

# AngularJS: Get Started

An Introduction

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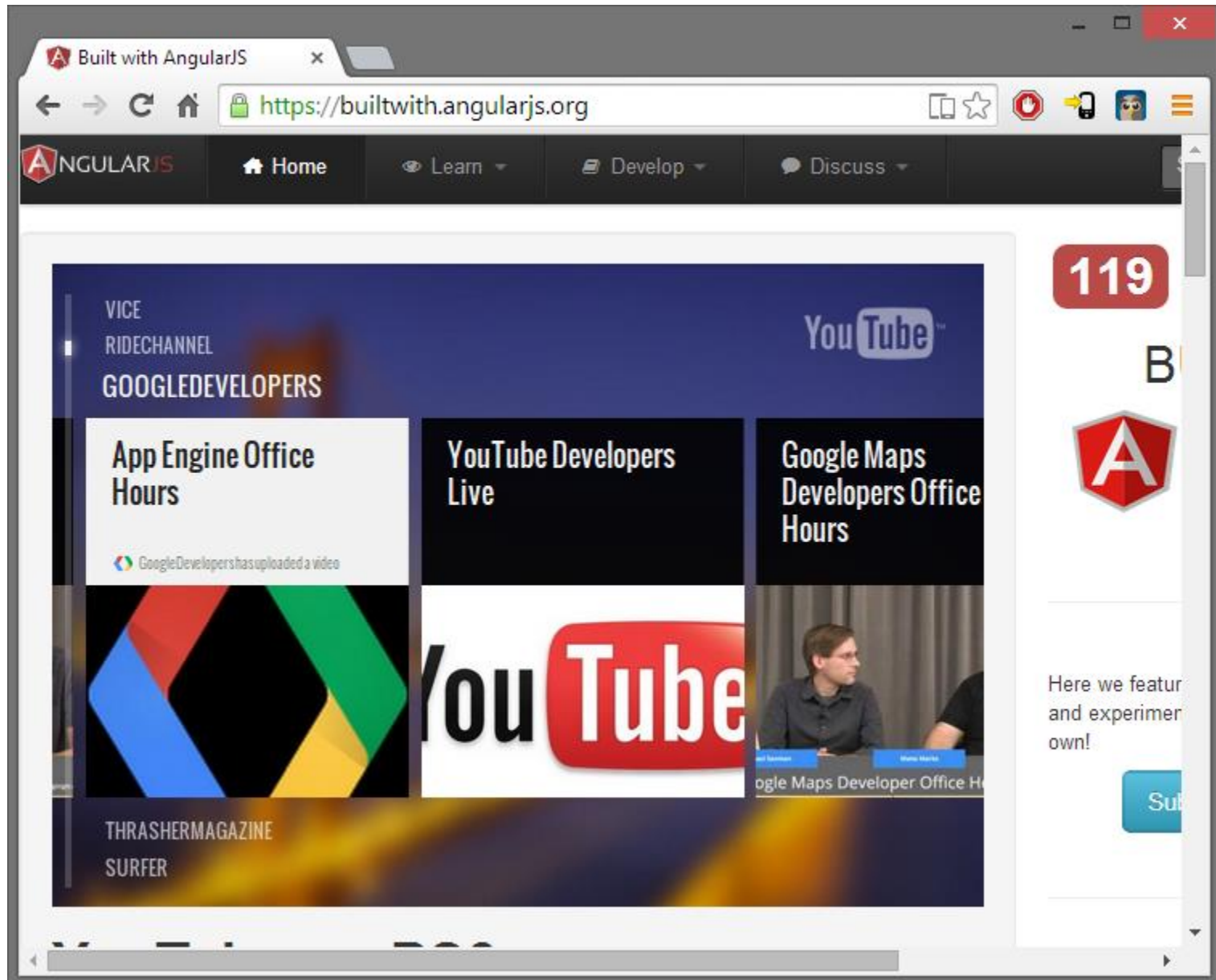


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hardcore dev and IT training

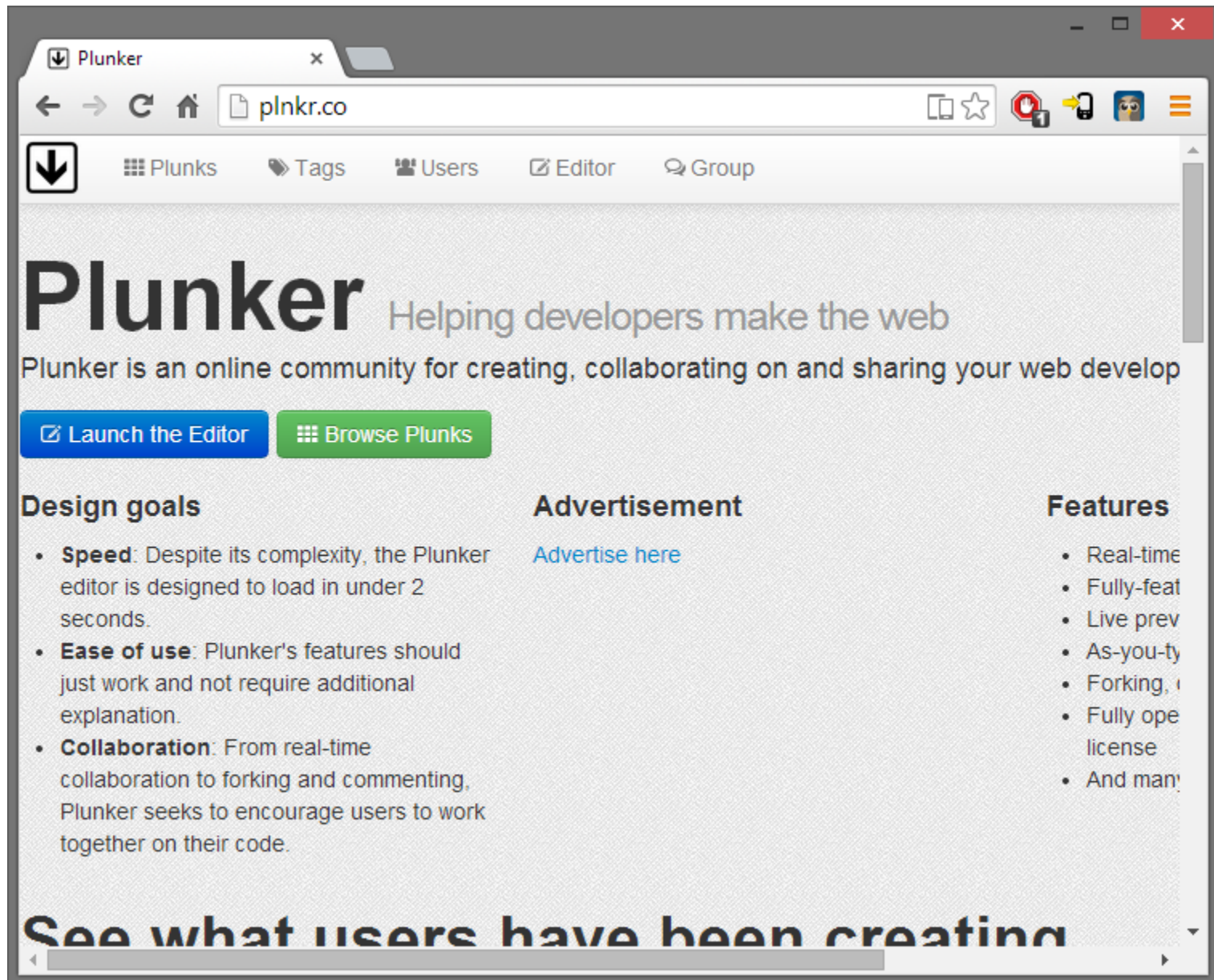
# Home



# Built With



# Plunker



# Two Requirements

- Add a `<script>` tag pointing to `angular.js`
- Add an `ng-app` attribute in your HTML
  - `ng-app` is an Angular **directive**
  - The `ng` is short for Angular

# Using Plunker

The screenshot displays the Plunker web application interface. At the top, the browser address bar shows the URL `plnkr.co/edit/?p=preview`. Below the browser, the Plunker interface includes a header with a 'Plunker' logo, version 'v0.7.26', and buttons for 'Save', 'New', and 'Stop'. A 'Sign in with Github' button is also present. On the left side, there is a sidebar with a 'FILES' section containing 'index.html', 'README.md', 'script.js', and 'style.css'. Below this is a 'PLUNK' section with a 'Description:' field and a 'Tags:' field. The main area is split into two panes. The left pane shows the source code of the web page, which includes an HTML document type declaration, a head section with Angular.js and a stylesheet, and a body section with an Angular application. The right pane shows the preview of the web page, which displays the text 'Hello Plunker!' and a unique identifier '20.071428571428573'. A vertical toolbar on the far right contains icons for various actions like refresh, close, and settings.

Plunker v0.7.26 Save New Stop Sign in with Github

Unsaved session Restore your previous session? Restore Discard

FILES

- index.html
- README.md
- script.js
- style.css
- New file

PLUNK

Description:

Tags:

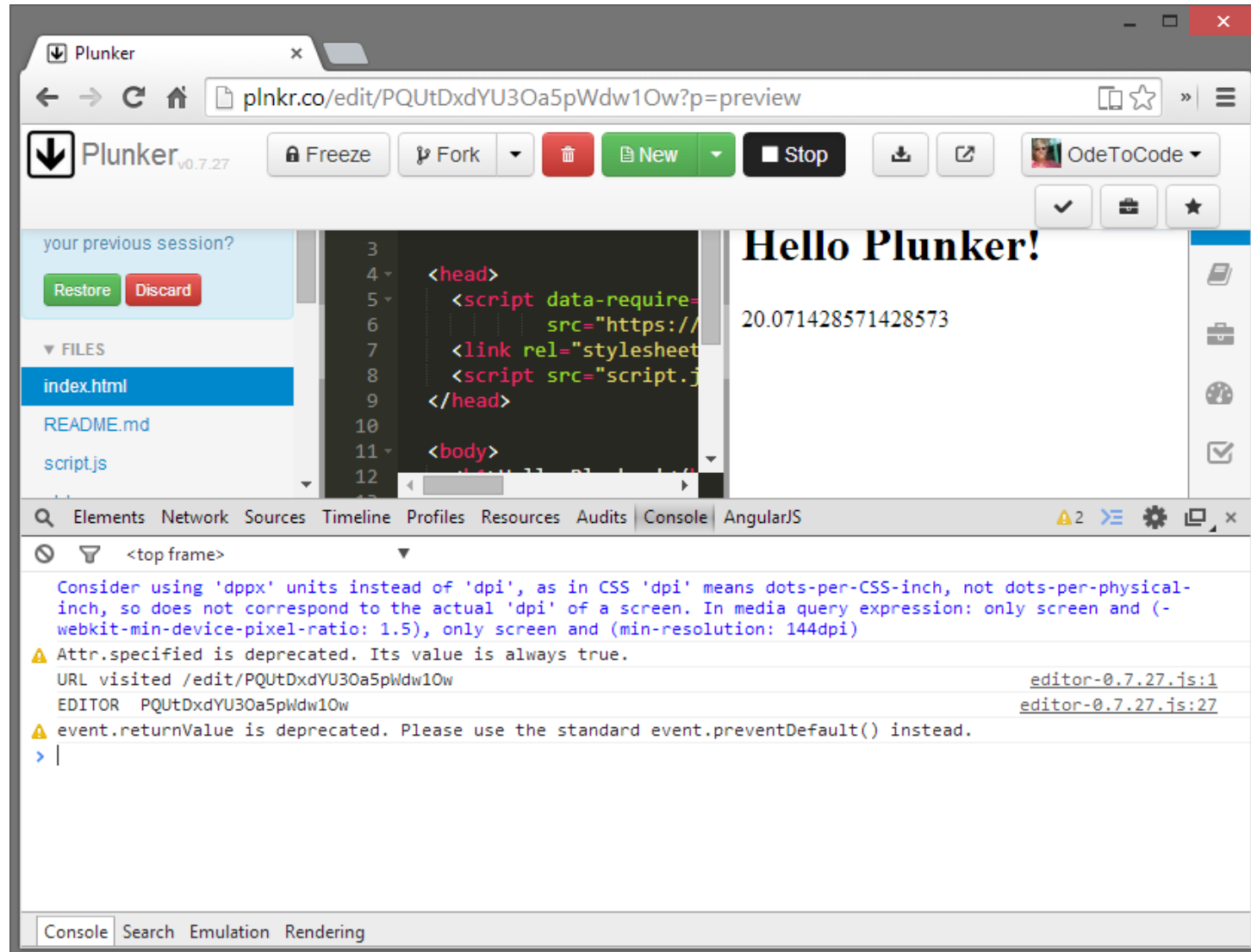
Enter tags

```
1 <!DOCTYPE html>
2 <html>
3
4 <head>
5   <script data-require="angular.js@*" data-semver="1.3.0-beta.5"
6     src="https://code.angularjs.org/1.3.0-beta.5/angular.js"></script>
7   <link rel="stylesheet" href="style.css" />
8   <script src="script.js"></script>
9 </head>
10
11 <body>
12   <h1>Hello Plunker!</h1>
13
14   <div ng-app>
15     {{ 843 / 42 }}
16   </div>
17 </body>
18
19 </html>
20
```

Hello Plunker!

20.071428571428573

# Developer Tools



# JavaScript Patterns



## Functions as abstractions

- Functions to build modules
- Functions to avoid global variables





# Summary

```
<!DOCTYPE html>
<html>

  <head>
    <script data-require="angular.js@*" data-semver="1.3.0-beta.5"
      src="https://code.angularjs.org/1.3.0-beta.5/angular.js"></script>
    <link rel="stylesheet" href="style.css" />
    <script src="script.js"></script>
  </head>

  <body>
    <h1>Hello Plunker!</h1>

    <div ng-app>
      {{ 843 / 42 }}
    </div>
  </body>
</html>
```

```
var createWorker = function() {

  var workCount = 0;

  var task1 = function() {
    workCount += 1;
    console.log("task1 " + workCount);
  };

  var task2 = function() {
    workCount += 1;
    console.log("task2 " + workCount);
  };

  return {
    job1: task1,
    job2: task2
  };

};
```