

Angular 2.0

Brighter future?

JavaScript Learning Curves jQuery Node.js AngularJS

2.0 source code



Angular 1.3 support ~2 years after 2.0 release

Why I hate Angular?

- Routing
- Directives
- Binding
- Scope
- Scope
- RootScope
- Continue...

AtScript

AtScript

- Superset of ES6
- TypeScript is my friend
- Type, Field, Metadata Annotations

Type Annotations

AtScript class MyClass { methodA(name:string):int { var length:int = name.length; return length; }

ES6

```
class MyClass {
  methodA(name) {
    var length = name.length;
    return length;
  }
}
```

Generics

class MyClass { methodA(names:List<string>):List<int> { var sizes = []; for(var i = 0; i < names.length; i++) { sizes[i] = names[i].length; } return sizes; }</pre>

ES6

```
import * as rtts from 'rtts';

class MyClass {
  methodA(names) {
    rtts.types(names, Array.of(rtts.string));
    var sizes = [];
    for(var i = 0; i < names.length; i++) {
        sizes[i] = names[i].length;
    }
    return rtts.returnType(
        sizes,
        Array.of(rtts.int));
  }
}</pre>
```

Type Introspection

```
AtScript
                                                    ES5
@Component()
                                                    function MyApp() {}
class MyApp {
                                                    MyApp.properties = {
  server: Server;
  @Bind('name') name:string;
                                                       'server': { is: Server },
  @Event('foo') fooFn:Function;
                                                       'name': { is:string,
                                                                 annotate: [new Bind('name']),
                                                       'fooFn': { is:Function,
  @Inject()
  constructor(@parent server:Server) {}
                                                                  annotate:[new Event('foo')]}
 greet():string {}
                                                    MyApp.annotate = [
                                                      new Component(),
                                                      new Inject()
                                                    ];
                                                    MyApp.parameters = [
                                                       {is:Server, annotate:[parent]}
                                                    ];
                                                    MyApp.prototype.greet = function() {}
                                                    MyApp.prototype.greet.returns = string;
```

You can skip AtScript and use CoffeeScript, TypeScript, ES6, ES5

Annotations

MyComponent.parameters = [{is:Server}];

Instance Scope

```
@TransientScope export class MyClass { ... }
```

DI will always create a new instance of a class, every time you ask for one

Child Injectors

A child injector inherits from its parent all of its parent's services, but it has the ability to override them at the child level.

Directives

- Component Directive
- Decorator Directive (ng-show)
- Template Directive (ng-if || ng-repeat)

```
CSS selector
@ComponentDirective({
  selector: 'tab-container'.
                                     Dependencies
  directives:[NgRepeat]
export class TabContainer {
  constructor(panes:Query<Pane>) {
    this.panes = panes;
                                            such wow
  select(selectedPane:Pane) { ... }
                                                 no $scope
```

direct access in the template

```
html attributes
@DecoratorDirective({
  selector: '[ng-show]',
  bind: { 'ngShow': 'ngShow' },
  observe: {'ngShow': 'ngShowChanged'}
})
export class NgShow {
  constructor(element:Element) {
    this.element = element;
  ngShowChanged(newValue){
    if(newValue){
       this.element.style.display = 'block';
     }else{
       this.element.style.display = 'none';
```

callback

during property

change

```
CSS selector
@TemplateDirective({
                                          html attributes
  selector: '[ng-if]',
                                                                  callback
  bind: {'nglf': 'nglf'},
  observe: {'nglf': 'nglfChanged'}
                                                              during property
})
                                                                   change
export class NgIf {
  constructor(viewFactory:BoundViewFactory, viewPort:ViewPort) {
     this.viewFactory = viewFactory;
     this.viewPort = viewPort;
    this.view = null;
                                        represents the location in the DOM
  nglfChanged(value) {
     if (!value && this.view) {
       this.view.remove();
       this.view = null;
                                           instantiates the template itself
     if (value) {
       this.view = this.viewFactory.createView();
       this.view.appendTo(this.viewPort);
```

```
@ComponentDirective({
   selector: 'tab-container',
   directives:[NgRepeat]
})
export class TabContainer {
   constructor(panes:Query<Pane>) {
     this.panes = panes;
   select(selectedPane:Pane) { ... }
<template>
   <div class="border">
       <div class="tabs">
            <div [ng-repeat|pane]="panes" class="tab" (^click)="select(pane)">
               <img [src]="pane.icon"><span>${pane.name}</span>
           </div>
       </div>
       <content></content>
   </div>
</template>
```

```
(^click) - event handler
                        pane - variable name
<template>
    <div class="border">
        <div class="tabs">
            <div [ng-repeat|pane]="panes" class="tab" (^click)="select(pane)">
                <img [src]="pane.icon"><span>${pane.name}</span>
            </div>
        </div>
        <content></content>
    </div>
</template>
                     [] - attribute binding
                                                  ${} - content as a string
```

Router

- Shiny new toy
- Child Routers
- Screen Activation



