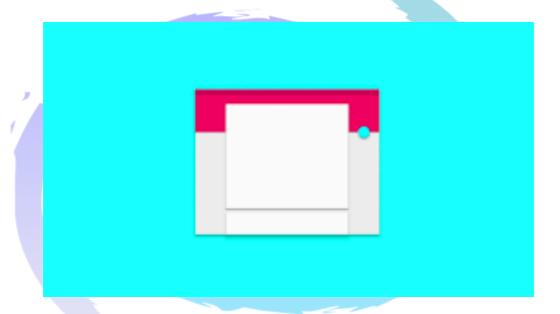


Angular Material Design

- Material Design is a design language developed in 2014 by Google.
- Expanding upon the "card" motifs that debuted in Google Now, Material Design makes more liberal use of grid-based layouts, responsive animations and transitions, padding, and depth effects such as lighting and shadows.
- Google announced Material Design on June 25, 2014, at the 2014 Google I/O conference.
- Designer explained that, "unlike real paper, our digital material can expand and reform intelligently.



 Material has physical surfaces and edges. Seams and shadows provide meaning about what you can touch."





- Google states that their new design language is based on paper and ink but implementation will take place in an advanced manner.
- In Angular we can use the concept material design to create our GUI much more better.

To use the concept of material design follow below link

https://material.angular.io/





To use material design approach in Angular we have to follow below steps as

Step 1 - Create new Angular project as

ng new MarvellousMaterial

Step 2- Go to that project folder

cd MarvellousMaterial

Step 3 - Install Material components

npm install --save @angular/material

```
MacBook-Pro-de-MARVELLOUS: Marvellous Material marvellous $ npm install --save @angular/material @7.2.1 requires a peer of @angular/cdk@7.2.1 but none is installed. You must install peer dependencies yourself.

+ @angular/material @7.2.1 updated 1 package and audited 40179 packages in 7.634s found 1 high severity vulnerability run `npm audit fix` to fix them, or `npm audit` for details MacBook-Pro-de-MARVELLOUS: Marvellous Material marvellous $
```

4 - Install Component Development Kit

npm install --save @angular/cdk

```
MacBook-Pro-de-MARVELLOUS: Marvellous Material marvellous $ npm install --save @angular/cdk + @angular/cdk@7.2.1 added 2 packages from 1 contributor and audited 40182 packages in 12.267s found 1 high severity vulnerability run `npm audit fix` to fix them, or `npm audit` for details MacBook-Pro-de-MARVELLOUS: Marvellous Material marvellous $
```

Step 5 - Install component for animations

npm install --save @angular/animations

```
Mac Book - Pro-de - MARVELLOUS: Marvellous Material marvellous $ npm install --save @angular/animations + @angular/animations @7.1.4 updated 1 package and audited 40182 packages in 7.418s found 1 high severity vulnerability run `npm audit fix` to fix them, or `npm audit` for details Mac Book - Pro-de - MARVELLOUS: Marvellous Material marvellous $
```

Step



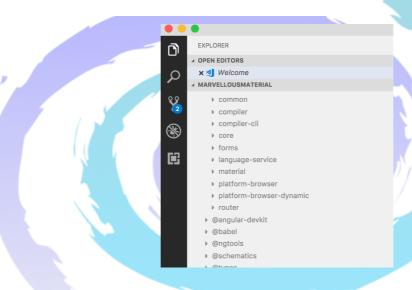
Step 6 - To add gesture support install hammerjs

npm install --save hammers

```
MacBook-Pro-de-MARVELLOUS: Marvellous Material marvellous $ npm install --save hammers + hammers @1.0.5 added 1 package from 1 contributor and audited 40183 packages in 9.9 8s found 1 high severity vulnerability run `npm audit fix` to fix them, or `npm audit` for details MacBook-Pro-de-MARVELLOUS: Marvellous Material marvellous $
```

Step 7 - After above steps this path contains some preinstalled themes of Material

node_modules/@angular/material/prebuilt-themes



To use that theme add import statement in styles.css as

@import "~@angular/material/prebuilt-themes/indigo-pink.css"





Step8 - To use animations in our application we have to import it in app.module.ts file as

import {BrowserAnimationsModule} from '@angular/platform-browser/
animations';



Step 9 - Add that module name in imports array in app.module.ts file

```
@NgModule({
  declarations: [
   AppComponent
],
  imports: [
  BrowserModule,
   AppRoutingModule,

  BrowserAnimationsModule
],
  providers: [],
  bootstrap: [AppComponent]
})
```



```
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```

Step 10 - In material every component is defined in separate module due to which we have to import that module in app.module.ts file

ex.

import {MatButtonModule} from '@angular/material/button';

```
1 import { BrowserModule } from '@angular/platform-browser';
   import { NgModule } from '@angular/core';
   import { AppComponent } from './app.component';
   import {BrowserAnimationsModule} from '@angular/platform-browser/animations';
   import {MatButtonModule} from '@angular/material/button';
10
     declarations: [
11
       AppComponent
12
13
     imports: [
       BrowserModule,
15
       BrowserAnimationsModule,
       MatButtonModule
16
17
18
     providers: [],
19
     bootstrap: [AppComponent]
20 })
21 export class AppModule { }
```

step 11- Add that module in imports array

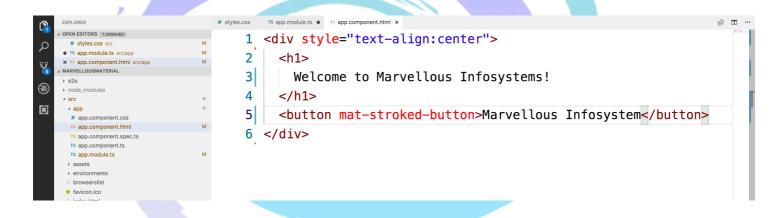
```
@NgModule({
  declarations: [
   AppComponent
],
  imports: [
   BrowserModule,BrowserAnimationsModule,MatButtonModule
],
  providers: [],
  bootstrap: [AppComponent]
})
```



```
1 import { BrowserModule } from '@angular/platform-browser';
 2 import { NgModule } from '@angular/core';
3
 4 import { AppComponent } from './app.component';
 5 import {BrowserAnimationsModule} from '@angular/platform-browser/animations';
 7 import {MatButtonModule} from '@angular/material/button';
 8
 9 @NgModule({
10
    declarations: [
11
      AppComponent
13
    imports: [
14
     BrowserModule.
      BrowserAnimationsModule.
15
     MatButtonModule
16
17
    providers: [],
19
     bootstrap: [AppComponent]
20 })
21 export class AppModule { }
22
```

Step 12 - Now we can add material component code in .html file as

<button mat-stroked-button>Marvellous Infosystem/button>



Now we can add any component which is required in our application.

Step 13 - Now we can run our application

