Intro to Angular

HTTP Basics, Angular Overview, TypeScript Syntax

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#angular

Table of Contents

HTTP Basics

HTTP Server - Client

HTTP

- **H**yper **T**ext **T**ransfer **P**rotocol (HTTP)
    - Client-server protocol for **transferring** Web **resources**
- Important properties of HTTP
    - Request-response model
    - Text-based format
    - Relies on a unique resource URLs
    - Provides resource metadata (e.g. encoding)
    - Stateless (cookies can overcome this)

HTTP: Request-Response Protocol

- Client program
  - Running on end host
  - E.g. Web browser
  - Requests a resource

- Server program
  - Running at the server
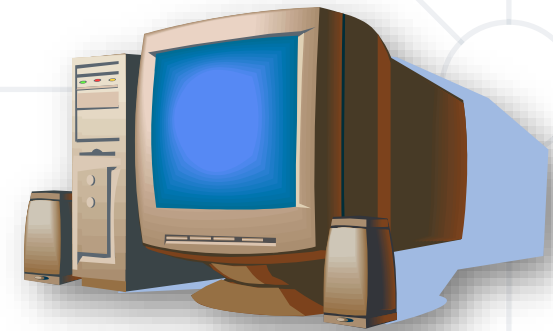 - E.g. Web server
  - Provides resources

HTTP: Request-Response Protocol

GET /index.html
HTTP/1.0

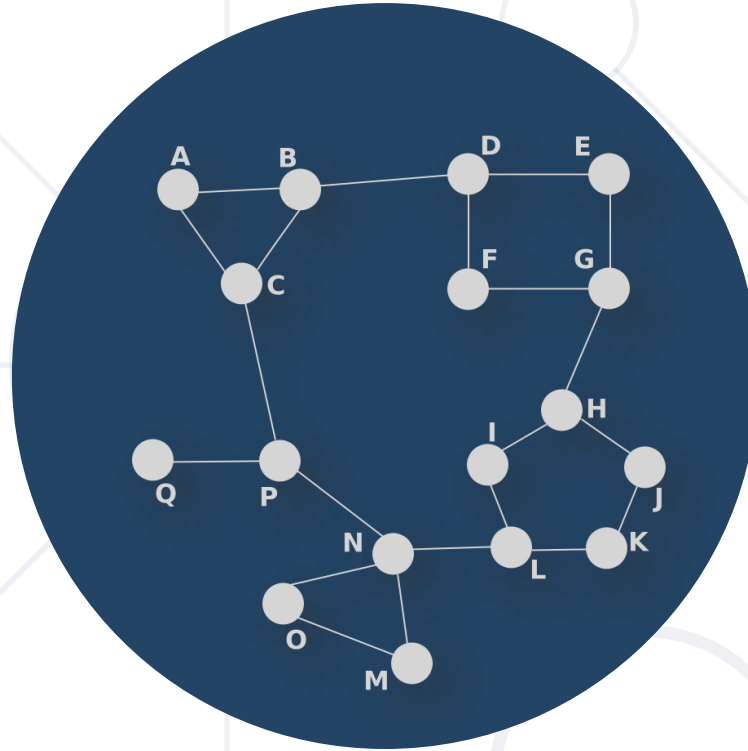HTTP/1.0 200 OK
"Welcome to our
Web site!"

Example: Hyper Text Transfer Protocol

- HTTP request

```
GET /courses/about.aspx HTTP/1.1
Host: www.softuni.com
User-Agent: Mozilla/5.0
<CRLF>
```

- HTTP response

```
HTTP/1.1 200 OK
Date: Mon, 5 Jul 2010 13:09:03 GMT
Server: Microsoft-HTTPAPI/2.0
Last-Modified: Mon, 12 Jul 2010 15:33:23 GMT
Content-Length: 54
<CRLF>
<html><title>Hello</title>Welcome to our site</html>
```
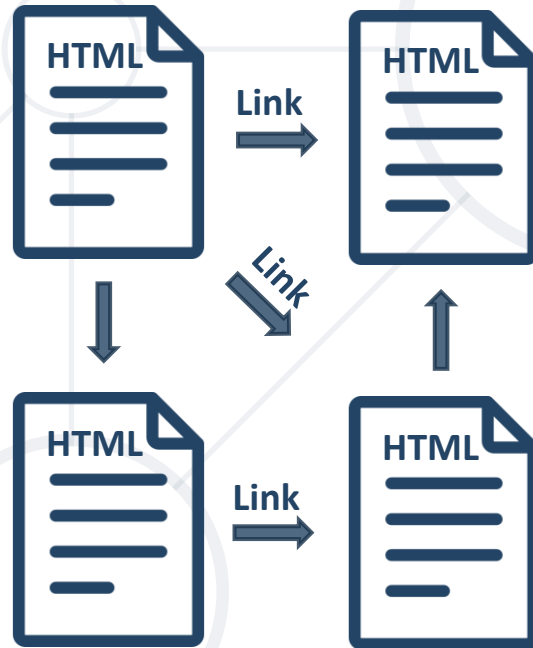
Routing Overview

Navigation for Single Page Apps

What is Routing?

- Allows navigation, **without reloading** the page
- Pivotal element of writing **Single Page Applications**

Standard Navigation

Navigation using Routing

Single Page Applications

- A **Router** loads the appropriate content when the **location changes**
  - E.g. when the user manually **enters an address**
- Conversely, a change in content is reflected in the address bar
  - E.g. when the user **clicks on a link**
- Benefits
  - Load all scripts **only once**
  - **Maintain state** across multiple pages
  - Browser **history** can be used
  - Build User Interfaces that **react quickly**

Angular Overview

Web Application Platform

What is Angular?

- **Angular is a platform** for building complex front-end apps

- Focused on end-to-end **tooling** and **best practices**

- **Developed** by the Angular team at **Google**

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

@Component({
  selector: 'my-app',
  template: `<h1>Hello {{name}}</h1>`
})

export class AppComponent { name = 'Angular'; }
```

Angular Versions

Angular 10

Angular 8

…

Angular 2

Just "Angular"

Angular

Complete Re-Write

"AngularJS"

Introduction to TypeScript

A JavaScript Superset

Introduction to TypeScript

- Install globally via npm

```
npm install -g typescript
```

- TypeScript uses the .ts file extension (supported by VS Code)

```
tsc myfile.ts
```

- To compile your code

- Compilation output is plain JavaScript

Variable Types

```typescript
let isDone: boolean = false;
```

```typescript
let decimal: number = 6;
let hex: number = 0xf00d;
let binary: number = 0b1010;
let octal: number = 0o744;
```

```typescript
let color: string = "blue";
color = 'red';
```

```typescript
let list: number[] = [1, 2, 3];
let list: Array<number> = [1, 2, 3];
```

More at https://www.typescriptlang.org/docs/handbook/intro.html

Classes

```
class Greeter {
    public greeting : string;
    constructor(message : string) {
        this.greeting = message;
    }
    greet() : string {
        return `Hello, ${this.greeting}`;
    }
}
let greeter : Greeter = new Greeter("world!");
console.log(greeter.greet());
```

Access modifier could be public/private/protected

Functions could also have a return type

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Inheritance

```
class Animal {
  move(distanceInMeters: number = 0) : void {
    console.log(`Animal moved ${distanceInMeters}m.`);
  }
}
class Dog extends Animal {
  bark() : void {
    console.log('Woof! Woof!');
  }
}
const dog = new Dog();
dog.bark();
dog.move(10);
dog.bark();
```

Interfaces

```typescript
function printLabel(labelledObj: { label: string }) {
    console.log(labelledObj.label);
}

let myObj = {size: 10, label: "Size 10 Object"};
printLabel(myObj);
```

Property assertion

```typescript
interface LabelledValue {
    label: string;
}

function printLabel(labelledObj: LabelledValue) { … }
```

Generics and Enumerations

```typescript
function identity<T>(arg: T): T {
    return arg;
}

let output = identity<string>("myString");
// type of output will be 'string'

let output = identity(5);   Type inference
// type of output will be 'number'
```

```typescript
enum Direction {
    Up = 1,
    Down,
    Left,
    Right,
}
```

Modules

```
export default interface StringValidator {
    isAcceptable(s: string): boolean;
}
```

```
export { ZipCodeValidator };
export { ZipCodeValidator as mainValidator };
```

```
import { ZipCodeValidator } from "./ZipCodeValidator";
```

```
import * as validator from "./ZipCodeValidator";
```

```
import num from "./OneTwoThree";
```

Angular Installation
Packages, Setup, Structure

Creating A New App
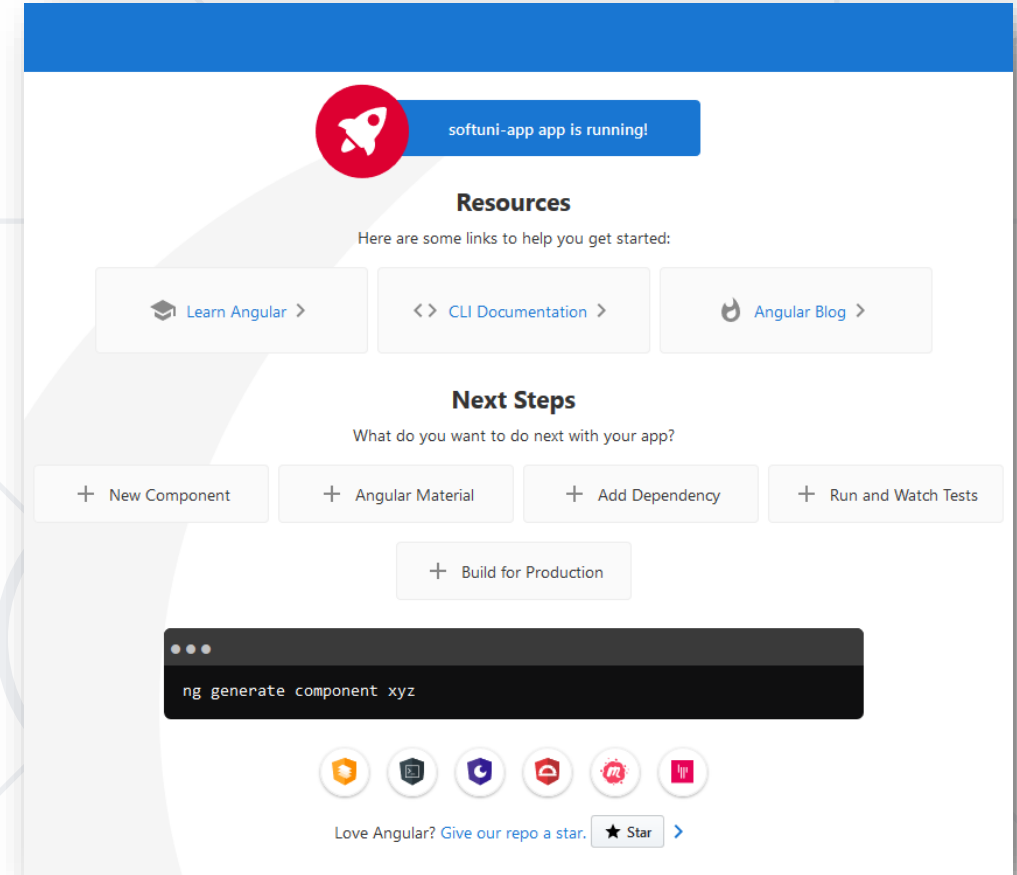
- Install globally via **npm**

```
npm install -g @angular/cli
```

- **Create** new project

```
ng new some-app
cd some-app
```

- **Start** a dev server on port 4200

```
ng serve
```

Finding Information

- Visit the **official website**

  `https://angular.io/`

- Documentation

  `https://angular.io/docs`

- Online sandbox

  `https://plnkr.co/`

IDE Support

- **Visual Studio Code** fully supports TypeScript
  - You may use your favorite IDE (most have **plugins**)
- By using the **Angular CLI**
  - You do not need to use a **linter**
  - You do not need install any specific **plugin**
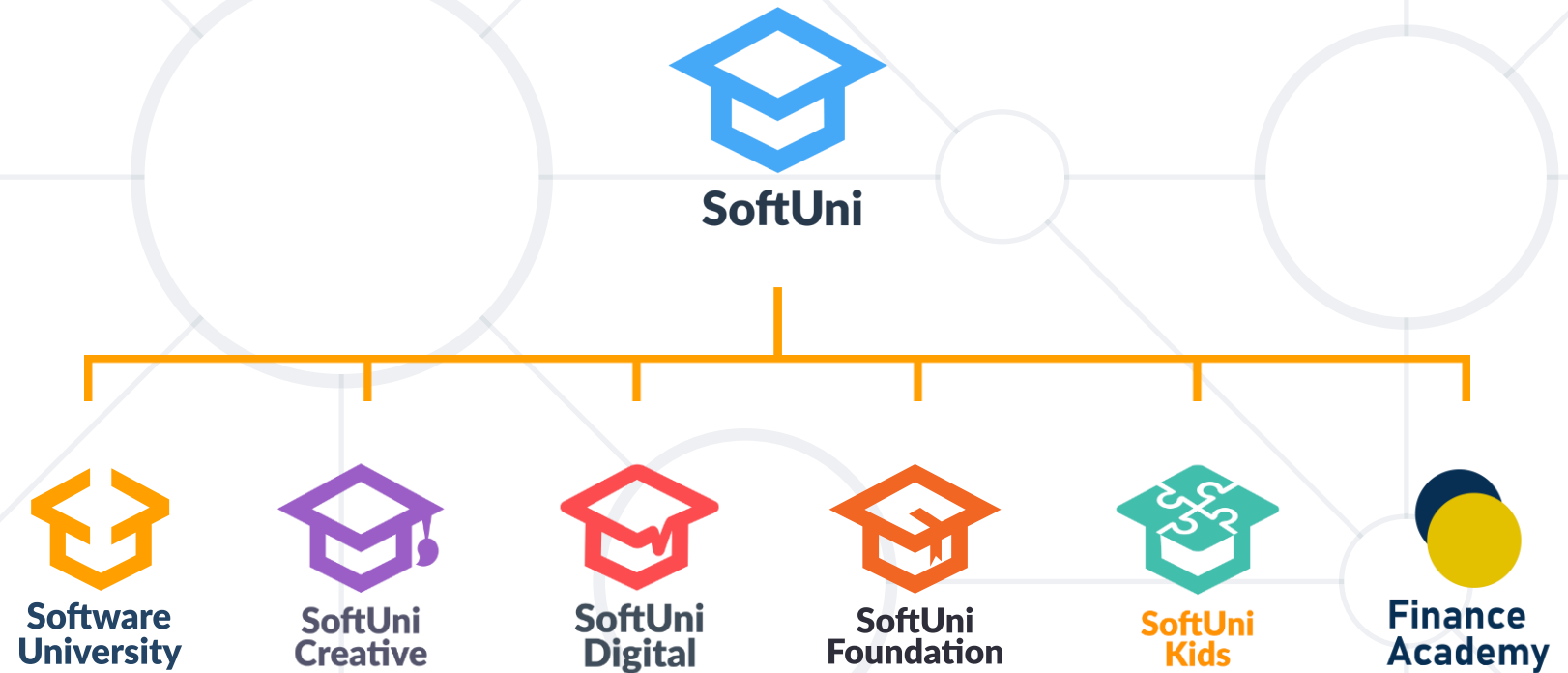 - **Everything** is included

Summary

- **Angular** is a **framework** for front-end apps

- **TypeScript** is JavaScript **superset** language

```
interface LabelledValue {
    label: string;
}

function print(labelledObj: LabelledValue) { … }
```

- The **Angular CLI** is a complete **toolkit** for working with Angular

Questions?

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