

Intro & History

- Officially called AngularJS
- Released in 2016 by Google, LLC
- A Typescript-based frontend framework for model web development

Key Features

- Employs coherent MVC design architecture
 - Modules define AngularJS applications
 - Controllers control AngularJS applications.
 - Define each w/ ng directives
 - > HTML view
- 2-way data binding
 - Changes in the UI affect the data and changes in the data affect the UI
 - > Decreases amount of manual code needed to interact with the data model
- Complete built-in test tools
 - Dependency injection allows for injecting mock data for tests
 - ➤ HTTP mocking
- HTML based interfaces
- Plain Old JavaScript Objects (POJO)
- Class-Based Object-Oriented Design

Specifics

- Initialization, terminal command: ng new my-app
- Angular 2 uses components the following example (left) renders "This is my app":
 - app.component.ts— the component class code, written in TypeScript.
 - > app.component.html— the component template, written in HTML.

```
1 <h1>{{title}} /h1 The View (as in Angular 1)
```

- app.component.css— the component's private CSS styles
- Angular uses directives directives bind specific behaviors to DOM elements, the following example (right) binds <input> to scope object {{name}}
 - Common derivatives: ng-app, ng-init, ng-model, ng-controller, ng-disabled...

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

@Component({
    selector: 'app-root',
    templateUrl: './app.component.html',
    styleUrls: ['./app.component.css']

perport class AppComponent
    title = 'This is my app';

title = 'T
```

The Controller (as in Angular 1)

The ng-model directive

Resources

- Official documentation: https://angular.io/docs
- Directives: https://www.tutorialsteacher.com/angularjs/angularjs-directives
- Development ideas and examples: https://angular.io/quide/example-apps-list