



Angular components

GFT INTERNAL TRAINING

INNOVATE. TRANSFORM. DELIVER.

Agenda

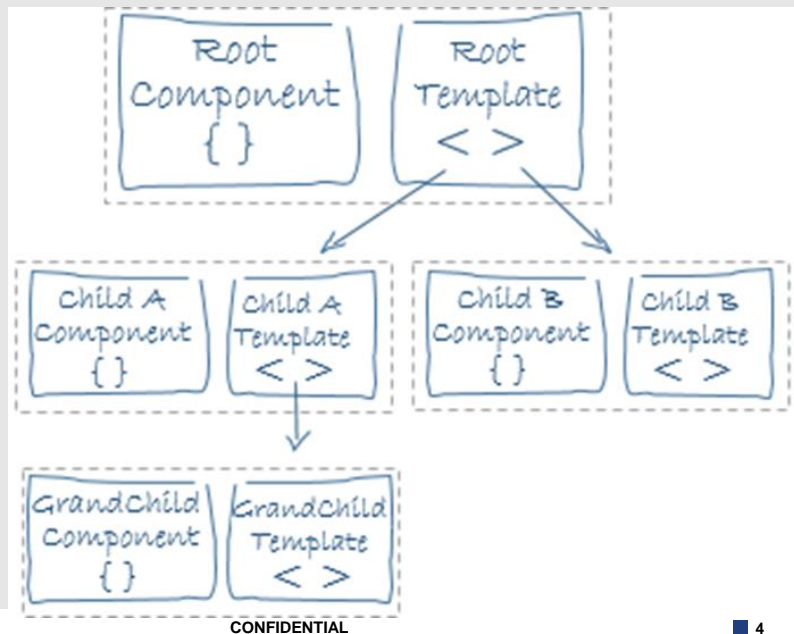
1.component

2.pasing data to a component

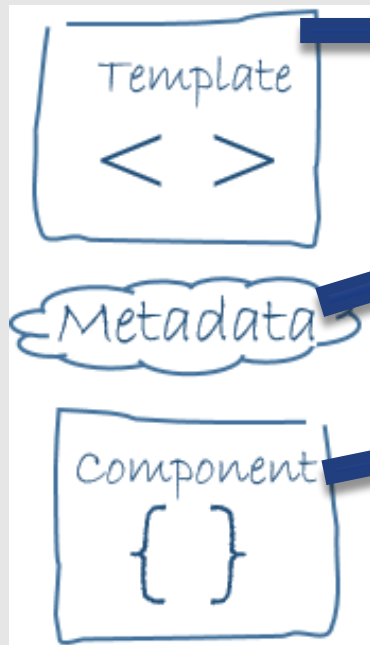
component

component

- controls a patch of screen real estate that we could call a view, and declares reusable UI building blocks for an application
- is anything that is visible to the end user and which can be reused many times within an application
- is a core concept
- app → tree of components



component



`<p>foo works!</p>`

(foo.component.html)

```
import { Component, OnInit } from '@angular/core';

@Component({
  selector: 'app-foo',
  templateUrl: './foo.component.html',
  styleUrls: ['./foo.component.css']
})
export class FooComponent implements OnInit {

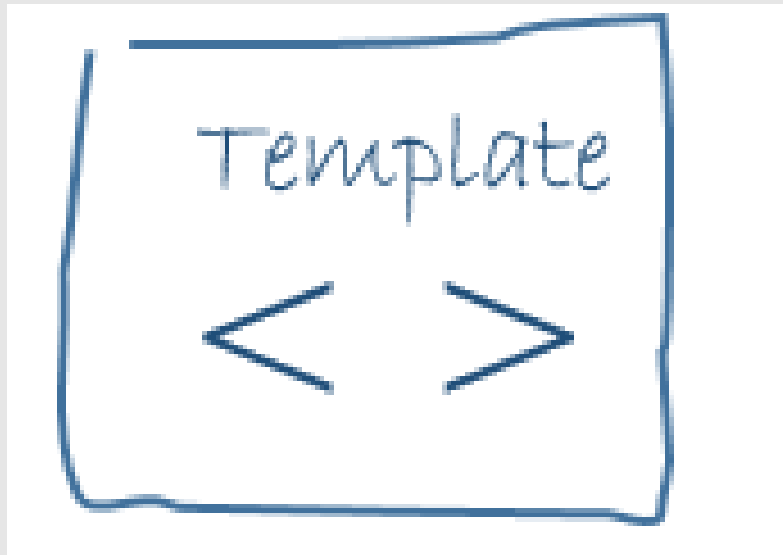
  constructor() { }

  ngOnInit() {
  }

}
```

(foo.component.ts)

template syntax is not html



<https://angular.io/guide/template-syntax>

Pasing data to a component

Top-down (from parent to child)



Top-down (from parent to child)

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

@Component({
  selector: 'app-saluda-a',
  template: 'Hola {{name}}',
})
export class SaludaAComponent {
  @Input() name: string;
}
```

**CHILD
COMPONENT**

Top-down (from parent to child)

```
@Component({
  selector: 'app-root',
  template:
    `

# Father component</h1> <!-- property binding to a string --> <app-saluda-a name="Nelson Mandela"></app-saluda-a> <br><br> <!-- property binding to an expression --> <app-saluda-a [name]="famous.toUpperCase()"></app-saluda-a> <br>` }) export class AppComponent { famous = "rafa nadal"; }


```

**PARENT
COMPONENT**

Top-down (from parent to child)

property binding

```
`<h1>Father component</h1>
  <!-- property binding to a string -->
  <app-saluda-a name="Nelson Mandela"></app-saluda-a>
  <br><br>
  <!-- property binding to an expression -->
  <app-saluda-a [name]="famous.toUpperCase()"></app-saluda-a>
```

Father component

Hola Nelson Mandela

Hola RAFA NADAL

Property binding is dynamic

```
<!-- property binding is dynamic -->
<app-saluda-a [name]="changingName"></app-saluda-a>
<br>`
})
export class AppComponent {
  famous = "rafa nadal"
  changingName = "ben alpert"

  constructor(){
    setTimeout( () => this.changingName = "sophie alpert", 2000)
  }
}
```


Bottom-up (from child to parent)



Bottom-up (from child to parent)

```
import {Input, Output, Component, EventEmitter, OnInit } from '@angular/core';

@Component({
  selector: 'app-saluda-a',
  template: `<p>Hola {{name}}</p>
  | | | | | <button (click)=confirmRead()>Message readed!!</button>`,
  ...
```

```
@Output() readed = new EventEmitter<string>();

confirmRead = function(){
  | this.readed.emit("Message has been readed");
}
```

**CHILD
COMPONENT**

Bottom-up (from child to parent)

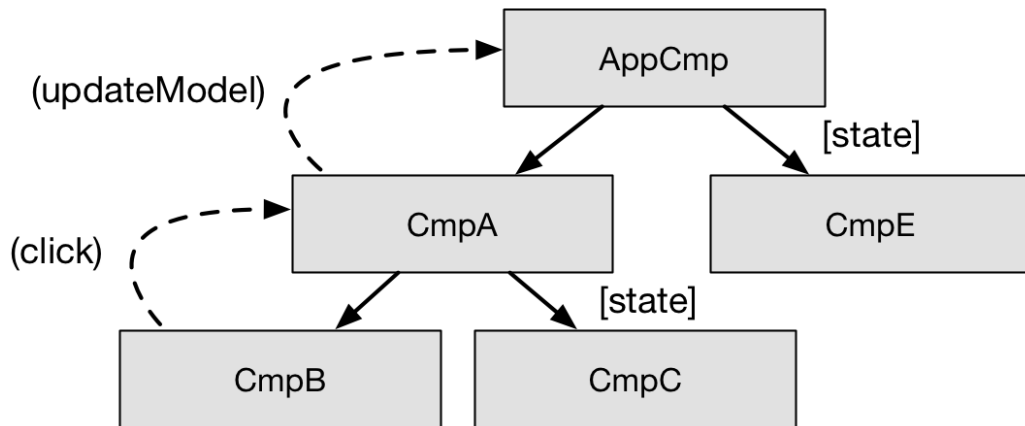
event binding

```
<h1>Father component</h1>  
<!-- property binding to a string -->  
<app-saluda-a name="Nelson Mandela" (readed)=doSomething($event)></app-saluda-a>
```

```
doSomething = function(message) {  
  | alert(message);  
}
```

**PARENT
COMPONENT**

change propagation through the component tree



Speaker
Rich Hickey

FILTER

Rating 9.1 Are We There Yet?
Rich Hickey

Rating 8.5 The Value of Values
Rich Hickey

Rating 8.2 Simple Made Easy
Rich Hickey

<https://blog.nrwl.io/reactive-programming-in-angular-7dcded697e6c>

learn by doing

```
export class Superhero {  
  name: string;  
  alterEgo: string;  
  superpowers: string[];  
}
```

create an angular app with a component showSuperhero that receives from a parent component a Superhero object and show his data

Instead of class an interface could have been used, more on the differences here:

<https://stackoverflow.com/questions/40973074/difference-between-interfaces-and-classes-in-typescript>

learn by doing

Superhero

Name: batman

aka: bruce wayne

superpowers: genius intellect,vast wealth,indomitable will

Help!!!!

Superhero

Name: superlopez

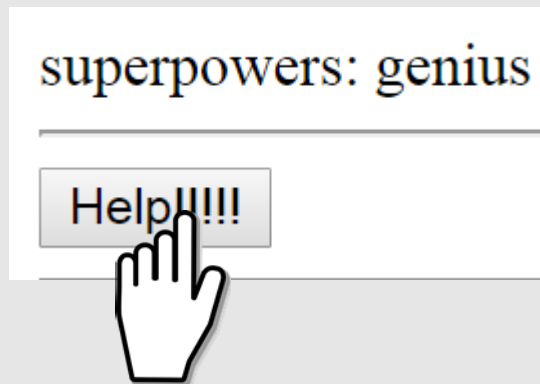
aka: Juan López Fernández

superpowers: superhuman strength,flight,X-ray vision

Help!!!!

add a button to showSuperhero component that will send to its parent the name of the superhero

learn by doing



first time

localhost:4200 dice:

Calling batman

localhost:4200 dice:

A superhero has been called already

show an alert calling a superhero only once

learn by doing

- use `*ngFor` to add the components from a superheroes lists
- allow to call as many heroes as the user wants
- show a table with the status of each superhero (on duty or / available)
- add a `setTimeout` with a random value so each superhero can communicate when is available again
- highlight with style the components that are on duty

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