the Angular Docs

This document is a place to track and collaborate on re-imagining the angular docs application using Angular Material.

# Community contributors:

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# Goals (Add more as needed):

* Accessibility
  + Improve keyboard navigation, including focus management and skip links
  + Ensure pages are understandable with assistive technology
  + Ensure all demo examples use accessible real-world components to encourage development of accessible apps (form labels, button/anchor best practices, etc. See angular.copy for an inaccessible example)
* Mobile
  + Improve layout for small screens
  + Improve touch navigation / interaction
* General
  + Be super visually appealing
  + Simplify layout
  + Serve as a suitable example application for people who want to use 1.3 + material
* Testing Coverage

# Prior Art:

The current docs app can be found in docs/app. The files in here are built and copied into build/docs.

The application a single page application, with only one real "view". This view is split into the following areas:

#### Navbar Header:

Mostly static links to different parts of the docs and other AngularJS resources:

* **Search**: Typing in the search box, makes queries against a Lunr search index. The results are displayed in a popup box below the navbar. The index is built in a WebWorker (if available) from keyword information in **search-data.json**, generated by Dgeni.

#### Main Body

The rest of the page contains the actual docs and related navigational information:

* **Version Picker:** A dropdown containing all the versions, taken from the **NG\_VERSION** service, which is generated by Dgeni. Clicking on a version redirects to a new URL.
* **Table of Contents**: This is a representation of the data in the **NG\_NAVIGATION** service, which is generated by Dgeni. The page that matches the current URL is highlighted.
* **BreadCrumbs:** A breadcrumb list is created from the URL by simply splitting on the slashes and searching the **NG\_PAGES** service for matching docs.
* **Main Content**: This basically just shows the current URLs partial page, using ng-include. The mapping between the URL and the partial file is provided by the **NG\_PAGES** service, which is also generated by Dgeni.
* **Footer**: just some static legal stuff

#### Partial Content Files

The contents for each page are stored in HTML partial files, generated by Dgeni, and stored in **build/docs/partials**. These are mostly plain HTML, but there are a few directives involved:

#### Pretty Printed Code

Code blocks in the text are pretty printed by the window.prettyPrintOne() function, inside the **code** element directive.

#### Runnable Examples

Inside the partials there can be "runnable" examples, which are created by Dgeni but supported by the **openPlunkr** service.

#### Tutorial Navigation Buttons

There are buttons in the tutorial to navigate between the different tutorial steps. These are rendered by the **docTutorialNav** directive.

#### Error Display

The error pages have a little **errorDisplay** directive that will interpolate the error with the data passed in as part of the URL query.

## TODO:

* Hangout to build a coherent plan and get people working on different areas of this
* Figure out how to review material docs patches effectively
* Consider if changes to Dgeni packages are needed
  + in the long term it would be interesting if the docs app was a generic, skinnable, container application that could be used by any project that generates docs using dgeni
* Wait for Angular-Material to become stable (!) should be so at next release December.

# Meeting 1 - Friday 21 November 2014

## Agenda

### Who's Who

**Caitlin Potter**: AngularJS Core Team Member

**Pete Bacon Darwin**: AngularJS 1.x Team Lead

**Jesse Palmer**: Senior Software Developer @ Gannett Digital

**Ajay Beniwal**:

**George Kalpakas**: Senior Software Developer @ Greek Research And Technology Network

**Josh Kurz**: Systems Software Developer II @ Turner

### Prior Art

Quick run through of what we have now

### Define the Scope

We should agree on what should and can be achieved. We can go through the above goals.

*We agreed that the primary goal is to implement angular-material in the current docs app (removing all the bootstrap stuff).*

*It was noted that the home page, angularjs.org, would also need to be updated*

*None of us is a graphic designer: we agreed to look at what other people have done with Material Design for inspiration.*

### Next Steps

Who will do what and when?

*Since we are all learning about Angular Material (A-M), it is difficult to identify specific areas to work on right now. The plan is for us all to go away and have a play with A-M in our own fork of angular.js and we can compare and contrast next week. Accepting that most of this work will be thrown away - so not to put too much time in finessing it.*

## Actions

### Current Material Designs (Josh, Jesse)

* <http://www.google.com/design/>
* <https://www.polymer-project.org/>
* <https://material.angularjs.org/#/>
* <http://inbox.google.com>
* <http://docs.google.com>
* [http://www.google.com/events/io](https://www.google.com/events/io)
* <https://www.google.com/contributor/welcome/>
* <http://material-ui.com/#/>
* <http://materializecss.com/>
* <https://developers.google.com/web/starter-kit/>
* <http://ui.lumapps.com/> (Material Design implementation for AngularJS)

### Reworking Plumbing (Pete)

### Material Fork (Pete)

<https://github.com/angular/angular.js/tree/materialize>

### Browser Support (Pete)

* ngMaterial is targeted for browsers with versions n-1 (n being the current version)  
  (see: <https://github.com/angular/material/issues/726#event-196987956>)
* This means no support of IE9 due to lack of flexbox CSS support - I chatted with Naomi about this. It is not being worked on. She would be keen for someone to champion a graceful degradation of Angular Material onto IE9, etc.

Meeting 2 - Friday 28 November 2014

## Round-up

Feedback our experiences this week from playing with Anglular Material (A-M)

* Most of the widgets that are there seemed to work OK without too much effort.
* A-M is clearly still a moving target. There are still bugs and changes; there is no select widget (planned for after 0.8?)
* There is no 1-1 mapping between Bootstrap and A-M - so it is not a good approach to do a straight port of the current app template

## Develop the app in the materialize branch

Give Georgios, Jesse and Josh commit rights so they can push to this branch ***[Pete (done)]***

All changes must go through a Pull Request that is OKed by at least one other team member.

## Build the materialize branch and publish to code.angularjs.org

Create a new build in Jenkins (<https://ci.angularjs.org/>) that pushes to a materialize folder on <https://code.angularjs.org> ***[Pete (created CI build -*** [***https://ci.angularjs.org/job/materialize-angular/1/artifact/build/docs/api***](https://ci.angularjs.org/job/materialize-angular/1/artifact/build/docs/api)***)]***

This will build on every push to the materialize branch in angular.js repository

## Development Plan

Build new app iteratively in parallel to the current docs app. As A-M matures and the new docs app increases in functionality we can consider moving over to it.

### Create simplest layout

Develop the simplest layout that has a navigation pane and a content pane **[Georgios]**

Update the typography and widgets, such as buttons to use A-M **[Jesse]**

Note: The typography for Material Design can be found here:

http://www.google.com/design/spec/style/typography.html

# Meeting 3 - Friday 5th December

## Progress

* **Pete**
  + Set up the materialize branch on CI server
  + Added Materialize contributors to github org
  + Reverted accidental commit
  + Discussions with Igor -> consensus that it's okay to break the docs app in IE9/10
* **Caitlin**
  + Reviewed Georgio’s prototype (more on this post-meeting)
  + Administrative stuff: new milestone to move Materialize-The-Docs work into
* **Josh**
  + Researching ngAria stuff to focus on the accessibility side of things, but no code as of yet
  + Reviewing Georgio's prototype
* **Jesse**
  + Looking at the buttons, tabbing, typography, UI/design aspects.
  + Submit the button PR #10305 --- landed
  + There's a known issue with Material Design "icons", where we're basically importing single icons. In the future, it would be good to use a packaged CSS file containing all these resources, but it's not ready yet.
* **Georgios**
  + Big prototype including layout changes and general JS structure

## Round-Up

* Georgios has provided a basic walkthrough of the prototype's layout, concensus on this is generally good. Some cool features include the fixed "back-to-top" button, sticky header when scrolling through the long nav list on the left, responsive nav menus (TODO: ensure navigable via keyboard).
* Comments from Pete: Previously, header-offset directive was used to ensure that header is in a sensible place. Georgios says it's no longer really needed as the header is layed out with flexbox and does not need to rely on fixed position and static padding to ensure correct layout.
* Discussion:  
    
  Prefix proposals for docs directives  
    
  Suggestion: 2 letters  
    
  Suggestions: ngd-, ng-docs, docs-

## Plan Next Iteration

* TODO list has been compiled (Thanks Georgios!)
  + Search results
  + Version switcher
  + Breadcrumbs
  + Submenus
  + Hiding/showing the sidenavs
  + Make sections collapsible
  + Collapse the menu items on smaller viewport sizes (responsive)
  + Test + fix on more browsers (Browser support)
  + Keyboard navigation / accessibility
  + Navigable for visually impaired persons / accessibility
  + Material-design animations
    - Top navbar
      * Transition between large-logo / small-logo more smooth
      * Animate collapsing/expanding the menu items
    - Left sidenav:
      * Make new view animate from point-of-click into the main content area.
    - Right sidenav (search):
      * Make new view animate from point-of-click into the main content area.
      * Animate the items entering/leaving the results list as user types into search field
      * Have the search fab morph into the search sidenav (and vice versa)
    - A-M has an implementation for animating from point-of-click [here](https://github.com/angular/material/blob/1f5029d0a7643fa1aa3fb970c281e261ac4de24d/src/components/dialog/dialog.js#L417-467). Probably a good starting point.
      * That Material PoC code should be generalized and externalized as a service; with options for enter/leave animations and callbacks. Another issue would be the addition of the ability to drag the element to reposition as desired by user. This location could persist and be used for subsequent popups.
  + Search enhancements
    - Enabling voice search
    - Providing historical search suggestions based on recent user queries
    - Offering auto-completed search suggestions that match actual results in your application data
  + Test coverage for docs directives
  + Update/Clean-up styles and remove unused CSS files
  + Clean examples and E2E tests from Bootstrap-specific stuff (e.g. glyphicons)

# Meeting 4 - Friday 12th December

## Progress

* **Josh**
  + Explored the design of the left navigation pane and how to target different devices.
  + Implemented the basic functionality for the version selector and breadcrumb solution PR #10396 --- landed.
* **Jesse**
  + Performed additional research into Typography. Started initial work to update the AngularJS to match Material Design documents.
  + Updated the anchor tags to match current site PR #10393 --- landed.

## Discussion

* We talked about making the possibilities of making the left pane persistent since this is expected functionality for our users.

**Actions**

* Style the left pane **[Josh]**
* Will implement a platform detector service **[Josh]**
* Finish implementing Typography **[Jesse (done)]**

Meeting 5 - Thursday 7th May

**Purpose**

* To have a brief meeting to discuss the current status and come up with a couple of actions items to regain momentum.

**Discussion**

* The materialize branch is behind and out of date.
* We should take a snapshot of the current angular.io site because it is likely to change.
* We will use slack as the primary method of communication until our next meeting.

**Actions**

* Update materialize branch with master **[Caitlin (done)]**
* Snapshot of Angular.io assets **[Jesse (done)]**