**Mobile Web Dev Week 2**

* Angular Material Inclusion
* What is Angular?
  + It’s a JavaScript framework that makes it easy to build applications
  + It combines declarative templates, dependency injection, end-to-end tooling
  + Empowers developers to build Single Page applications that live on the web, desktop, or mobile
  + For creating reactive applications
* TypeScript
  + A superset of JavaScript, type safety implementation
* Angular Concepts
  + Components – building blocks
  + Templates
  + Directives
  + Dependency Injection
* Single Page Applications
  + Normally, websites receive the entire webpage document the web server each time the user requests a different page on the site
  + For single page apps, the webpage document is sent in whole the first time, but instead uses an api to fetch data user requests from the web server, without having to receive the whole document again
* Components
  + The building blocks of Angular apps. A typescript Class with a @Component() decorator
  + HTMl template that declares what renders on the page
  + TypeScript class to implement functionality
  + CSS selector
* Templates
  + Written in html
  + Can be written in the Component using backticks
  + Defines how the UI will be rendered
* Dependency Injections
  + A component may depend on another class or services, in TS classes, these dependencies can be defined without actually creating instances
* Directives:
  + Classes that add additional behavior to elements in the Angular applications
  + Angular has built-in directives to manage forms, lists, styles
* Types of Directives
  + Attribute Directives: change the appearance or behavior of an element, component or other directive
  + Structural Directives: changes the DOM layout by adding and removing DOM elements
* App-root
  + A component that contains the html, css, etc
* ng serve –open
  + to open the website on the browser
* String interpolation
  + Pass a variable with a string as its value