# Web\_Lesson5: Angular

Please do not forget to submit your feedback after the class. This feedback helps a lot in increasing the effectiveness of the course. Use the related Canvas survey to submit your ICP # and feedback

#### **Lesson Overview:**

In this lesson, we are going to discuss the importance of Angular and elements of Angular (components, string interpolation, property binding, event, and two-way data binding, NgModules, and directives)

## **Use Case Description:**

Memory Game: Whenever matching tiles are selected, the user will get a congratulations message. Otherwise, the user will get a chance to try next time.

## **Programming elements:**

Angular (components, string interpolation, property binding, event, and two-way data binding, NgModules, and directives)

### **Source Code:**

https://umkc.box.com/s/zwelkf3kuj3xfi805g1dvd7xp0msia5k

**Note:** Install Node.js and Angular CLI before the class/executing the source code

## **In Class Programming (ICP):**

There is no limit on details and creativity. You can add as many details as you can and create an attractive and interactive web page. The below images are only for reference.

### 1. To-do application:

Develop a basic <u>to-do list</u> application using **Angular (not AngularJS)** elements which are discussed and used in Use Case



#### 2. Countdown Timer:

Develop a basic <u>countdown timer</u> application using **Angular (not AngularJS)** elements discussed and used in Use Case. The objective of the Countdown Timer is to provide a

continuously decrementing display of the months, days, hours, minutes, and seconds to a user-entered event.



If possible, combine both the To-do and Countdown Timer in a single application.

### Helpful resources:

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global Objects/Date https://www.youtube.com/watch?v=AaNZBrP26LQ

## **ICP Submission Guidelines**

- 1. ICP submission is an individual contribution
- 2. Submit your source code and documentation to GitHub and represent the work through the wiki page accurately (submit your screenshots as well. The screenshot should have both the code and the output)
- 3. Comment your code appropriately
- 4. Video submission (3 to 5 min video showing the demo of the ICP, with brief voiceover on the code explanation)
- 5. Submission after the due date is considered as a late submission. (Check the 'Late Submission Policy on Assignments' in the syllabus)
- 6. Use the related Canvas survey to submit your ICP # and feedback

### **ICP Rubric Details**

You can find ICP Rubric Details in both the Syllabus and Canvas ICP assignment.

Criteria	Novice	Competent	Proficient
Wiki page (25)	Basic wiki page. (>=0 to <=5)	Wiki page with the required details. (>5 to <=15)	Wiki page with all details and making it easy to follow and understand. Visually looking good. (>15 to <=25)
Video (25)	Basic video. (>=0 to <=5)	Video with the required details. (>5 to <=15)	Video with all details and making it easy to follow and understand. Annotated with the subtitles. (>15 to <=25)

Total	Minimum = 0		Maximum = 100
Submission (including feedback) (5)	Submission with partial details. (>=0 to <=3)	Submission with the essential details. (>3 to <=4)	Submission with all the details. (>4 to <=5)
	Assignments' section in the syllabus		score.
Time of submission	Submission after the due date. Check the 'Late Submission Policy on	Submission on the deadline. No score will deduct from the obtained score.	Submission before the deadline. No score will deduct from the obtained
Commenting the code (10)	Not useful comments. (>=0 to <=5)	Slightly appropriate comments. (>5 to <=8)	Appropriate comments. (>8 to <=10)
Code Quality (It is relative) (10)	Refer to the <u>best</u> <u>coding practices</u> page. (>=0 to <=5)	Refer to the <u>best</u> <u>coding practices</u> page. (>5 to <=8)	Refer to the <u>best</u> <u>coding practices</u> page. (>8 to <=10)
Completeness of given assignment (25)	It is partially solved. (>=0 to <=5)	Completely solved. (>5 to <=15)	It is solved efficiently. (>15 to <=25)

**Note:** Cheating, plagiarism, disruptive behavior, and other forms of unacceptable conduct are subject to strong sanctions under university policy. See detailed description of university policy at the following URL: <a href="https://catalog.umkc.edu/special-notices/academic-honesty/">https://catalog.umkc.edu/special-notices/academic-honesty/</a>