Angular 2 User Journeys

# 

# Legend

[P] - Pivotal

[T] - Toothbrush

[ ] - critical

[ ] - important

[ ] - nice to have

# 

# Audience / Users

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *editor/language* | *TS* | *ES6* | *ES5* | *Dart* |
| *terminal* | [^] | [x] | [x] | [x] |
| *IDE-only* | [^] | [v] | [x] | [-] |
| *online demos* | [x] | [x] | [x] | [-] |

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# User Journeys

## Core

### Getting Started / Setup

#### [P/T] A developer wants to start an Angular 2 application

#### [P] A Developer wants learn about the trade-offs associated with languages choices and can make a decision for their preferred language

#### [P] A developer needs to figure out how to get Angular 2 into their existing application

#### [P] An Angular 1 JS developer wants to learn about the differences between Angular 1 and Angular 2

#### [P] An Angular 1 JS developer wants to learn how to upgrade their application to Angular 2

### Development

#### [T] A developer wants to run their Angular 2 app locally

#### [T] A developer wants to add a new component to their application

#### [T] A developer wants to transform a value for display in the view

#### [T] A developer wants to upgrade to a new Angular 2 version

#### [P] A developer wants to learn about routing options in Angular

#### [P] A developer wants to add a third-party component (e.g. ng-material) to their app

#### [T] A user wants to debug their code in the browser

* place breakpoints in their code
* get hold of the component instance from dev tools
* get hold of injectors from dev tools

#### [T] A user wants to write a unit test

#### [T] A user wants to write a end to end test

#### [T] A user wants to write a performance test

#### [P] A user wants to setup their CI infrastructure

#### [T] A developer wants to learn details of a particular Angular api

#### [T] A developers sees a term used in api docs and wants to look up its definition

#### [P] A developer wants to understand how to best use Observables with Angular

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### Production

#### [P] A developer wants to setup their production environment

#### [T] A developer wants to publish their new Angular web app to a production environment

#### [P] A developer wants to figure out how to make their app understandable by screen scrapers and crawlers

### Contributing

#### [T] A developer has found a bug and wants to report it

#### [T] A developer discovers something that isn't well-documented, or incorrectly documented, and wants to improve the documentation

#### [P] A developer wants to contribute a patch to Angular

## HTTP

#### [P] A developer wants to learn how to load data over http

#### [P] A developer wants to learn how to submit form data over http

#### [P] A developer wants to communicate with a remote server over HTTP with CORS

#### [P] A developer wants to set up global logging for all http errors to global logging service

#### [T] A developer wants to make a request to an http service with mix of shared and request-specific search params.

## Router

#### [P] A developer wants to add routing capability to an existing application

#### [T] A developer wants to add a new routable component to an application

#### [T] A developer wants to add a link with parameters to an existing route

#### [P] A developer wants to learn about nested routers and when to use them

#### [P] A developer wants to learn about auxiliary route and when to use them

#### [P] A developer wants to understand the differences and trade-offs for different LocationStrategies

## Material

#### [P] A developer who is already using Angular decides to try out ng-material

#### [P] A screen-reader user wants to use a page full of ng-material form controls

#### [T] A developer using ng-material builds a simple form

#### [T] A developer wants to view the angular material API for a specific component

#### [P] A developer wants to compare ng-material to other popular Angular component frameworks

#### [P] A potential new contributor to angular material wants to find the source code that drives a certain part of a component

#### [P] A developer starts using ng-material for a brand new project based on Material Design

Includes getting a page layout and routing established for the first time.

#### [T] A developer wants to add a single ng-material component to an existing complex app

#### [P] A developer wants to change the theme of material application

#### [T] A developer wants to change the color of some part of a material component instance

#### [P] A developer wants to use Angular Material with Cordova

#### [P] A low-vision user wants to view a page full of ng-material components in high-contrast mode.

#### [P] A potential new contributor to angular material wants to submit a minor bug fix

#### [P] A potential new contributor pulls the angular material source, builds, and runs a component demo