

# **ANGULAR 2**

COMPONENTS COMMUNICATION WITH SERVICE





#### PARENT INTERACTS WITH CHILD VIA LOCAL VARIABLE

# Countdown to Liftoff



T-8 seconds and counting

We can place a local variable (#timer) on the tag (<countdown-timer>) representing the child component. That gives us a reference to the child component itself and the ability to access any of its properties or methods from within the parent template.

NOTE: The parent component itself has no access to the child.



# PARENT INTERACTS WITH CHILD VIA LOCAL VARIABLE

```
@Component({ selector: 'countdown-timer', template: '{{message}}'})
export class CountdownTimerComponent implements OnInit, OnDestroy {
  intervalld = 0;
  message = ";
  seconds = 11;
  clearTimer() { clearInterval(this.intervalId); }
  ngOnInit() { this.start(); }
  ngOnDestroy() { this.clearTimer(); }
  start() { this.countDown(); }
  stop() { this.clearTimer(); this.message = `Holding at T-${this.seconds} seconds`; }
  private countDown() {
    this.clearTimer();
    this.intervalId = window.setInterval(() => {
      this.seconds -= 1;
      if (this.seconds === 0) { this.message = 'Blast off!';
      } else {
         if (this.seconds < 0) { this.seconds = 10; } // reset
         this.message = `T-${this.seconds} seconds and counting`;
      } }, 1000);
```



#### PARENT CALLS A VIEWCHILD

We can't use the local variable to access from parent component to child. In this case we can use @ViewChild

```
Countdown to Liftoff
@Component({
  selector: 'countdown-parent-vc',
  template: `
    <h3>Countdown to Liftoff (via ViewChild)</h3>
    <button (click)="start()">Start</button>
    <button (click)="stop()">Stop</button>
    <div class="seconds">{{ seconds() }}</div>
    <countdown-timer></countdown-timer>`
                                                         T-8 seconds and counting
})
export class CountdownViewChildParentComponent implements AfterViewInit {
  @ViewChild(CountdownTimerComponent)
  private timerComponent: CountdownTimerComponent;
  seconds() { return 0; }
  ngAfterViewInit() { setTimeout(() =>
                       this.seconds = () => this.timerComponent.seconds, 0); }
  start() { this.timerComponent.start(); }
  stop() { this.timerComponent.stop(); }
```



```
@Injectable()
export class MissionService {
 // Observable string sources
  private missionAnnouncedSource = new Subject<string>();
  private missionConfirmedSource = new Subject<string>();
 // Observable string streams
  missionAnnounced$ = this.missionAnnouncedSource.asObservable();
  missionConfirmed$ = this.missionConfirmedSource.asObservable();
 // Service message commands
  announceMission(mission: string) {
    this.missionAnnouncedSource.next(mission);
  confirmMission(astronaut: string) {
    this.missionConfirmedSource.next(astronaut);
```



A parent component and its children share a service whose interface enables bi-directional communication within the family.

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```



```
@Component({
  selector: 'mission-control',
  template: `<h2>Mission Control</h2>
  <button (click)="announce()">Announce mission</button>
  <my-astronaut *ngFor="let astronaut of astronauts"
   [astronaut]="astronaut"></my-astronaut>
  <h3>History</h3>
  *ngFor="let event of history">{{event}}`})
export class MissionControlComponent {
  astronauts = ['Lovell', 'Swigert', 'Haise'];
  history: string[] = [];
  missions = ['Fly to the moon!', 'Fly to mars!', 'Fly to Vegas!'];
  nextMission = 0:
  constructor(private missionService: MissionService) {
    missionService.missionConfirmed$.subscribe( astronaut => {
        this.history.push(`${astronaut} confirmed the mission`); });}
  announce() {
    let mission = this.missions[this.nextMission++];
    this.missionService.announceMission(mission);
    this.history.push(`Mission "${mission}" announced`);
    if (this.nextMission >= this.missions.length) { this.nextMission = 0; }
```

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#### Mission Control

Announce mission

Lovell: Fly to the moon! | Confirm

Swigert: Fly to the moon! | Confirm



Haise: Fly to the moon! Confirm

# History

- Mission announced
- Lovell confirmed the mission
- Haise confirmed the mission

```
@Component({ selector: 'my-astronaut',
                                                                  Swigert: Fly to the moon! Confirm
  template: ` {{astronaut}}: <strong>{{mission}}</strong>
    <button (click)="confirm()"
    [disabled]="!announced | | confirmed">Confirm</button>`})
export class AstronautComponent implements OnDestroy {
  @Input() astronaut: string;
  mission = '<no mission announced>';
  confirmed = false:
  announced = false;
  subscription: Subscription;
  constructor(private missionService: MissionService) {
    this.subscription = missionService.missionAnnounced$.subscribe(
      mission => {
        this.mission = mission;
        this.announced = true;
        this.confirmed = false;
      });
  confirm() { this.confirmed = true; this.missionService.confirmMission(this.astronaut); }
  ngOnDestroy() {
     this.subscription.unsubscribe(); // prevent memory leak when component destroyed
```