navigation. Should return a boolean or an Observable/Promise that resolves to a boolean.

An interface for defining a class that the router should call first to determine if it should activate the child route. Should return a boolean or an Observable/Promise that resolves to a boolean.



```

class CanActivateChildGuard implements CanActivateChild {
  canActivateChild(
    route: ActivatedRouteSnapshot,
    state: RouterStateSnapshot
  ): Observable<boolean>|Promise<boolean>|boolean { ... }
}

```

```

{ path: ..., canActivateChild: [CanActivateGuard],
  children: ... }

```

```

class ResolveGuard implements Resolve<T> {
  resolve(
    route: ActivatedRouteSnapshot,
    state: RouterStateSnapshot
  ): Observable<any>|Promise<any>|any { ... }
}

```

```

{ path: ..., resolve: [ResolveGuard] }

```

An interface for defining a class that the router should call first to resolve route data before rendering the route. Should return a value or an Observable/Promise that resolves to a value.

```

class CanLoadGuard implements CanLoad {
  canLoad(
    route: Route
  ): Observable<boolean>|Promise<boolean>|boolean { ... }
}

```

```

{ path: ..., canLoad: [CanLoadGuard], loadChildren: ... }

```

An interface for defining a class that the router should call first to check if the lazy loaded module should be loaded. Should return a boolean or an Observable/Promise that resolves to a boolean.