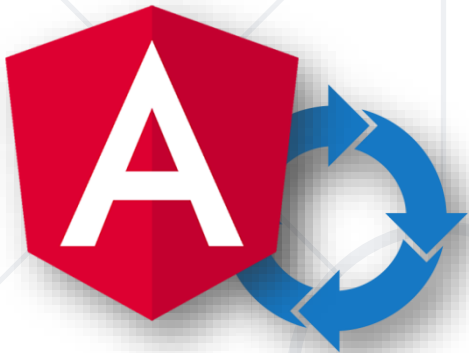


# Components and Data Binding

The Building Blocks of Our Application



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Technical Trainers



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sli.do

**#angular**

# Table of Contents

1. Components Basic Idea
2. Creating Components
3. Bootstrapping & Modules
4. Data Bindings & Templates
5. Lifecycle Hooks
6. Component Interaction





# Components: Basic Idea

The Main Building Block

# The Idea Behind Components

- A component controls **part** of the screen (the view)
- You define **application logic** into the component
- Each component has its **own** HTML/CSS template

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

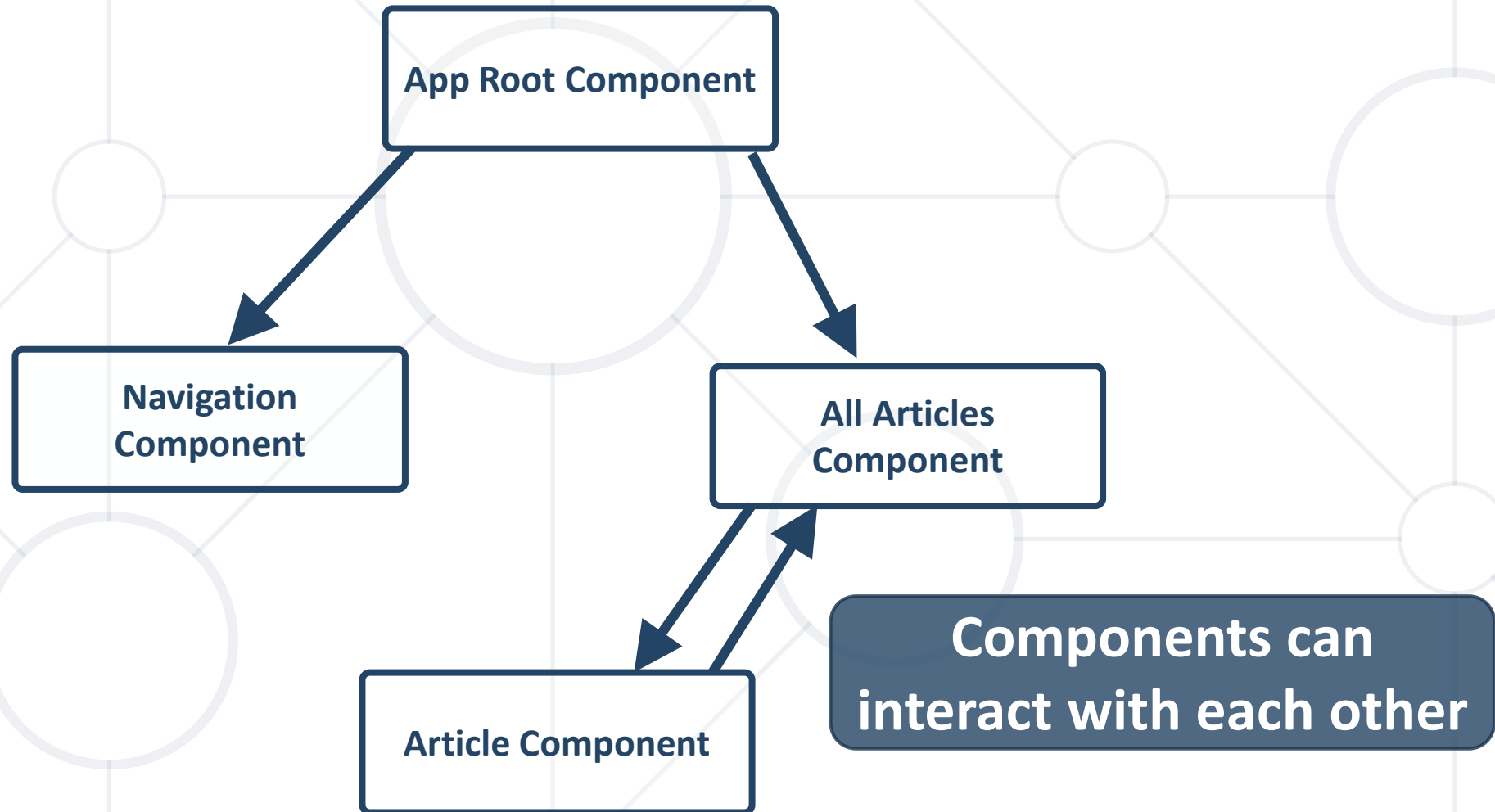
```
@Component({  
  selector: 'app-root',  
  template: `<h1>{{title}}</h1>`,  
  styles: [ `h1 {  
    background-color: red;` ]  
})
```

Unique html template  
and styling

```
export class AppComponent { title = 'App Title'; }
```



# The Idea Behind Components





# **Creating Components**

## And Their Unique Templates

# Creating Components Manually

- To create a component, we need the **Component** decorator

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

- It provides **metadata** and tells **Angular** that we are creating a **Component** and not an **ordinary** class

```
@Component({  
  selector: 'app-home',  
  template: '<h1>Home View</h1>'  
})
```

We call it whilst adding '@' in front and pass in metadata





# Creating Components Manually

- Component Metadata
  - **selector** - the component's **HTML** selector  
selector: 'app-home'
  - **template** or **templateUrl** - the component's template  
templateUrl: 'Path to template'
  - **styles** or **styleUrls** - unique styles for the **current** component  
styleUrls: 'Array of paths'
  - **providers** - list of providers that can be **injected** using DI



# Creating Components Manually

- After the **creation** of a **component**, we need to **add** it in the **declarations** array at the **app module**
- **NgModules** help **organize** an application **into cohesive blocks** of functionality



```
@NgModule({  
  declarations: [  
    AppComponent,  
    HomeComponent  
  ]  
})
```

# Creating Components with the CLI

- We can use the Angular **CLI** to **generate** a **new** component  
**ng generate component home**
- The CLI **creates** a new folder **src/app/home/**
- The CLI directly **imports** the component in the **app module**



# Bootstrapping

Starting the Application

# Bootstrapping an Application

- An NgModule class describes how the application parts fit together
- Every application has at least one NgModule – the root module

```
platformBrowserDynamic().bootstrapModule(AppModule)
```

- It is used to bootstrap (launch) the application
- Usually it is called AppModule, but it is not necessary



# The Initial Module

```
import { BrowserModule } from '@angular/platform-browser';  
import { NgModule } from '@angular/core';  
import { AppComponent } from './app.component';
```

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

The @NgModule tells  
Angular how to compile  
and launch the app

```
export class AppModule { }
```

- The **declarations** array
  - Only declarables – (**components**, **directives** and **pipes**)
- The **imports** array
  - Only **@NgModule** classes – integrated (**HttpClientModule**, **BrowserModule**) or **custom** made



- The **providers** array
  - Register **service** providers and **inject** them into components
- The **bootstrap** array
  - The **root** component – used to **launch** the application
- Inserting a **bootstrapped** component usually **triggers** a **cascade** of component creation







# Data Bindings & Templates

Repeater, Enhanced Syntax

# Templates & Data Bindings Overview

- A **template** is a form of **HTML** that **tells** Angular how to **render** the component
  - **render** array **properties** using **\*ngFor** repeater
  - **render nested** properties of an object
  - **condition** statements using **\*ngIf**
  - **attach** events and **handle** them in the component
- They can be both **inline** or in a **separate** file



# Render an Array Using \*NgFor

```
export class GamesComponent {  
  games : Game[];  
  constructor() {  
    this.games = [ // Array of games ]  
  }  
}
```

```
<h1>Games List</h1>  
<p>Pick a game to Buy</p>  
<ul>  
  <li *ngFor="let game of games">  
    {{game.title}}  
  </li>  
</ul>
```

The '\*' symbol is  
required in front



# Conditional Statements Using \*NgIf

```
<h1>Games List</h1>
<p>Pick a game to Buy</p>
<ul>
  <li *ngFor="let game of games">
    <div>
      {{game.title}}
    </div>
    <span *ngIf="game.price >= 100">
      Price: {{game.price}}
    </span>
  </li>
</ul>
```



# Attach Events

```
<button (click)="showContent($event)">Show Content</button>
```

```
export class GamesComponent {  
  public games: Game[];  
  showContent: boolean;  
  
  constructor() {  
    this.games = [ // Array of games ]  
  }  
  
  showAdditionalContent($event) {  
    this.showContent = true;  
  }  
}
```



# Binding Attributes

- Binding attributes

```
export class GamesComponent {  
  imgUrl: string;  
  constructor() {  
    this.imgUrl = "a url to an image"  
  }  
}
```

```
<img [attr.src]="imgUrl" />
```

The name of the property in  
the component



# Binding CSS Classes or Specific Class Name

- Binding classes

```
<div [class]="badCurly">Bad curly</div>
```

- You can bind to a specific class name

```
<div [class.special]="isSpecial">  
  The class binding is special  
</div>
```

Toggle class "special" on/off

```
<div class="special"[class.special]="!isSpecial">  
  This one is not so special  
</div>
```



- Binding styles

```
<button [style.color]="isSpecial ? 'red' : 'green'">Red</button>  
<button [style.background-color]="canSave ? 'cyan' : 'grey'" >  
  Save  
</button>
```

- Or styles with units

```
<button [style.font-size.em]="isSpecial ? 3 : 1">  
  Big  
</button>  
<button [style.font-size.%"="!isSpecial ? 150 : 50">  
  Small  
</button>
```



- Reference other elements

```
<input #phone placeholder="phone number">  
<button (click)="callPhone(phone.value)">Call</button>
```

Phone **refers** to the **input** element

- You can also use the null-safe operator

```
<div>The current hero's name is {{game?.title}}</div>  
<div>The null hero's name is {{game && game.name}}</div>
```

- The text **between** the curly brackets is **evaluated** to a string

```
<p>The sum of two + two + four is {{2 + 2 + 4}}</p>
```

- Template expressions are **not pure** JavaScript
- You **cannot** use these:
  - Assignments (**=**, **+=**, **-=**, **...**)
  - The **new** operator
  - **Multiple** expressions
  - **Increment** or **decrement** operations (**++** or **--**)
  - **Bitwise** operators

# Types of Data Binding

- There are **three types** of data binding

- From data-source to view

```
{{expression}}  
[target]="expression"  
bind-target="expression"
```

- From view to data-source

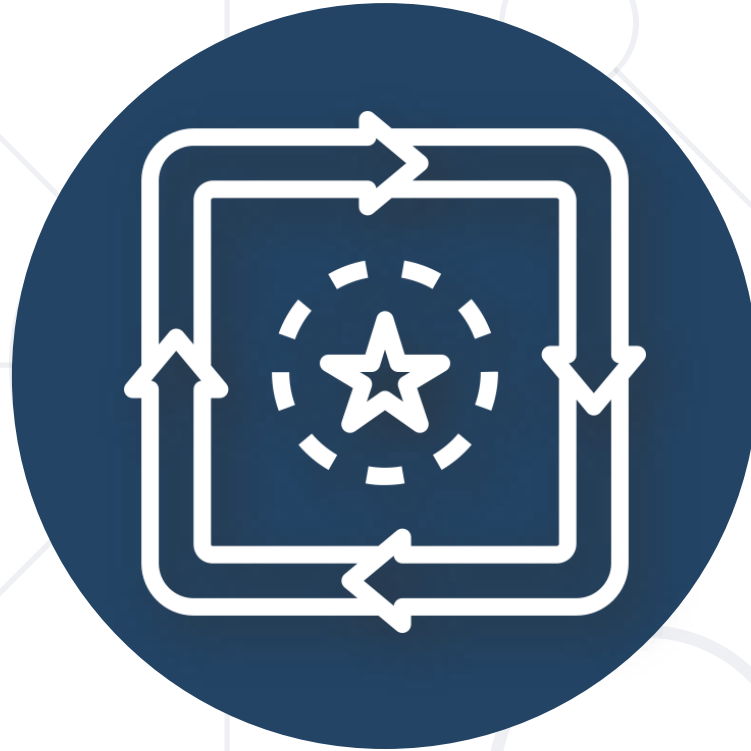
```
(target)="statement"  
on-target="statement"
```

- Two-way

```
[(ngModel)]="expression"  
bindon-target="expression"
```

**FormsModule** needed





# Lifecycle Hooks

Intersect Through the Loop

# Lifecycle Overview

- A component has a lifecycle **managed** by Angular
- Angular offers lifecycle **hooks** that provide **control** over life moments of a component
- Directive and component instances have a **lifecycle** as Angular **creates**, **updates** and **destroys** them



# NgOnInit and OnDestroy Example

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

@Component({..})
export class GamesComponent implements OnInit, OnDestroy {
  games: Game[];

  ngOnInit() {
    console.log('CREATED');
  }

  ngOnDestroy() {
    console.log('DELETED');
  }
}
```

Called **shortly** after creation

Used for **cleanup**

- All lifecycle hooks
  - **ngOnChanges()** - when data is changed
  - **ngDoCheck()** - detect your own changes
  - **ngAfterContentInit()** - when external content is received
  - **ngAfterContentChecked()** - when external content is checked
  - **ngAfterViewInit()** - when the views and child views are created
  - **ngAfterViewChecked()** - when the above are checked
  - More at: <https://angular.io/guide/lifecycle-hooks>



# **Component Interaction**

Passing Data in Between



# From Parent to Child

```
import { Component, Input } from '@angular/core';  
import { Game } from '../games/game';
```

```
@Component({  
  selector: 'game',  
  template: `  
    <li><div>{{game.title | uppercase}}  
    <span *ngIf="game.price >= 100">-> Price: {{game.price}}</span>  
    </div></li>`  
})
```

```
export class GameComponent {  
  @Input('gameProp') game : Game;  
}
```

The **prop** will come from **parent**

```
<h1>Games List</h1>
<p>Pick a game to Buy</p>
<ul>
  <game *ngFor="let game of games"
    [gameProp]="game">
  </game>
</ul>
<button (click)="showAdditionalContent()">Show Image</button>
```

Render the **child** into the **parent** template and pass the needed **prop**

# Component Interaction

- In order to pass data from **child** to **parent** component we need the **Output** decorator and an **Event Emitter**



```
import { Output, EventEmitter } from '@angular/core';
export class GameComponent {
  @Input('gameProp') game : Game;
  @Output() onReacted = new EventEmitter<boolean>();

  react(isLiked : boolean) {
    this.onReacted.emit(isLiked);
  }
}
```

The parent will **receive** the event

# Component Interaction

- The Parent component handles the event

```
<game *ngFor="let game of games="[gameProp]"="game"  
      (onReacted)="onReacted($event)">  
</game>
```

```
export class GamesComponent {  
  games: Game[];  
  likes: number;  
  dislikes : number;  
  onReacted(isLiked: boolean) {  
    isLiked ? this.likes++ : this.dislikes++;  
  }  
}
```



- Each component has its **own** template

```
@Component({ selector: 'app', template:  
`<h1>{{title}}</h1` })
```

- There are **three** types of data binding
- We can **intersect** the **lifecycle** of a component

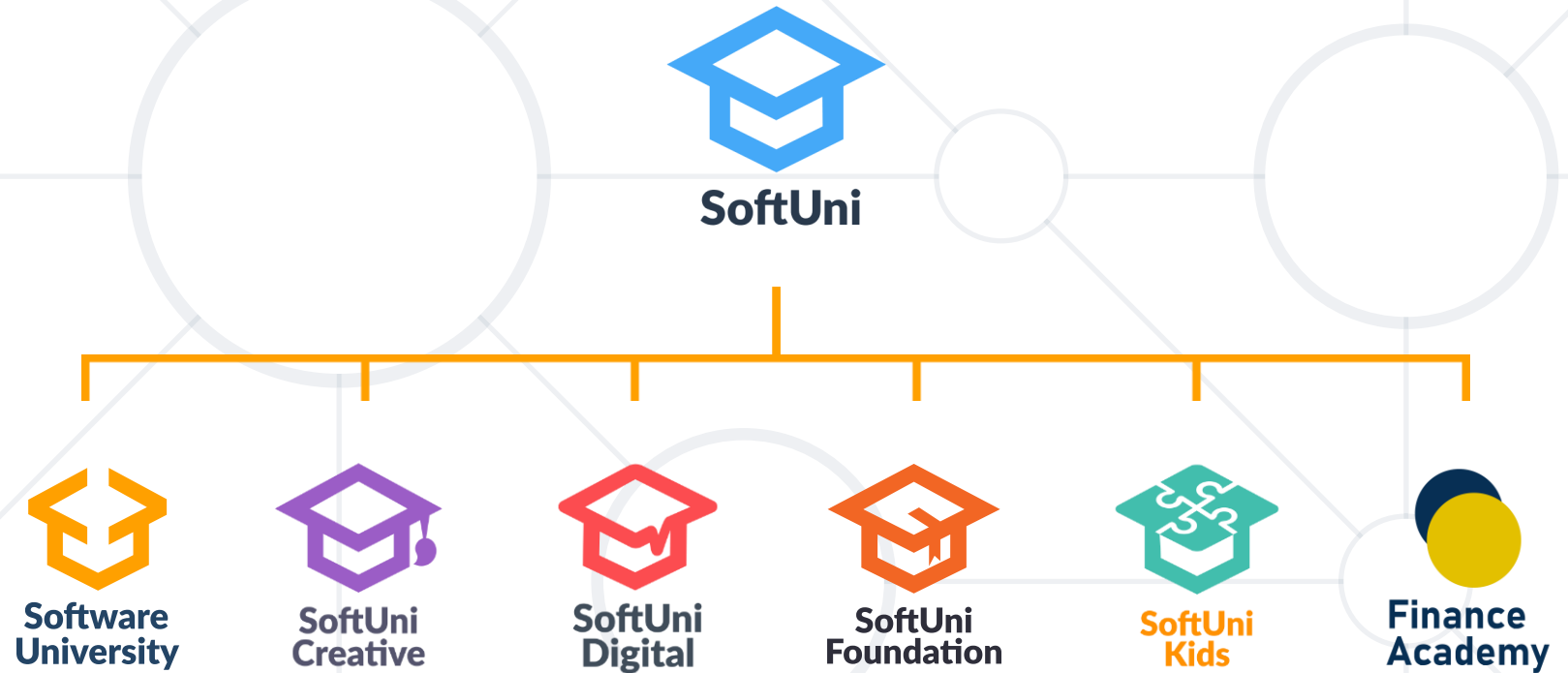
```
ngOnInit() { this.data = // Retrieve data }
```

- Components can **interact** with **each** other

```
@Output() fromChild = new EventEmitter<boolean>();
```



# Questions?



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