# plain concepts

#### SINGLE PAGE APPLICATION (SPA)

- La página se descarga completa una vez desde el servidor
  - Una sola página
- Gestionamos la navegación en cliente (routing)
  - Se integra con el histórico del navegador
  - Podemos ir hacia atrás utilizando el navegador
- El servidor en el resto del ciclo de vida:
  - Proporciona plantillas parciales de páginas bajo demanda
  - Proporciona javascript bajo demanda (frameworks)
  - Devuelve y procesa información mediante llamadas XHR (API)
  - No renderiza HTML





https://angular.io/

# INTRODUCCIÓN

- Es un framework para desarrollo de SPA.
- Permite extender el HTML con etiquetas propias.
- Interfaz basado en componentes (no en páginas).
- Podemos desarrollar con él utilizando **TypeScript o** JavaScript.



#### ACTUALIDAD

- AngularJS
  - V1.8.2
  - Última versión estable: octubre de 2020
- Angular (Angular 2 o Angular 2+)
  - <u>V13.3.5</u>
  - Última versión estable: abril 2022
  - Typescript
  - Nuevas directivas
  - Componentes sustituye a controllers y \$scope

#### FUNCIONALIDADES

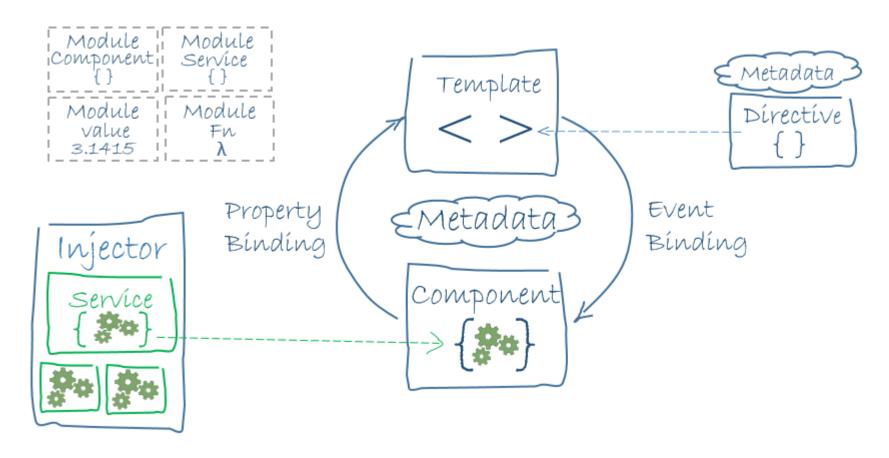
- Inyección de dependencias
- Servicios
- Cliente http
- Navegación por la app (Router)
- Animaciones
- Internacionalización
- Soporte para tests unitarios y e2e
- · Librerías de componentes: material design, ng-bootstrap, ...
- · Renderizado en el servidor
- · CLI
- PWA



#### ARQUITECTURA

- Módulos:
  - Bloques de la aplicación, que agrupan componentes, servicios, rutas, ...
- Componentes:
  - Contiene una vista (template: html + css), datos, y/o lógica; y forma parte del árbol DOM.
- Servicios:
  - Capa de datos, lógica de negocio, no acoplada a los componentes.
  - Peticiones a nuestro API.
- Routing:
  - Responsable de la navegación de la aplicación.
  - Renderiza componentes basándose en el estado de la URL.
- Directivas:
  - Añade comportamiento, extiende y/o transforma un elemento del DOM o componente.
  - Construir las nuestras o usar las de angular.

## ARQUITECTURA





#### BOOTSTRAPPING

- *app/app.component.ts* Donde definimos el componente raiz de nuestra aplicación.
- app/app.module.ts La definición del modulo de entrada a ser arrancado.
- index.html Página html donde el componente será renderizado.
- main.ts El "pegamento" que combina el componente y la página html.



#### TSCONFIG.JSON

```
"compileOnSave": false,
"compilerOptions": {
 "baseUrl": "./",
 "outDir": "./dist/out-tsc",
 "sourceMap": true,
 "declaration": false,
 "downlevelIteration": true,
 "experimentalDecorators": true,
 "moduleResolution": "node",
 "importHelpers": true,
 "target": "es2015",
 "module": "es2020",
 "lib": [
   "es2018",
   "dom"
```

## **ANGULAR.JSON**

```
"$schema": "./node_modules/@angular/cli/lib/config/schema.json",
"version": 1,
"newProjectRoot": "projects",
'projects": {
  "prueba2": {
   "sourceRoot": "src",
   "projectType": "application",
   "prefix": "app",
   "schematics": {
     "@schematics/angular:component": {
   "architect": {
     "build": {
       "builder": "@angular-devkit/build-angular:browser",
       "options": {
         "outputPath": "dist/prueba2",
         "index": "src/index.html",
         "main": "src/main.ts",
         "polyfills": "src/polyfills.ts",
         "tsConfig": "src/tsconfig.app.json",
         "assets": [
         "scripts": [],
         "es5BrowserSupport": true
        "configurations": {
          "production": {
           "fileReplacements": [
               "replace": "src/environments/environment.ts",
           "optimization": true,
            "outputHashing": "all",
            "sourceMap": false,
            "extractCss": true,
            "namedChunks": false,
```

```
serve": {
 "builder": "@angular-devkit/build-angular:dev-server",
   "browserTarget": "prueba2:build"
 "configurations": {
   "production": {
     "browserTarget": "prueba2:build:production"
"extract-i18n": {
 "builder": "@angular-devkit/build-angular:extract-i18n",
 "options": {
   "browserTarget": "prueba2:build"
"test": {
 "builder": "@angular-devkit/build-angular:karma",
 "options": {
   "main": "src/test.ts",
   "polyfills": "src/polyfills.ts",
   "tsConfig": "src/tsconfig.spec.json",
   "karmaConfig": "src/karma.conf.js",
   "styles": [
```

#### CLI

COMMAND	ALIAS	DESCRIPTION
<u>add</u>		Adds support for an external library to your project.
<u>analytics</u>		Configures the gathering of Angular CLI usage metrics. See <a href="https://angular.io/cli/usage-analytics-gathering">https://angular.io/cli/usage-analytics-gathering</a> .
<u>build</u>	b	Compiles an Angular app into an output directory named dist/ at the given output path. Must be executed from within a workspace directory.
config		Retrieves or sets Angular configuration values in the angular.json file for the workspace.
deploy		Invokes the deploy builder for a specified project or for the default project in the workspace.
doc	d	Opens the official Angular documentation (angular.io) in a browser, and searches for a given keyword.
<u>e2e</u>	е	Builds and serves an Angular app, then runs end-to-end tests using Protractor.
<u>generate</u>	g	Generates and/or modifies files based on a schematic.
<u>help</u>		Lists available commands and their short descriptions.
<u>lint</u>	I	Runs linting tools on Angular app code in a given project folder.
new	n	Creates a new workspace and an initial Angular app.
<u>run</u>		Runs an Architect target with an optional custom builder configuration defined in your project.
<u>serve</u>	S	Builds and serves your app, rebuilding on file changes.
<u>test</u>	t	Runs unit tests in a project.
<u>update</u>		Updates your application and its dependencies. See <a href="https://update.angular.io/">https://update.angular.io/</a>
<u>version</u>	V	Outputs Angular CLI version.
<u>xi18n</u>	i18n-extract	Extracts i18n messages from source code.



# MÓDULOS

- Permiten modularizar nuestra aplicación en base a funcionalidades o lo que queramos.
- Siempre hay que definir uno (root module)

```
@NgModule({
   imports: [
     BrowserModule,
     FormsModule
],
   declarations: [
     HeroDetailComponent,
     HeroListComponent
],
   providers: [
     BackendService,
     HeroService,
     Logger
]
})
export class HeroModule { }
```

#### ROOT MODULE

· Define cuál será el componente raíz que Angular creará e insertará en el index.html

```
@NgModule({
   FormsModule
 bootstrap: [ AppComponent ]
```

```
platformBrowserDynamic().bootstrapModule(AppModule)
  .catch(err => console.error(err));
```

main.ts



# IMPORTANDO OTROS MÓDULOS

```
import { NgModule } from '@angular/core';
@NgModule({
 imports: [
   BrowserModule,
   AModule,
   BModule,
```

## ANGULARJS

```
angular.module('curso')
   .directive('helloComponent', () => ({
        restrict: 'E',
        scope: { name: '=' },
        template: '<span>Hello, {{ ctrl.name }}.</span>',
        controller: MyComponentCtrl,
        controllerAs: 'ctrl',
        bindToController: true
}));
```

angular 1.x

```
angular.module('curso')
   .component('helloComponent', {
        bindings: { name: '=' },
        template: '<span>Hello, {{ $ctrl.name }}.</span>',
        controller: MyComponentCtrl
   });
```

#### CLASE

· Controla la lógica de una porción de vista y puede interactuar con esta.

```
export class HeroListComponent implements OnInit {
  heroes: Hero[];
  selectedHero: Hero;

constructor(private service: HeroService) { }

ngOnInit() {
  this.heroes = this.service.getHeroes();
 }

selectHero(hero: Hero) { this.selectedHero = hero; }
}
```

hero-list.component.ts

#### TEMPLATE

· Parte de html que determina cómo renderizar el modelo expuesto por un componente.

hero-list.component.html

#### METADATA

Le dice a Angular cómo procesar una clase.

```
@Component({
    selector: 'hero-list',
    templateUrl: './hero-list.component.html',
    providers: [HeroService]
})
export class HeroListComponent implements OnInit {
    heroes: Hero[];
    selectedHero: Hero;

    constructor(private service: HeroService) { }

    ngOnInit() {
        this.heroes = this.service.getHeroes();
    }

    selectHero(hero: Hero) { this.selectedHero = hero; }
}
```

hero-list.component.ts



#### DATA BINDING

- Permite conectar partes de un template con partes de un componente.
- 4 formas:
  - Interpolation
  - Property binding
  - Event binding
  - Two way binding

```
[property] = "value"

(event) = "handler"

[(ng-model)] = "property"
```

#### TEMPLATE SYNTAX

#### LIFECYCLE-HOOKS

- ngOnChanges: llamado cada vez que un input cambia de valor.
- **ngOnInit**: llamado despues del primer ngOnChanges.
- ngOnDestroy: antes de que el componente sea eliminado.
- ngDoCheck, ngAfterContentInit, ngAfterContentChecked, ngAfterViewInit, ngAfterViewChecked, ...

#### EXPORTANTO COMPONENTES

Para poder usar componentes fuera de un módulo, estos tienen que ser exportados.



#### ELEMENT REF

Proporciona acceso al elemento nativo asociado (en el caso de navegador, elementos del DOM).

```
import { AfterContentInit, Component, ElementRef } from '@angular/component
@Component({
  selector: 'app-root',
  template:
   <h1>My App</h1>
    <code>{{ node }}</code>
export class AppComponent implements AfterContentInit {
  public node: string;
  constructor(private elementRef: ElementRef) { }
  ngAfterContentInit() {
   const tmp = document.createElement('div');
   const element: HTMLElement = this.elementRef.nativeElement;
    const newElement = element.cloneNode(true);
   tmp.appendChild(newElement);
    this.node = tmp.innerHTML;
```

```
<input #someInput placeholder="Your favorite sea creature">
[
@ViewChild('someInput') someInput: ElementRef;
```

# VIEWCHILD, VIEWCHILDREN

• Permite acceder a componente(s) hijo(s) a través del nombre del componente.

```
import { Component, ViewChild, AfterViewInit } from '@angular/core';
import { SystemOutputComponent } from './system-output/system-output.component';
@Component({
 selector: 'app-root',
 template:
   <h1>My App</h1>
   <app-system-output></app-system-output>
export class AppComponent implements AfterViewInit {
 @ViewChild(SystemOutputComponent) childComponent: SystemOutputComponent;
 public ngAfterViewInit() {
   this.childComponent.echo();
```

# VIEWCHILD, VIEWCHILDREN

• Permite acceder a componente(s) hijo(s) a través de una *template* variable

```
import { Component, ViewChild, AfterViewInit } from '@angular/core';
import { SystemOutputComponent } from './system-output/system-output.component';
@Component({
 selector: 'app-root',
 template:
   <h1>My App</h1>
   <app-system-output #child1></app-system-output>
   <app-system-output #child2></app-system-output>
export class AppComponent implements AfterViewInit {
 @ViewChild('child2') childComponent: SystemOutputComponent;
 public ngAfterViewInit() {
   this.childComponent.echo();
```

#### TEMPLATE REF

Provee acceso en el propio template a los elementos nativos (en el caso de navegador, elementos del DOM)

# HOSTLISTENER, HOSTBINDING

```
import { Component, HostBinding, HostListener } from '@angular/core';
const colors = [
  'darksalmon', 'hotpink', 'lightskyblue', 'goldenrod', 'peachpuff',
  'mediumspringgreen', 'cornflowerblue', 'blanchedalmond', 'lightslategrey'
@Component({
  selector: 'app-root',
  template:
   My App
export class AppComponent {
  @HostBinding('style.color')
  public color: string;
  @HostListener('mouseover')
  public newColor() {
   const colorPick = Math.floor(Math.random() * colors.length);
   this.color = colors[colorPick];
```

# NG-CONTENT

Permite "proyectar" contenido.

```
<app-tabs>
<app-tab name="Foo">
Content of tab Foo
</app-tab>
<app-tab name="Bar">
Content of tab Bar
</app-tab>
/app-tabs
```

```
import { Component, Input } from '@angular/core';
@Component({
  selector: 'app-tab',
  template: `
  <div [hidden]="!active">
    <ng-content></ng-content>
  </div>
export class TabComponent {
  @Input()
  public name: string;
  @Input()
  public active = false;
```

# CONTENTCHILD, CONTENTCHILDREN

Permite acceder a componente(s) proyectado(s) a través del nombre del componente o selectores.

```
@ContentChildren(TabComponent)
public tabs: QueryList<TabComponent>;

public ngAfterContentInit(): void {
   const activeTab = this.tabs
        .find(tab => tab.active);

   if (activeTab) {
        this.selectTab(activeTab);
    } else {
        this.selectTab(this.tabs.first);
    }
}
```

#### PASANDO DATOS A UN COMPONENTE

- A través del decorador @Input
- El flujo de detección de cambio es de padre a hijo.

```
Parent Num: {{ clicks }}
<app-child [count]="clicks"></app-child>
```

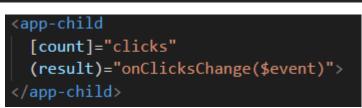
```
@Component({
    selector: 'app-child',
    templateUrl: './child.component.html'
})
export class ChildComponent {
    @Input() count;
}
```

```
Count: {{ count }}
```

#### RESPONDIENDO A EVENTOS DE UN COMPONENTE

- A través del decorador @Output se define un EventEmitter
- Se define un handler en el padre

```
export class ParentComponent {
   clicks = 2;
   onClicksChange(newClicks: number) {
     this.clicks = newClicks;
   }
}
```





```
export class ChildComponent {
  @Input() count;
  @Output() result = new EventEmitter<number>();
  increment() {
    this.count++;
    this.result.emit(this.count);
  }
}
```



#### CHANGEDETECTIONSTRATEGY.ONPUSH

- Un template definido con esta estrategia solo se evaluará nuevamente cuando:
  - La referencia de uno de los inputs cambie.
  - Un eventhandler es emitido.
  - Programáticamente.

```
@Component({
    selector: 'app-detail',
    templateUrl: './detail.component.html',
    styleUrls: ['./detail.component.css'],
    changeDetection: ChangeDetectionStrategy.OnPush
})
export class DetailComponent {
```



#### SERVICIOS

- Para Angular los servicios son cualquier clase, valor, función, funcionalidad,... que necesita la aplicación.
- Angular no aporta nada en concreto para desarrollar un servicio.
- Los componentes son consumidores de servicios.

```
@Injectable()
export class HeroService {
   private heroes: Hero[] = [];

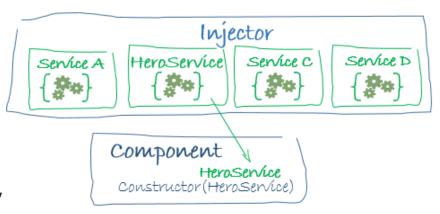
constructor(
   private backend: BackendService,
   private logger: Logger) { }

getHeroes() {
   this.backend.getAll(Hero).then( (heroes: Hero[]) => {
     this.logger.log(`Fetched ${heroes.length} heroes.`);
     this.heroes.push(...heroes); // fill cache
   });
   return this.heroes;
}
```

```
@Injectable({
   providedIn: 'root'
})
export class HeroesService {
```

#### DEPENDENCY INJECTION

- Provee la instancia de una clase con todas las instancias que necesita.
- Para ello:
  - Se fija en los parámetros del constructor.
  - Busca en su contenedor de instancias ya creadas.
  - Si no existe, creará una nueva instancia.
- Los servicios que tienen su propio constructor con dependencias, tienen que declarar el decorador @Injectable()



#### DEPENDENCY INJECTION - REGISTRO

• Para que funcione la inyección de dependencias, hay que registrar todos los servicios. 3 posibilidades:

#### @NgModule-level

#### @Injectable-level

```
import { Injectable } from '@angular/core';
@Injectable({
   providedIn: 'root',
})
export class HeroService {
   constructor() { }
}
```

```
@NgModule({
   BrowserModule,
   FormsModule
 declarations: [
 providers: [
   BackendService,
   HeroService,
   Logger
```

#### @Component-level

```
@Component({
    selector: 'hero-list',
    templateUrl: './hero-list.component.html',
    providers: [HeroService]
})
```



## OPTIONAL DEPENDENCIES

· La anotación @Optional nos permite definir dependencias opcionales.

```
import { Injectable, Optional } from '@angular/core';

@Injectable({
   providedIn: 'root',
})
export class HeroService {

   constructor(@Optional() private logger: Logger) {
     if (this.logger) {
        this.logger.log('');
     }
   }
}
```

## @SELF

```
@Component({providers: [ToysService]})

@Component({providers: [ToysService]})

constructor(
    @Self() toys: ToysService
)
```

Fuente: medium.com

## @OPTIONAL

```
aComponent({providers: [ToysService]})

aComponent({providers: []})

constructor(
    aSelf() toys: ToysService
)

[ERROR] No provider for ToysService
```

```
aComponent({providers: [ToysService]})

aComponent({providers: []})

constructor(
    aSelf(), aOptional(), toys: ToysService
) {
    toys == null; // no error though
}
```

Fuente: medium.com

## @HOST

```
aComponent({providers: [ToysService]})

aComponent({providers: [ToysService]})

constructor(
   aHost() toys: ToysService
)
```

```
@Component({providers: []})

@Component({providers: []})

constructor(
    @Host() toys: ToysService
)
```

Fuente: medium.com

## TIPOS DE PROVEEDORES

Normal

```
providers: [Logger],
providers: [{ provide: Logger, useClass: Logger }],
```

Alternative class

```
class BetterLogger extends Logger {
    }
providers: [{ provide: Logger, useClass: BetterLogger }],
```

Aliased class

```
[NewLogger,
  // Not aliased! Creates two instances of `NewLogger`
  { provide: OldLogger, useClass: NewLogger }],

[NewLogger,
  // Alias OldLogger w/ reference to NewLogger
  { provide: OldLogger, useExisting: NewLogger }],
```



#### TIPOS DE PROVEEDORES

Non-class:

Las interfaces en Typescript no valen para definir la dependencia

```
// FAIL! Can't use interface as provider token
[{ provide: AppConfig, useValue: HERO_DI_CONFIG }]
```

En su lugar hay que usar una instancia de la clase *InjectionToken* 

```
export const APP_CONFIG = new InjectionToken<AppConfig>('app.config'); App.config.ts

[{ provide: APP_CONFIG, useValue: HERO_DI_CONFIG }], Providers.component.ts

constructor(@Inject(APP_CONFIG) config: AppConfig) {
    this.title = config.title;
    }

app.component.ts
```



## TIPOS DE PROVEEDORES

• Factory: Si queremos definir dependencias en tiempo de ejecución

```
const heroServiceFactory = (userService: UserService) => {
  if (userService.user.isAuthorized) {
    return new HeroService();
  }
  return new OtherService();
};
```

```
[{
  provide: HeroService,
  useFactory: heroServiceFactory,
  deps: [UserService]
}],
```



## TOKENS PREDEFINIDOS

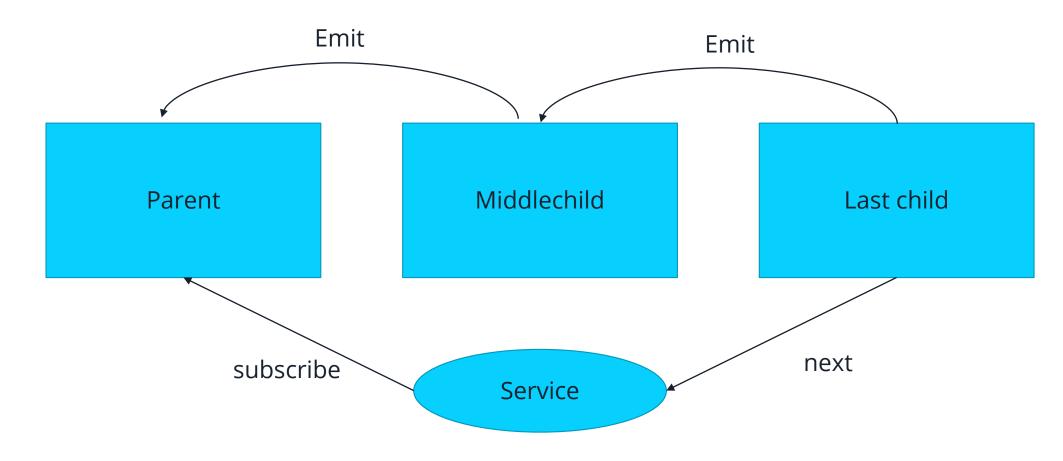
- PLATFORM\_INITIALIZER: Se invoca el callback cuando una Plataforma se inicia.
- APP\_BOOTSTRAP\_LISTENER: El callback es invocado para cada componente que se inicia. La función de handler recibe la instancia ComponentRef del componente iniciado.
- **APP\_INITIALIZER**: Se invoca el callback antes de que la aplicación se inicie. Todos los inicializadores registrados pueden devolver una Promesa y todas las promesas deben ser resueltas antes de que la aplicación se inicie. Si uno falla, la aplicación no se inicia.



## APP\_INITIALIZER

```
function initializeApp(): Promise<any> {
   return new Promise((resolve, reject) => {
     // Do some asynchronous stuff
     resolve();
   });
 @NgModule({
   imports: [BrowserModule],
   declarations: [AppComponent],
   bootstrap: [AppComponent],
   providers: [{
    provide: APP_INITIALIZER,
    useFactory: () => initializeApp,
    multi: true
  export class AppModule {}
```

## BROADCAST SERVICE



## ROUTER - CONFIGURACIÓN

- Cada ruta se mapea a un componente.
- Se pueden definir parámetros en la ruta (ej.: heroes/:id)
- Se puede pasar datos arbitrarios a través del objeto data
- Se puede crear una jerarquía de rutas

```
@NgModule({
    declarations: [
        AppComponent,
        HomeComponent,
        SettingsComponent,
        ProfileComponent,
        AllProfilesComponent
        NotFoundComponent
],
    imports: [
        BrowserModule,
        RouterModule.forRoot(routes)
],
    providers: [],
    bootstrap: [AppComponent]
})
export class AppModule { }
```

### ROUTER MODULE

```
import { NgModule }
                                from '@angular/core';
import { RouterModule, Routes } from '@angular/router';
import { CrisisListComponent } from './crisis-list/crisis-list.component';
import { HeroListComponent }
                                from './hero-list/hero-list.component';
import { PageNotFoundComponent } from './page-not-found/page-not-found.component';
const appRoutes: Routes = [
 { path: 'crisis-center', component: CrisisListComponent },
 { path: 'heroes',
                         component: HeroListComponent },
 { path: '', redirectTo: '/heroes', pathMatch: 'full' },
 { path: '**', component: PageNotFoundComponent }
@NgModule({
 imports: [
   RouterModule.forRoot(
     appRoutes,
     { enableTracing: true } // <-- debugging purposes only
 exports: [
   RouterModule
export class AppRoutingModule {}
```

```
const crisisCenterRoutes: Routes = [
    path: 'crisis-center',
    component: CrisisCenterComponent,
    children: [
        path: '',
        component: CrisisListComponent,
        children: [
            path: ':id',
            component: CrisisDetailComponent
            path: '',
            component: CrisisCenterHomeComponent
@NgModule({
  imports: [
    RouterModule.forChild(crisisCenterRoutes)
  exports: [
    RouterModule
export class CrisisCenterRoutingModule { }
```

## ACTIVATED ROUTE

Permite acceder a información sobre la ruta asociada al componente que está cargado.

```
import { ActivatedRoute } from '@angular/router';

@Component({
    selector: 'app-activated-route',
    template: 'template',
})

export class ActivatedRouteComponent {
    constructor(private route: ActivatedRoute) {}
    public name : string;

    ngOnInit() {
        this.route.queryParams.subscribe((params) => {
            this.name = params['name'];
        });
     }
}
```

### ROUTER - LINKS & OUTLET

- Se puede navegar a componentes desde los templates mediante routerLinks.
- Los templates de los componentes resueltos por el router se mostrarán a partir de la directiva **router-outlet.** Puede haber tantos como jerarquías definidos.
- Con la directiva routerLinkActive se puede asociar una clase css a la ruta activa.



### ROUTER - NAVIGATING PROGRAMMATICALLY

```
constructor(
  private router: Router,
  private route: ActivatedRoute) { }

public back() {
  this.router.navigate(['/login'], { queryParams: { returnUrl: this.route.snapshot.url } });
  this.router.navigateByUrl('profiles');
}
```

### ROUTER - EVENTOS

- NavigationStart,
- RouteConfigLoadStart,
- RouteConfigLoadEnd,
- RoutesRecognized,
- GuardsCheckStart,
- ChildActivationStart,
- ActivationStart,
- GuardsCheckEnd,
- ResolveStart,
- ResolveEnd,
- ActivationEnd
- ChildActivationEnd
- NavigationEnd,
- NavigationCancel,
- NavigationError
- Scroll

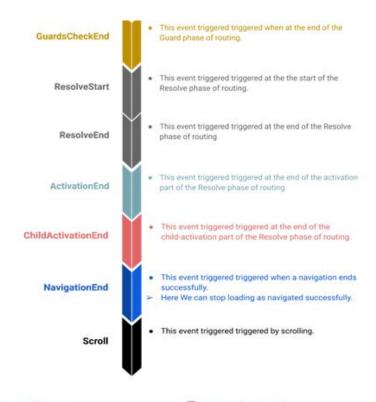
```
constructor(private router: Router) { }

public ngOnInit(): void {

  this.router.events.subscribe(e => {
    if (e instanceof NavigationStart) {
      console.log('starts =>', e.url);
    }
    if (e instanceof NavigationEnd) {
      console.log('ends =>', e.url);
    }
  });
}
```

## ROUTER - EVENTOS

#### This event triggered when a navigation starts. · From this event we get info like is navigation triggered by popstate (browser back/forward button) or by router.navigateByUrl() or NavigationStart router.navigate(). If navigation triggered by popstate, we get previous route name We can show loading to show end users that requested functionality is getting load. Eg. light blue colored loading This event triggered when before lazy loading a route configuration. RouteConfigLoadStart We can show loading to show end users that requested functionality is getting load. Eg dark blue colored loading This event triggered when a route has been lazy loaded. RouteConfigLoadEnd Here We can stop loading (eg. dark blue colored loading) to inform the end users that required resources has been loaded. This event triggered triggered when routes are recognized. RoutesRecognized · This event triggered triggered when at the start of the GuardsCheckStart Guard phase of routing. · This event triggered triggered when at the start of the ChildActivationStart child-activation part of the Resolve phase of routing. · This event triggered triggered when at the start of the ActivationStart activation part of the Resolve phase of routing.



#### NavigationError

 This event triggered triggered when a navigation fails due to an unexpected error.

#### NavigationCancel

 This event triggered triggered a navigation is canceled, directly or indirectly.



## GUARDS

- Permite controlar si el usuario puede navegar a determinado componente
- Si devuelve *true*, se permite la navegación.
- Tipos:
  - CanActivate: navegar a una ruta.
  - CanActivateChild: navegar a las rutas hijas.
  - *CanDeactivate*: salir de la ruta activa.
  - Resolve: permite retrasar la renderización del componente solicitado hasta que se hayan recuperado todos los datos necesarios.
  - ...

## **GUARDS - RESOLVE**

```
export class CrisisDetailResolverService implements Resolve<Crisis> {
  constructor(
   private crisisService: CrisisService,
   private router: Router) { }
  resolve(route: ActivatedRouteSnapshot)
   : Observable<Crisis> | Observable<never> {
   const id = route.paramMap.get('id');
   return this.crisisService.getCrisis(id).pipe(
      take(1),
     mergeMap(crisis => {
       if (crisis) {
         return of(crisis);
       } else { // id not found
         this.router.navigate(['/crisis-center']);
         return EMPTY;
```

```
onst crisisCenterRoutes: Routes = [
  path: 'crisis-center',
  component: CrisisCenterComponent,
  children: [
      path: '',
      component: CrisisListComponent,
      children: [
          path: ':id',
          component: CrisisDetailComponent,
          canDeactivate: [CanDeactivateGuard],
          resolve: {
            crisis: CrisisDetailResolverService
          path: '',
          component: CrisisCenterHomeComponent
```

## ROUTER - MULTIPLE NAMED OUTLETS

## FORMULARIO VALIDACIONES – BUILT-IN

```
class Validators {
   static min(min: number): ValidatorFn
   static max(max: number): ValidatorFn
   static required(control: AbstractControl): ValidationErrors | null
   static requiredTrue(control: AbstractControl): ValidationErrors | null
   static email(control: AbstractControl): ValidationErrors | null
   static minLength(minLength: number): ValidatorFn
   static maxLength(maxLength: number): ValidatorFn
   static pattern(pattern: string | RegExp): ValidatorFn
   static nullValidator(control: AbstractControl): ValidationErrors | null
   static compose(validators: ValidatorFn[]): ValidatorFn | null
   static composeAsync(validators: AsyncValidatorFn[]): AsyncValidatorFn | null
}
```

https://angular.io/api/forms/Validators

## FORMULARIO VALIDACIONES - CUSTOM

```
name: new FormControl('',
    [
         Validators.required,
         forbiddenNameValidator(/bob/i)
     ]),
```

## CLASES CSS EN BASE A ESTADOS

• Angular añade/elimina clases css a los elementos del formulario y al propio formulario en base a su estado.

State	Class if true	Class if false
The control has been visited.	ng-touched	ng-untouched
The control's value has changed.	ng-dirty	ng-pristine
The control's value is valid.	ng-valid	ng-invalid

https://angular.io/guide/forms

## FORMULARIOS

	REACTIVE	TEMPLATE-DRIVEN	
Setup (form model)	More explicit, created in component class	Less explicit, created by directives	
Data model	Structured	Unstructured	
Predictability	Synchronous	Asynchronous	
Form validation	Functions	Directives	
Mutability	Immutable	Mutable	
Scalability	Low-level API access	Abstraction on top of APIs	

https://angular.io/guide/forms-overview



### FORMS - TEMPLATE-DRIVEN FORMS

```
<form (ngSubmit)="onSubmit()" #heroForm="ngForm">
  <div>
   <label for="name">Name</label>
   <input type="text" id="name" [(ngModel)]="model.name" name="name" #name="ngModel" required>
   <div [hidden]="name.valid || name.pristine">
     Name is required
   </div>
  </div>
  <div>
   <label for="alterEgo">Alter Ego</label>
   <input type="text" id="alterEgo" [(ngModel)]="model.alterEgo" name="alterEgo">
  </div>
  <button type="submit" [disabled]="!heroForm.form.valid">Submit</button>
</form>
```

## FORMS - REACTIVE FORMS

```
form [formGroup]="heroForm" (ngSubmit)="onSubmit()" novalidate>
  <label>Name:
    <input formControlName="name">
  </label>
 </div>
  <label>Street:
    <input formControlName="street">
  </label>
</div>
  <label>City:
    <input formControlName="city">
  </label>
</div>
<button type="submit" [disabled]="!heroForm.valid">Submit</button>
(/form>
```

```
@Component({
  selector: 'hero-detail-4',
  templateUrl: './hero-detail-4.component.html'
export class HeroDetailComponent4 {
  heroForm: FormGroup;
  states = states;
  constructor(private fb: FormBuilder) {
    this.createForm();
  createForm() {
    this.heroForm = this.fb.group({
      name: ['', Validators.required ],
     street: '',
      city: ''
    });
```

## FORMS - REACTIVE FORMS - UPDATE

- Dos maneras para actualizar el modelo
  - setValue: Hay que definir todos los campos, si no, lanza error.
  - patchValue: Actualiza lo que se le define.

```
this.heroForm.setValue({
  name: 'Mr.Heroe',
  street: 'Calle del Sol',
  state: this.states[1],
  city: '',
  zip: 46000,
  power: 'flight',
  sidekick: false
});
```

```
this.heroForm.patchValue({
  name: 'Mr.Heroe',
   street: 'Calle del Sol',
  state: this.states[1],
  zip: 46000,
  power: 'flight'
});
```

### DIRECTIVES

- Components: Directivas con template.
- · Structural directives: Cambian layout del DOM añadiendo o eliminando elementos de éste.
  - ngFor, nglf, ...
- Attribute directives: Cambian apariencia o comportamiento de un elemento.
  - ngStyle, ...

Highlight me!

```
import { Directive, ElementRef, Input } from '@angular/core';
@Directive({ selector: '[myHighlight]' })
export class HighlightDirective {
  constructor(el: ElementRef) {
    el.nativeElement.style.backgroundColor = 'yellow';
  }
}
```

#### PIPES

- Transforman valores en un template. Hay que importarlos en el modulo!
- Built-in:
  - DatePipe, UpperCasePipe, LowerCasePipe, CurrencyPipe, NumberPipe, PercentPipe, JsonPipe.

```
The hero's birthday is {{ birthday | date }}
The chained hero's birthday is {{ birthday | date:'fullDate' | uppercase}}
```

Custom:

```
Super power boost: {{2 | exponentialStrength: 10}}
```

```
@Pipe({ name: 'exponentialStrength' })
export class ExponentialStrengthPipe implements PipeTransform {
   transform(value: number, exponent: string): number {
    let exp = parseFloat(exponent);
    return Math.pow(value, isNaN(exp) ? 1 : exp);
   }
}
```

## PIPES

```
@Component({
    selector: 'date-pipe',
    template: `<div>
        Today is {{today | date}}
        Or if you prefer, {{today | date:'fullDate'}}
        The time is {{today | date:'h:mm a z'}}
        </div>`
})
export class AppComponent {
        today: number = Date.now();
}
```

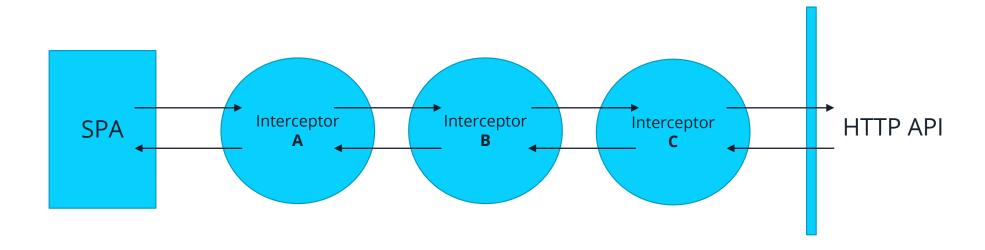
```
@Component({
 selector: 'currency-pipe',
 template: `<div>
   A: {{a | currency}}
   A: {{a | currency: 'CAD'}}
   A: {{a | currency:'CAD':'code'}}
   <!--output 'CA$0,001.35'-->
   B: {{b | currency:'CAD':'symbol':'4.2-2'}}
   <!--output '$0,001.35'-->
   B: {{b | currency: 'CAD': 'symbol-narrow': '4.2-2'}}
   <!--output '0 001,35 CA$'-->
   B: {{b | currency: 'CAD': 'symbol': '4.2-2': 'fr'}}
   B: {{b | currency: 'CLP'}}
export class AppComponent {
 a: number = 0.259;
 b: number = 1.3495;
```

#### HTTP

```
@Injectable()
export class HeroesService {
   constructor(
       private http: HttpClient) { }
   getAll(): Observable<Hero[]> {
       return this.http.get<Hero[]>(API_URL);
   create(hero: Hero): Observable<Hero> {
       return this.http.post<Hero>(API_URL, hero);
   delete(hero: Hero): Observable<number> {
       return this.http.delete(`${API_URL}/${hero.id}`)
            .pipe(map(_ => hero.id));
```

## HTTP INTERCEPTORS

- Permiten interceptar peticiones y respuestas HTTP para hacer algo con ellas o modificarlas.
- Las instancias de HttpRequest y HttpResponse son de solo lectura. Tener en cuenta si se quieren modificar.
- Se puede aplicar varios interceptores, que se procesaran en orden:





## HTTP INTERCEPTORS - USOS

- Cambiar la url de la petición (ej: http=>https)
- Mostrar feedback mientras se resuelve la petición (ej: spinner)
- Añadir cabeceras
- Mostrar feedback del resultado de las peticiones (ej: toaster de exito o error)
- Reintentar peticiones si fallan (ej: conexión movil mala)
- Profiling
- Fake backend (ej: tests, demos)
- Autenticación



## HTTP INTERCEPTORS

{ provide: HTTP\_INTERCEPTORS, useClass: CustomInterceptor, multi: true }

```
@Injectable()
export class CustomInterceptor implements HttpInterceptor {
  public intercept(request: HttpRequest<any>, next: HttpHandler):
   Observable<HttpEvent<any>> {
    const started = Date.now();
    let ok: string;
    request = request.clone({
     setHeaders: {
        'X-VERSION': '1'
    return next.handle(request).pipe(
        event => ok = event instanceof HttpResponse ? 'succeeded' : '',
      finalize(() => {
       const elapsed = Date.now() - started;
        console.log(`${request.method} "${request.urlWithParams}"
          ${ok} in ${elapsed} ms.`);
```

## HTTP INTERCEPTORS

```
intercept(request: HttpRequest<any>, next: HttpHandler): Observable<HttpEvent<any>> {
    return next.handle(request).pipe(
        tap((event: HttpEvent<any>) => {
            if (event instanceof HttpResponse && event.status === 201) {
                this.toastr.success('Object created.');
            }
        })
    })
}
```

```
intercept(request: HttpRequest<any>, next: HttpHandler): Observable<HttpEvent<any>> {
    return next.handle(request).pipe(
        retry(2),
        catchError((error: HttpErrorResponse) => {
        if (error.status !== 401) {
            // 401 handled in auth.interceptor
            this.toastr.error(error.message);
        }
        return throwError(error);
    })
    );
}
```

## ASYNCPIPE

```
    {{hero.name}}
```

```
export class HeroListComponent implements OnInit {

public heroes$: Observable<Hero[]>;

constructor(
   private heroesService: HeroesService) { }

public ngOnInit() {
   this.heroes$ = this.heroesService.getAll();
}
```

## JIT VS AOT

- Just-in-time (JIT)
  - You can compile the app in the browser, at runtime, as the application loads, using the just-intime (JIT) compiler
  - JIT compilation incurs a runtime performance penalty. Views take longer to render because of the inbrowser compilation step. The application is bigger because it includes the Angular compiler and a lot of library code that the application won't actually need. Bigger apps take longer to transmit and are slower to load.
  - Compilation can uncover many component-template binding errors. JIT compilation discovers them at runtime, which is late in the process.
- Ahead-of-time (AOT)
  - The ahead-of-time (AOT) compiler can catch template errors early and improve performance by compiling at build time.

https://angular.io/guide/aot-compiler

## AOT

- Faster rendering
  - With AOT, the browser downloads a pre-compiled version of the application. The browser loads executable code so it can render the application immediately, without waiting to compile the app first.
- Fewer asynchronous requests
  - The compiler inlines external HTML templates and CSS style sheets within the application JavaScript, eliminating separate ajax requests for those source files.
- Smaller Angular framework download size
  - There's no need to download the Angular compiler if the app is already compiled. The compiler is roughly half of Angular itself, so omitting it dramatically reduces the application payload.
- Detect template errors earlier
  - The AOT compiler detects and reports template binding errors during the build step before users can see them.
- Better security
  - AOT compiles HTML templates and components into JavaScript files long before they are served to the client. With no templates to read and no risky client-side HTML or JavaScript evaluation, there are fewer opportunities for injection attacks.

## LAZY LOADING DE MÓDULOS

Permite cargar dinámicamente módulos bajo demanda.

```
const routes: Route[] = [
    ...MENU_ROUTES,
    { path: 'messages', loadChildren: () => import('./messages/messages.module').then(m => m.MessagesModule) },
    { path: 'settings', loadChildren: () => import('./settings/settings.module').then(m => m.SettingsModule) }
];

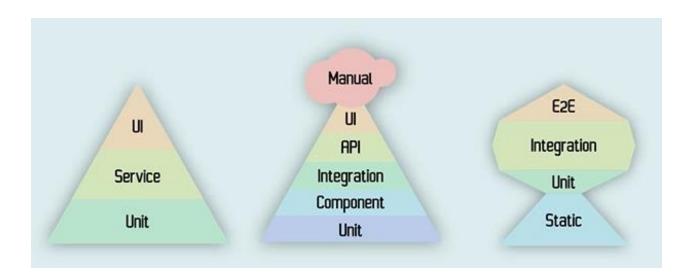
@NgModule({
    declarations: [
    AppComponent
],
    imports: [
    BrowserModule,
    MenuModule,
    RouterModule.forRoot(routes, { enableTracing: true })
],
    providers: [Repository],
    bootstrap: [AppComponent]
})
export class AppModule { }
```

## PRELOAD MODULES

```
BrowserModule,
RouterModule.forRoot(
   routes,
   {
      preloadingStrategy: PreloadAllModules
   }),
```

## TESTING

- Tests Unitarios (Jasmine & Karma)
- Tests Integración (testing-library)
- Tests e2e ( cypress)
- Tests performance
- Tests Accesibilidad





## E2E: CYPRESS VS PROTRACTOR





## INSTALAR CYPRESS

ng add @cypress/schematic

This command does four important things:

- 1. Add Cypress and auxiliary npm packages to package.json.
- 2. Add the Cypress configuration file cypress.json.
- 3. Change the angular.json configuration file to add ng run commands.
- 4. Create a sub-directory named cypress with a scaffold for your tests.



## E2E TESTING

```
it('when click add button twice, should show updated counter', () => {
  page.navigateTo();

  page.getButton().click();
  page.getButton().click();

  expect(page.getCounter().getText()).toEqual('2');
});
```

```
export class AppPage {
  navigateTo() {
    return browser.get(browser.baseUrl) as Promise<any>;
  }

getButton() {
    return element(by.css('app-root button'));
  }

getCounter() {
    return element(by.css('app-root .counter'));
  }
}
```

# iGRACIAS!



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