

# Angular



Building the next version of the web with  
browser applications



# Prerequisites

- HTML / CSS
  - recommended course: 400 HTML-CSS
- JavaScript programming experience
  - recommended course: JavaScript
  - recommended course: JavaScript Tooling

# Book

- Angular 5 Projects





## Other books

- Advanced choices
  - **Essential Angular** by Victor Savkin  
(the router guy who left)
  - **Angular Router** by Victor Savkin



# Exercises

- Completed exercises for the current version will be kept at
  - <http://github.com/doughoff/wd-530v9>



# Intro to Angular



# History

- 2009 – team started with Brad Green, manager
- Sep 2012 - 1.0.2
- **Sep 2016 – Angular 2**
- **Mar 2017 – Angular 4**
  - skipped 3.0, breaking changes due to router
- Nov 2017 – Angular 5
- May 2018 – Angular 6
- **Oct 2018 – Angular 7 - Angular Material**
- May 2019 – Angular 8
- **Feb 2020 – Angular 9 - Ivy**



# Resources - official

- Site: <https://angular.io/>
- Code: <https://github.com/angular>
- Docs: <https://angular.io/docs/>
  - Cheatsheet -  
<https://angular.io/docs/ts/latest/guide/cheatsheet.html>
- Blog: <http://angularjs.blogspot.com/>
- Milestone watch:  
<https://github.com/angular/angular/milestones>





## Resources - minor

- Google Groups: <http://ng-learn.org/>
- Angular Modules: <http://ngmodules.org/>
- AngularJS 1 site: <https://angularjs.org/>
- Torgeir Helgevold articles - <http://www.syntaxsuccess.com/angular-2-articles>
- Design docs: <https://drive.google.com/drive/u/0/folders/0B7Ovm8bUYiUDR29iSkEyMk5pVUk>



# Language support

- **ES5:** "today's JavaScript"
  - The easy, safe choice for Angular 1.
- **ES6:** ECMAScript 2015 or ES6
  - Partially support in current browsers, real applications require compiling.

IE	Edge *	Firefox	Chrome	Safari
			49: 100%	
8: 0%	13: 100%	47: 100%	51: 100%	
11: 43%	14: 100%	48: 100%	52: 100%	9.1: 36%
		49: 100%	53: 100%	10: 100%
		50: 100%	54: 100%	TP: 100%
		51: 100%	55: 100%	



# Angular CLI

- <https://cli.angular.io/>
- Scaffolding tool
  - Based on Ember's CLI
- Automates basic tasks for setup and boilerplate code
- Installs
  - Instabul, Jasmine, Codelyzer, Karma, Protractor, tslint



# Other

- Animations
  - <https://angular.io/docs/ts/latest/guide/animations.html>
- Testing with Jasmine, Karma, Augury (Chrome extension)
  - <https://angular.io/docs/ts/latest/guide/testing.html>
  - <https://augury.angular.io/>
- RxJS ("Reactive Extensions")
  - asynchronous observable pattern, Microsoft project forked for any language
  - <https://github.com/ReactiveX/RxJS>



# Hybrid apps using Angular

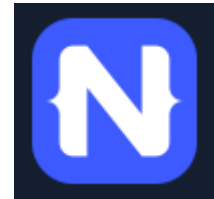
- Ionic Framework 5

- <https://ionicframework.com/>
- Build native apps from JS/TS APIs



- NativeScript

- <https://www.progress.com/nativescript>
- Build native apps with XML custom language





How to plan one-page apps

# Planning an app





# Architecture - SS framework

## Server – ASP.NET or MVC

- Routing
- Controller logic
- Page generation
  - Data binding
  - Templates
- Security
- Services for client
  - data extraction

## Client – jQuery, Bootstrap, etc.

- user triggered CSS
  - click / touch / hover
- user triggered server process
- browser triggered CSS
  - screen width



# Architecture – SPA framework

**Server – static files**

- **Services for client**
  - **Security**
  - **Data**

**Client – browser with**

- **Routing**
- **Controller logic**
- **Page generation**
  - **Data binding**
  - **Templates**
- **Security**
- **user triggered CSS**
  - **click / touch / hover**
- **user triggered server process**
- **browser triggered CSS**
  - **screen width**





# Angular features

- Page generation
  - Data binding
  - Templates
- Controller logic
- Routing
- Reusable components

# SPA only



- Google assumes this design
- Most examples and tutorials target this design



# Combined SPA & SS frameworks?

- Server side provides better security
- One side provides less distributed problems
- Client side operation can be extended with less complex packages



# Possible SPA & SS framework designs

- Combine operations into an app on a SPA with the same model
  - One row – details, update, delete, duplicate
  - Multiple rows, same schema – browse, search, bulk data operations
  - Multiple rows, different schema – display, rearrange, insert, drop
- Create SS reusable view component library
  - Web Components



# Best Practices

- Angular2 Styleguide
  - <https://angular.io/styleguide>
- Codelyzer
  - <https://github.com/mgechev/codelyzer>
  - for code reviews, linting, ... soon static code analysis, template analysis, auto suggest
  - current: tslint
  - links to styleguide, live advice, in angular-cli
  - <https://www.youtube.com/watch?v=bci-Z6nURgE&feature=youtu.be> (May 2016) - Minko Gechev

# Angular Material



- <https://material.angular.io/>
- UI library for fast building of mobile style apps



# Other Material

- Material Design Lite – no framework
  - <https://getmdl.io/>
  - Angular Material vs Material Design Lite
    - <https://scotch.io/bar-talk/angular-material-vs-material-design-lite>
- AngularJS Material 1.1.1
  - <https://material.angularjs.org/> for ng1



# Setup





# Setup choices – code + scaffold

- \*\*Angular CLI
  - <https://cli.angular.io/>



# TypeScript options

```
{
  "extends": "../tsconfig.json",
  "compilerOptions": {
    "outDir": "../out-tsc/app",
    "module": "es2015",
    "types": []
  },
  "exclude": [
    "src/test.ts",
    "**/*.spec.ts"
  ]
}
```



# TypeScript options

- emitDecoratorMetadata: true
  - transpiles necessary info for IDE – lots of errors if you don't!
- "noStrictGenericChecks": true
  - fixes rxjs 5.0 generic error with
  - or
  - "rxjs": "5.5.0", in Angular's package.json



# Type definitions config

- <https://github.com/typings/typings>
- manage and install TypeScript definitions

```
{  "globalDependencies": {  
    "core-js": "registry:dt/core-js#0.0.0+20160725163759",  
    "jasmine": "registry:dt/jasmine#2.2.0+20160621224255",  
    "node": "registry:dt/node#6.0.0+20160831021119"  
  }  
}
```





# Npm's inventory

```
"dependencies": {  
  "@angular/animations": "~9.0.3",  
  "@angular/common": "~9.0.3",  
  "@angular/compiler": "~9.0.3",  
  "@angular/core": "~9.0.3",  
  "@angular/forms": "~9.0.3",  
  "@angular/platform-browser": "~9.0.3",  
  "@angular/platform-browser-dynamic": "~9.0.3",  
  "@angular/router": "~9.0.3",  
  "rxjs": "~6.5.4",  
  "tslib": "^1.10.0",  
  "zone.js": "~0.10.2"  
},
```



# RxJS

- install locally with npm rxjs
- Provides reactive programming syntax
- v6 additions:
  - "rxjs-compat": "^6.0.0",



## <base href="/">

- Compatibility
  - IE10+
- Alternatives to base
  - Provide the router with an appropriate APP\_BASE\_HREF value.
  - Use absolute URLs for all web resources: css, images, scripts, and template html files.



## **<base href="/">**

- If the application base changes you can use
  - `<script>document.write('<base href="' + document.location + '" />');</script>`
- This grabs the current URL
  - used in Google's documentation





## **<base href="/">**

- Insert in <head> before any URL reference that might use it
- Sets a prefix to any relative URL path on the page
  - <base href="/">
  - <base href="/pages/baseball">
- Necessary to form html5 style URLs which use history.pushState
- can also use the target attribute to always open a new page



# App selector

- `<app-root><i class="fa fa-spinner fa-pulse"></i>Loading...</app-root>`
  - get Font Awesome link from cdnjs.com
- no inputs
- no outputs
- Only one selector, only one app.



# The bootstrap

- allows for better testing
- platform specific
  - Cordova, Telerik NativeScript

```
import { enableProdMode } from '@angular/core';  
import { platformBrowserDynamic } from  
'@angular/platform-browser-dynamic';  
  
import { AppModule } from './app/app.module';  
import { environment } from  
'./environments/environment';
```

# Dev vs. Prod

/src/main.ts  
/environments/environments.ts



```
if (environment.production) {  
  enableProdMode();  
}
```

```
platformBrowserDynamic().bootstrapModule(AppMod  
ule)  
  .catch(err => console.log(err));
```

```
export const environment = {  
  production: false  
};
```



# Module configuration

- Introduced to provide Ahead-Of-Time compilation for faster precompile on server

```
@NgModule({  
  imports: [BrowserModule, FormsModule, HttpClientModule],  
  declarations: [AppComponent, ...components...,  
    ...pipes...],  
  providers: [...services...],  
  bootstrap: [AppComponent],  
})  
export class AppModule { }
```



# Component classes

```
import { Component } from '@angular/core';
@Component({
  • selector: 'app-root',
  • // styles : `[p:color:red, div: color:green]`
  • // template: `

# 


```



# moduleId – v4

- v.4.0 (pre-March 2017)
- Component relative (webpack problem)
  - @Component({
  - **moduleId: module.id,**
  - templateUrl : `./basic.component.html`,
  - styleUrls: ['./basic.component.css']
- Remove any moduleId now



# Modules

- ES6 / TypeScript
  - not required by Angular but very recommended
- barrels – collections of modules
- bundle – a file for all the code of one or more barrels





# Modules – import & export

- **import** { Component } from “@angular/core”;
  - allow use of class Component from a .js file called core
- **export** class HelloName { }
  - allow use of class HelloName by another import
  - functions and values can be exported also
- import and export use ES6 module syntax
  - <http://www.2ality.com/2014/09/es6-modules-final.html>



# Component

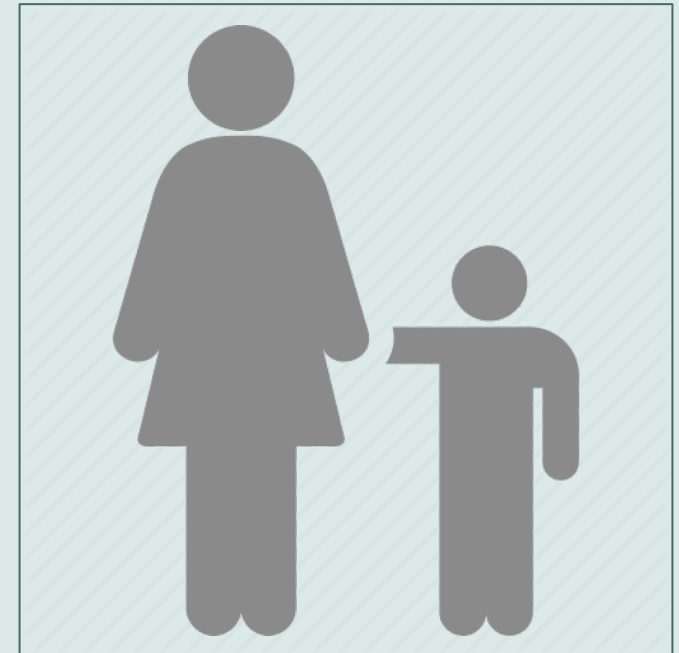
- The area of the DOM that you want to manage
  - the view scope
- Three parts
  - metadata configures the code
    - defines what tag to use
    - uses TypeScript's decorators: `@Component`
  - a template defines the HTML and data variables
    - uses `{{ mustache tags }}`
    - uses special attributes
  - a class defines the view logic and data

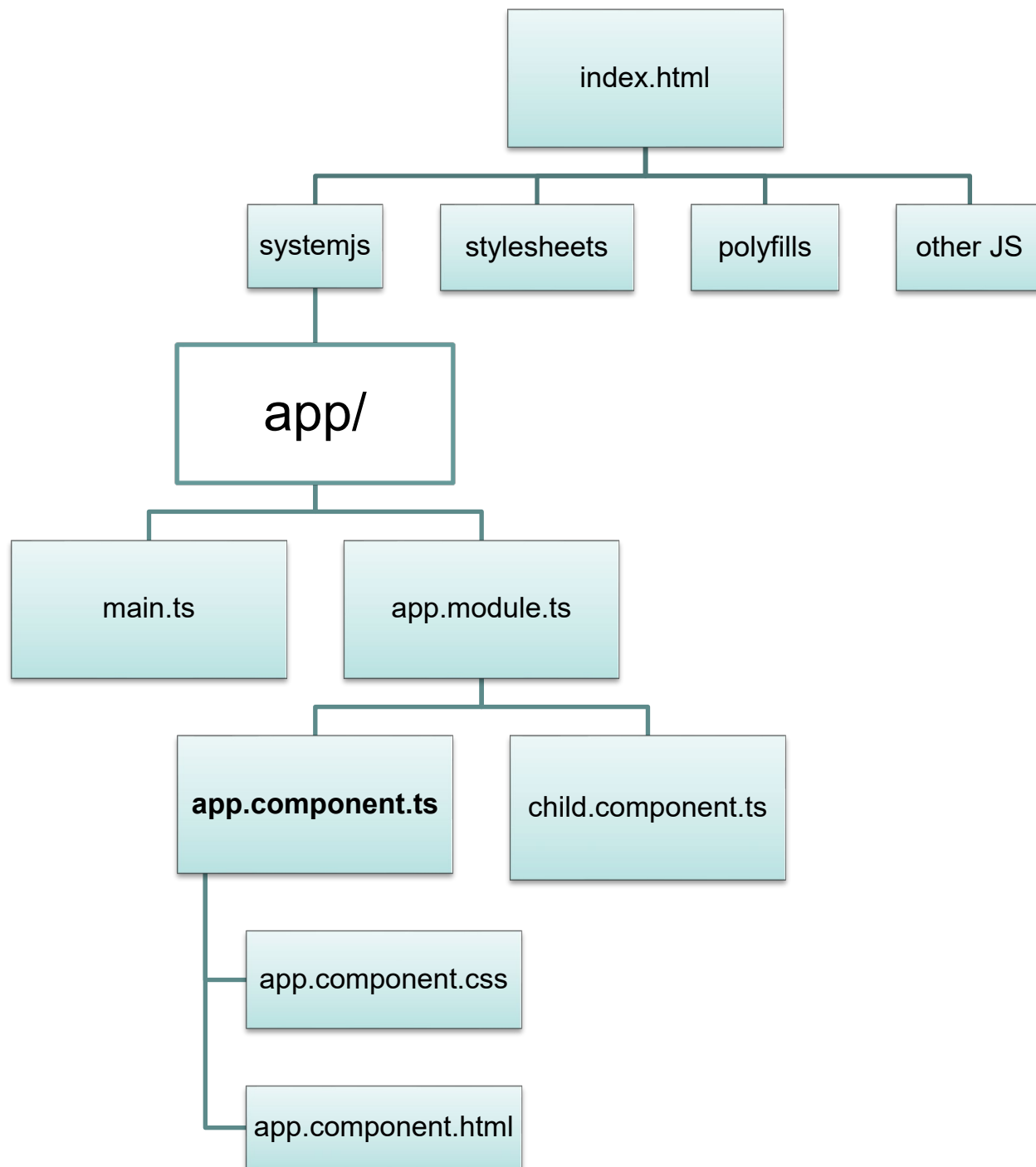


# App structure

- HTML page
  - polyfills for older browsers
  - HTML
    - root app selector
      - component code
      - template
      - styles
      - dependencies
      - child components selectors
        - child component code...

HTML

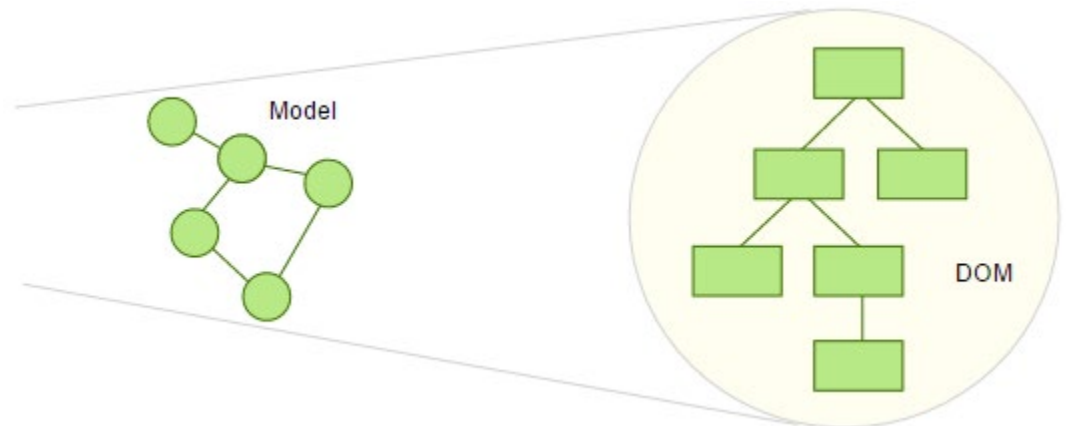






# Data binding – projecting data

- Data model in code  $\rightarrow$  DOM
- mapping, projecting, no change
- updates require mapping/binding
- must track state (the model/DOM data)





# Data binding – app.component.ts

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

@Component({
  moduleId: module.id,
  selector: 'hello-name'
  template: `<div>Hello, {{name}} </div>`
})
export class HelloName {
  private name: string = 'world';
}
```

<hello-  
name>

HelloName:

name = 'world'

</hello-  
name>



# Templates – inline vs file

- **template:** `

Hello, {{name}}</div>`  
using ES6 template strings  
or
- **templateUrl:** './hello\_name.html'
  - path from component



# Component view

```
class HelloNameApp {  
    private name: string;  
    constructor( ) {  
        this.name = 'world';  
    }  
}
```





# Development to production

- You will see on the console:
  - Angular 2 is running in the development mode. Call `enableProdMode()` to enable the production mode.
- To make faster for production

```
import { NgModule, enableProdMode } from
 '@angular/core';
enableProdMode();
```



# Exercises

- 6 Setup using CLI project with Code
- 7 Load CLI project with local server extension
- 8 Measure template's resource loading times



# Components





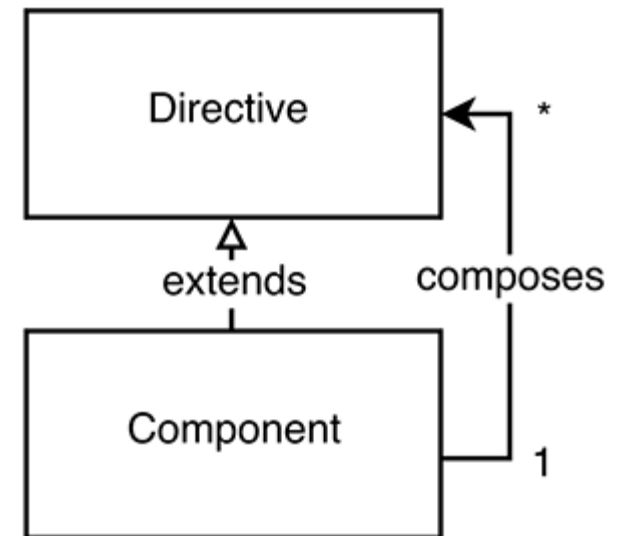
# Directive

- Three types
  - **Component** – main unit of Angular
  - **Structural** – many built-in logic functions for layout
    - `< employee *ngIf="isEmployed"></employee >`
  - **Attribute** – alters behavior or appearance by adding attribute syntax
    - `<input [(ngModel)] ="employee.name">`



# Components

- Directive - Holds logic, but no structure, base class
- Component - Extends a Directive and is composed of other directives or components.





# Selectors

- element, class, or attribute syntax
- selector: 'custom-box, .custom-box, [custom-box]', :not( )
  - **<custom-box>Matching tags</custom-box >**
    - < custom-box /> is not valid – must use a closing tag, not empty
  - **<span class= 'custom-box' >a class</span>**
  - **<span custom-box >an attribute</span>**
- selector: '.custom-box:not(h1)'



# Selectors

- Not valid:
  - ids, ancestor/child, ng1 comments, ng1 alternate naming syntax (custom:box)
- Recommended – kebab-case
  - meat-onion-tomato-meat-onion-meat
- Not as recommended
  - camelCase / PascalCase



# Module declarations

- needed for initial component & child components
- @NgModule ({imports [...],  
    **declarations [Person, Beach]**
- -----
- @Component({ selector: '**person**', template: `

.o.

`) class Person{ }
- @Component({ selector: 'beach', template: `

The Beach: <**person**></person><br><person></person>~~~~`}) class Beach{ }





# Styles



# Styles - internal

- Defined in the `@Component` decorator
- Written to a style element in the rendered page.
- Styles are bounded by the element of the selector (view encapsulation)
  - Emulated View Encapsulation - default
- **styles:** [ `'.primary {color: red}'`, `'...'` ]
  - an array of rule-sets, not a multi-line string for all!
- Webpack and other module bundlers
  - `styles: [require('my.component.css')]`



# Styles - external

- **styleUrls:** [ './my-component.css', '...' ]
  - uses relative references when using



# Styles – in template

- Use a `<style>` element at the top of your template to replace the **styles** or **styleURLs** of the Component decorator



# Style strategy

- styles: - poor tool support
- styleURLs
  - **No transpile necessary!**
  - **Tool support**
  - good for very large libraries
  - Access by designers
  - Uses base href, start relative URL without slash!
- template `<style>` - easily read, updated, managed



# Style scoping

- **Emulated** - adds attribute to scope to component - default
- Native – uses browser's shadow DOM
- None – no scoping, styles are cross boundary from component to DOM, ~global
  - `@Component {  
 encapsulation: ViewEncapsulation.None  
 ... }`



# Styles – special selectors

- **:host** { display: block; border: 1px solid black; }
  - Applies to containing component
- **:host(.active)** { border-width: 3px; }
  - Applies to containing component only when it has active class
- **:host-context(.theme-light) h2** { background-color: #eef; }
  - Applies to containing class child H2 elements if some ancestor has theme-light class



# Styles - special selectors

- `:host /deep/ h3 { font-style: italic; }`
  - Forces (releases encapsulation for) style so any H3 descendent of containing component is styled
  - Only for emulated
- `:host >>> h3 { font-style: italic; }`
  - Alternate syntax for above





# Exercises

- 9 Create a template
- 10 Use different selectors
- 11 Add more style



# Templates



# Templates - inline

- Inline template
  - can use ES6 backticked text (template literals)
  - **template:**
    - `<div *ngFor="let talk of talks"> <b>{{talk.title}} by {{talk.speaker}}</b>: {{talk.description}}</div>`
  - ,



# Templates - external

- External template - best
  - @Component({
    - **templateUrl: 'template.html'**



# Syntax

- All HTML is valid except
  - `<script>` - to prevent injection attacks
  - `<html>`, `<body>`, `<base>`



# Syntax - literals

- Text – quoted literals or expression
  - `{{ 'Hello' }}`
  - `{{ 1 + 11 + 111 }}`
- Text concatenation
  - `{{ 'Hello' + ', world' }}`
- Text interpolation
  - And he said "`{{ 'Hello!' }}`" to the world
- With a text filter
  - `{{ 'Hello' + ', world' | uppercase }}`



# Syntax - literals

- Alternative syntax for {{ }}
- `<div>Hello {{name}}</div>`
- `<div [textContent]="interpolate(['Hello'], [name])"></div>`



# Syntax - literals

- Mixed with ASP.NET server data bindings
  - `{{ '<%= DateTime.Now %>' }}`
  - server code executes first, then renders client side literal
- Mixed with attribute value text
  - `<a href="img/{{ username }}.jpg">`





# Expressions

- {{ the Angular expression }} can be
  - {{ any @Component class member private field }}
    - {{ totalItems + 'items' }}
  - {{ any @Component class member method }}
    - {{ getQuantity }}, {{ calcQuantity( ) }}
- result can be assigned to an element or directive property
- best practice
  - use data properties and methods to return values and no more



# Elvis /safe navigation operator ?.

- guards against null and undefined values in property paths
  - view will disappear on null parent object
- `<p>Employer: {{employer?.companyName}}</p>`
  - if employer field is optional and undefined or null, the rest of the expression is ignored.
- Can be swapped out with longer version
  - `<p>Employer: {{employer && employer.companyName}}</p>`
- C# null coalescing operator 6.0





# Ternary operator ? yes : no

- An expression to replace `num > value ? 50 : 20`

```
{{  
  • {true: 50, false: 20}[num > value]  
}}
```



# Not used

- Prohibited
  - Assignment except in Event Bindings.
  - **new** operator
- Not supported
  - bit-wise operators, | and &
  - ++, --
  - access to global namespace, window, or document
    - console.log( )



# Binding



# Data binding – one way values

- interpolation
- from class (data source) to template in DOM (view target)
- most often a `@Component` class property
- template:
  - `<input type="text" value="{{name}}" />`
  - `<div>Hello, {{name}}!</div>`
- ```
export class BuiltIn {  
  private name: string = 'John Smith';  
}
```



# HTML attribute binding

- HTML attributes
  - Includes global HTML attributes – class, id, style, title, etc.
    - [https://developer.mozilla.org/en-US/docs/Web/HTML/Global\\_attributes](https://developer.mozilla.org/en-US/docs/Web/HTML/Global_attributes)
  - Includes specific element attributes
    - <https://developer.mozilla.org/en-US/docs/Web/HTML/Element/input>
    - <https://developer.mozilla.org/en-US/docs/Web/API/HTMLInputElement>
  - Binding example
    - `<input type='text' class='{{myClassName}}' id='{{idNumber}}' value='{{defaultValue}}' {{hasFocus}}>`



# DOM property binding

- DOM properties using JS code
  - Includes Element properties
    - <https://developer.mozilla.org/en-US/docs/Web/API/Element>
  - Includes specific properties
    - <https://developer.mozilla.org/en-US/docs/Web/API/HTMLInputElement>
  - Binding example
    - `<input type='text' [value]='defaultValue'>`
    - vs. `<input type='text' value='{{defaultValue}}'>`





# DOM property binding

- set the default value of an input from the class
- template: `  
• `<input [value] = "defaultName">` `  
• `})`
- `export class BuiltIn {`
- `private defaultName : string = 'John Smith';`
- `}`
- value does not work with `ngControl="..."`



# DOM property binding

- standard syntax
  - `<input [value] = "defaultName">`
- alternate syntax / canonical form
  - `<input bind-value = "defaultName">`



# DOM property binding

- `<button [disabled]="isUnchanged"> Save </button>`
- The property of the DOM element
  - or Component or Directive
- Attributes initialize DOM properties – final
  - watch the DevTools when you update a text field
- DOM property bindings are not final
  - `button disabled="false"` does not work
  - `button [disabled]="isInvalid()"` does work



# DOM property binding

- HTML attributes that are also properties will be converted so either syntax is OK
  - `<input type="text" value='{{myName}}' />`
  - `<input type="text" [value]='myName' />`
- ``
- `<img [src]="heroImageUrl">`
- `<div>The title is {{title}}</div>`
- `<div [textContent]="The title is '+title'"></div>`
- `<div [innerHTML]='<span>text</span>'></div>`

# HTML attribute vs DOM property binding



- Some HTML attributes are DOM properties
- Some HTML attributes don't have corresponding DOM properties.
  - colspan
- Some DOM properties don't have corresponding HTML attributes
  - textContent
- Many HTML attributes appear to map to properties ... but not the way we think!



# Class property binding

- CSS Class
  - `.myClassName { }`
  - `<div [class.myClassName]="isTruthy">`
    - `isTruthy = true`
  - `<div [class]="myClassNameVariable">`
    - `myClassNameVariable = 'myClassName'`



# Style property binding

```
<button [style.color] = "isSpecial ? 'red' :  
'green' ">
```

```
<div [style.background-color] = 'background'  
      [style.color] = 'foreground'>  
</div>
```

```
export class BuiltIn {  
  private background: string = 'hsl(200,80%,90%)';  
  private foreground: string = 'hsl(200,80%,40%)';  
}
```

# Style property binding – unit selection



- units are not a property in JavaScript

```
[style.font-size.px]="fontSize"
```

```
[style.font-size.em]="fontSize"
```

```
[style.font-size.%] ="fontSize"
```

```
<div [ngStyle]="{'font-size': fontSize+'px'}">
```





# Style property binding - ngStyle

- bulk style mapping

```
<div [ngStyle]="setStyles()">  
  This div is italic, normal weight, and x-large  
</div>
```

```
setStyles( ) {  
  return {  
    'font-style': this.canSave ? 'italic': 'normal',  
    'font-weight': !this.isUnchanged ? 'bold': 'normal',  
    'font-size': this.isSpecial ? 'x-large': 'smaller'  
  }  
}
```



# Class property binding - DOM

- add or remove CSS class names
  - appends to class attribute
- `<div [class]="myClassName">`
  - appends the class of value of myClassName
- `<div [class.myClassName]="isTruthy">`
  - appends class property if value is truthy
    - Not truthy values are 0, no text, and false  
Also undefined and null in JS



# Class property binding - ngClass

- bulk class assignment
- a map of classes to append with their corresponding boolean tests

```
<div [ngClass]="{  
  active: isActive,  
  disabled: isDisabled,  
  'has-error': hasErrors  
}">
```



# Class property binding comparison

- `<input class='hide bold'>`
- `[class.hide]='whenValidFor.first'`
- `[class.bold]='whenBoldFor.first'`
  - reads better for a few classes
- `[ngClass]='{'`
  - `hide : whenValidFor.first ,`
  - `bold : whenBoldFor.first`
  - `}'`
  - better for many classes



# Attribute property binding

- exception to no attribute changes
  - useful when no property exists
- `<button [attr.aria-label] = "help">help</button>`
- `<div [attr.role] = "myAriaRole">`
- `<tr><td [attr.colspan] = "{{1 + 1}}">Three-Four</td></tr>`



# Other property bindings

- Directive property (input)
  - `<div [ngClass] = "{selected: isSelected}"></div>`
- Component property
  - `<hero-detail  
[fromParentComponent]="currentHero"></hero-detail>`



# Template #ref variables

- Binds name to node for later use

```
  
<figcaption>  
    {{ 'Caption' + dogPic.alt }}  
</figcaption>
```



# NgNonBindable

- to prevent Angular from processing template

```
<div class='ngNonBindableDemo'>
<span class="bordered">{{ content }}</span>
<span class="pre" ngNonBindable>
  • This is what {{ content }} rendered
</span>
</div>
```





# Exercises

- 12 Get text from component
- 13 Set attributes from component
- 14 Use a dog-panel model class



**View logic**



# Structural directives

- \*ngFor
- \*ngIf
- Uses asterisk for sugar syntax to produce a **<template> element** in shadow DOM of element that has the attribute



## \*ngFor - syntax

- iterate over a collection from Component class
- declare local variable in template of each item

```
<ul>
  <li *ngFor = "let item of names">
    Hello, {{ item }}!
  </li>
</ul>
```



# \*ngFor – implicit values

- available values
  - **index** : int
  - first : boolean
  - last : boolean
  - even : boolean
  - odd : boolean

```
<div *ngFor="let city of cities; let i = index">  
  #{{i+1}}: {{city}}  
</div>
```



# \*ngIf - syntax

```
@Component({
  selector: 'built-in',
  template: `
    <div *ngIf ="x > y">
      x bigger than y
    </div>
    <div *ngIf ="x <= y">
      x less than or = to y
    </div>`
})
export class BuiltIn {
  private x : number = 300;
  private y : number = 200;
}
```



# switch – syntax for values

```
<div [ngSwitch]="x>y">
  <span *ngSwitchCase="true" > x > y </span>
  <span *ngSwitchCase="false"> y >= x </span>
  <span *ngSwitchDefault> default text </span>
</div>
```

```
<div [ngSwitch]="x>y"><span>
  <ng-template [ngSwitchCase]="true">x > y</ng-
template>
  <ng-template [ngSwitchCase]="false">y >= x</ng-
template>
  <ng-template ngSwitchDefault >default text</ng-
template></span>
</div>
```



# switch – syntax for literal strings

```
<div [ngSwitch]="stringVar">
  <ng-template ngSwitchCase ="a">aaaa</ng-
template>
  <ng-template ngSwitchCase ="b">bbbb</ng-
template>
  <ng-template ngSwitchDefault >not a or b</ng-
template>
</div>
```





# Exercises

- 15 For directive
- 16 If directive
- 17 Switch directive



# Pipes



# Intro

- serves same purpose as a custom get method
- uses a transform function to alter values on the View
- called filters in ng1



# Pipe operator |, parameter :

- Single
  - `<div>{{ title | lowercase }}</div>`
- Chained
  - `<div>{{ birthday | date:' ' | uppercase }}</div>`
- Configured
  - `<div>Birthdate: {{currentHero?.birthdate | date:'longDate'}}</div>`



# Pipes - common and custom

- Common
  - `<p>The hero's birthday is {{ birthday | date:' ' }}</p>`
- Custom
  - `<p>Card No.: {{ cardNumber | myCreditCardNumberFormatter }}</p>`



# Common pipes – date

- uses the Internationalization API – IE11+, no Safari
- will not re-evaluate
- `expression | date : format`
  - expression is Date object or # of ms since UTC
  - format – check table at <https://angular.io/docs/ts/latest/api/common/index/DatePipe-pipe.html>



# Common pipes – date

- date : 'MMMMdy' or  
date : 'longDate' = September 3, 2010
- date: 'yMd' or  
date: 'shortDate' = 9/3/2010
- date: 'jm' or  
date: 'shortTime' = 12:05 PM



# Common pipes - currency

- uses the Internationalization API – IE11+, no Safari
  - [https://en.wikipedia.org/wiki/ISO\\_4217](https://en.wikipedia.org/wiki/ISO_4217)
- expression | currency : <currency code> : <digit info> : <symbol display>
  - digit info: see decimal pipe
  - symbol display: 'code' (USD), 'symbol' (\$), or symbol-narrow (\$)
- amount | currency:'USD': 'code'
- amount | currency:'EUR','symbol','4.2-2'





# Common pipes - decimal

- expression | number: <digit info>
  - digit info: <minIntegerDigits | 1>.<minFractionDigits | 0> -<maxFractionDigits | 3>

```
{{ e | number: '3.1-5' }}  
{{ pi | number: '3.5-5' }}
```



# Common pipes - percent

- expression | percent : digitInfo
  - digit info: see decimal pipe

```
{{amount | percent: '4.3-5'}}
```

# Common pipes – uppercase, lowercase



```
{{value | lowercase}}
```

```
{{value | uppercase}}
```

```
-----  
template: `

{{ 'abc' | textCasingStyle }}</p>


```

```
<button (click)='toggleFormat( )'>Toggle Case</button>`
```

```
export class TestComponent {
```

```
  toggle = true;
```

```
  get textCasingStyle ( ) { return this.toggle ?  
'uppercase' : 'lowercase'}
```

```
  toggleFormat( ) { this.toggle = !this.toggle; }  
}
```



# Common pipes - json

- Output
  - { "firstName": "Hercules", "lastName": "Son of Zeus",
  - "birthdate": "1970-02-25T08:00:00.000Z",
  - "url": "http://www.imdb.com/title/tt0065832/",
  - "rate": 325, "id": 1 }

```
<div>{{currentHero | json}}</div>
```



# Common pipes - slice

- `expression | slice : start : end`
- positive start, up to but not including end
  - `['a', 'b', 'c', 'd'] | slice:1 : 3 → ['b', 'c']`
  - `'abcd' | slice: 1: 3 → ['b', 'c']`
- negative start from end, not including how many from end
  - `'abcdefghij' | slice: -4 → 'ghij'`
  - `'abcdefghij' | slice: -4 : -1 → 'ghi'`



## Common pipes - async

- subscribes to an Observable, Promise or EventEmitter and returns the latest value it has emitted. When a new value is emitted, the async pipe marks the component to be checked for changes.
- the only common **stateful** pipe



# Common pipes - async

```
@Component({
  selector: 'hero-message',
  template: 'Message: {{delayedMessage | async}}',
})
export class HeroAsyncMessageComponent {
  delayedMessage: Promise<string> = new
  Promise((resolve, reject) => {
    setTimeout( () => resolve('You are my Hero!'), 500 );
  });
}
```



# Custom pipes – code pipe

- @Pipe decorator on class, transform( )

```
import {Pipe, PipeTransform } from '@angular/core';

@Pipe({name: 'yourPipeName'})
export class YourPipeClass implements PipeTransform
{
    transform(value:string, args:string[ ]) : any {
        return 'a transformed value';
    }
}
```





# Custom pipes – declare in module

- No need to declare in component since module covers that

```
import {CurlyQuotesPipe} from './curlyquotes.pipe';  
@NgModule({  
  declarations: [ DogPanel, CurlyQuotesPipe,  
    DogDetail ],
```



# Custom pipes - execute

```
@Component({  
  selector: 'aTag',  
  template: `{{'no change' | yourPipeName }}`,  
})  
export class PipeTest { }
```



# Comparison

- Pipes are generally more readable but JavaScript can be used in place of them.

```
@Pipe({name: 'trim'})  
export class TrimPipe {  
  transform(value: string, args: any[]) {  
    value.trim(); } }  
-----
```

```
{{ name | uppercase | trim }}  
{{ (name | uppercase).trim() }}  
{{ name.toUpperCase().trim() }}
```

# ng1



- number, orderBy, and filter are no longer used
- async, decimal, and percent are new to ng2

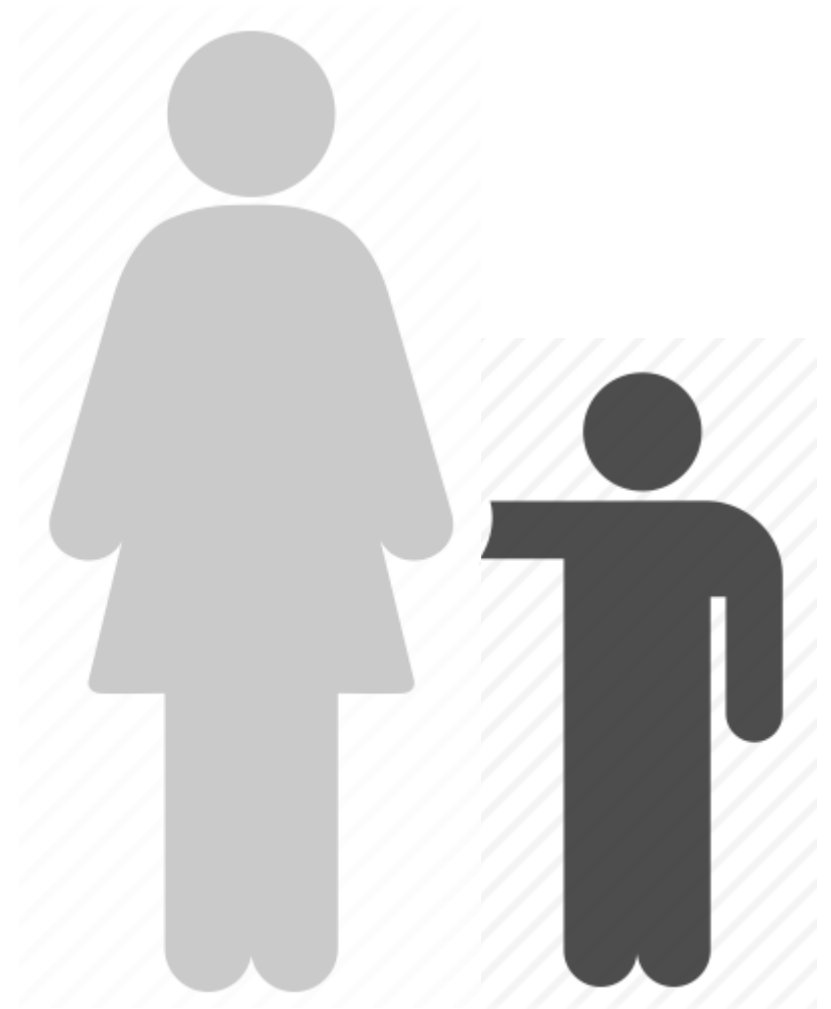


# Exercises

- 18 Common pipes
- 19 Async pipe
- 20 Custom pipe



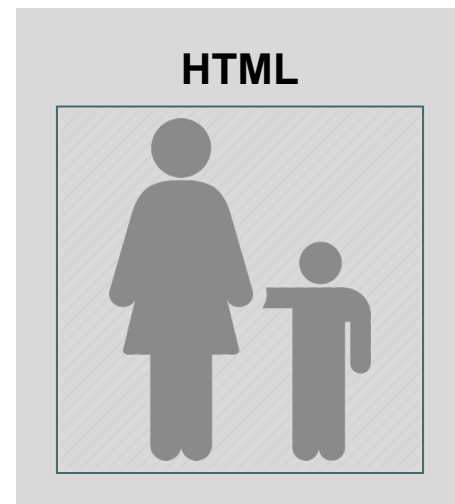
# **Child components**





# Intro

- Components can talk to each other
  - p2c - flow **data** from **parent to child**
  - c2p – flow **events** from **child to parent**
- Html page with app / root component
  - Can not see/compile data for root component
  - Security/architectural restriction
- Types of data
  - p2c - innerHTML, attributes, #vars
  - c2p – events, #vars





# Smart & dumb components

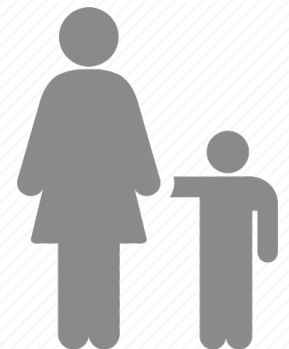
- Dumb / presentational component
  - Accepts data via inputs
  - Emits data changes via event outputs
  - stateless
- Smart / container component
  - Communicates with services
  - Renders child components
  - stateful





# p2c – declaring child components

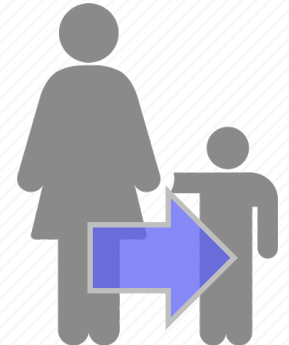
- use an import
  - import {Child} from './components/child';
- include a reference from module config to child
  - @NgModule({
    - imports: [ BrowserModule ],
    - declarations: [ ParentComponent, **ChildComponent**, ... ]





## p2c – content projection

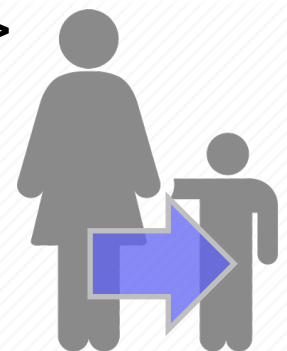
- Moves parent template's child element's innerHTML
- Child template 'queries' parent's innerHTML with `<ng-content>` element
- `<ng-content selector='... '>`
  - Collects all content matching selector
  - id attribute not implemented
- No selector
  - Gets all content not already selected
- ng1 - transclusion





## p2c – content projection

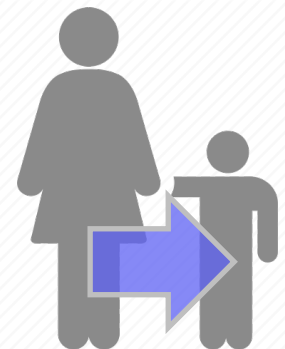
- **Parent template defines** elements & data
  - `<child><stuff>This is elemental stuff 1.</stuff>`
  - `<div a>aaaaaaaaaaaaaaaaattribute.</div></child>`
- **Child template uses** for final data position
  - `<ng-content select="stuff"></ng-content>`
  - `<ng-content select=".togetherness"></ng-content>`
  - `<ng-content select="[a]"></ng-content>`
  - `<ng-content select="planet[x]"></ng-content>`
  - `<ng-content></ng-content>`





## p2c – @Input - preferred

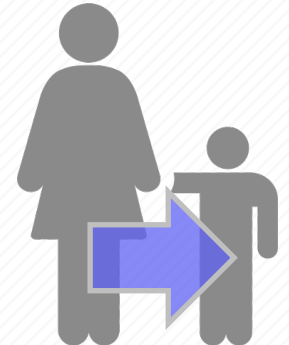
- **Parent template exposes data**
  - <child-component [**childVariableIn**]='childArgument' >
  - <child-component **childTextIn**='child text' >
- **Child component defines interface fields**
  - import { Input } from '@angular/core';
  - export class ChildComponent {
    - @Input( ) **childVariableIn** : string;
    - @Input('alias') **childTextIn** : string;
- **Child uses fields**
  - template - {{**childVariableIn**}} {{**alias**}}
  - code – **childVariableIn, alias**





## p2c – inputs: [ ]

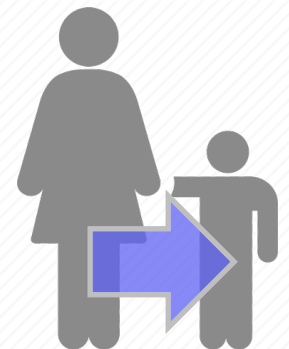
- **Parent template exposes data**
  - `<child-component [childVariableIn]='childArgument' >`
  - `<child-component childTextIn='child text' >`
- **Child component defines interface fields**
  - `@Component({`
    - `inputs: ['childVariableIn']`
    - `inputs: ['childTextIn : alias']`
- **Child uses fields**
  - `template - {{childVariableIn}} {{alias}}`
  - `code – childVariableIn, alias`





## p2c – @Input property setter

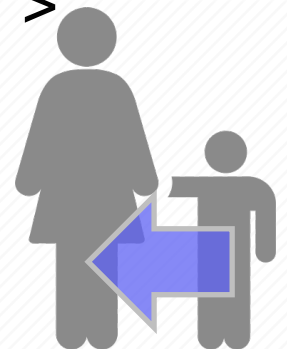
- **Parent template exposes data**
  - <child-component [**childVariableIn**]='childArgument' >
- **Child component defines interface field as setter**
  - import { Input } from '@angular/core';
  - export class ChildComponent {
    - private \_prop : string;
    - @Input( )  
set prop ( **childVariableIn** : string) { this.\_prop = **childVariableIn** || 'zilch';}
    - get prop() { return this.\_prop; }
- **Child template/component uses property** – {{prop}}





## c2p – @Output

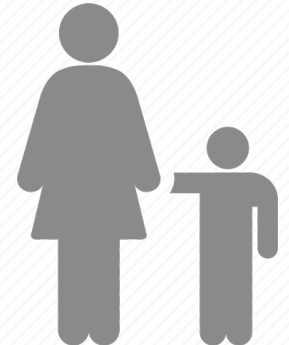
- Child component declares EventEmitter
  - import { Component, EventEmitter, Output } from '@angular/core';
  - export class ChildComponent {
    - @Output( 'alias' ) **emitter** = new EventEmitter<any>();
- Child component emits event
  - this.**emitter**.emit(payloadOut);
- Parent template exposes interface in child element
  - <child-component ( **alias** )='onEvent(payloadIn)' >
- Parent component handles event
  - onEvent(data : any) { }





## p2p – local variables

- uses pound sign before a scoped variable name for DOM element
  - also called a resolve
- `<div #newDiv />`
  - almost like `id='newDiv'` for cross element access
  - variable is now accessible from this element or in any descendant
  - alternative syntax `<div var-newDiv />`

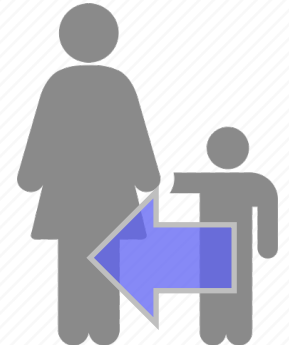






# c2p – local child component var

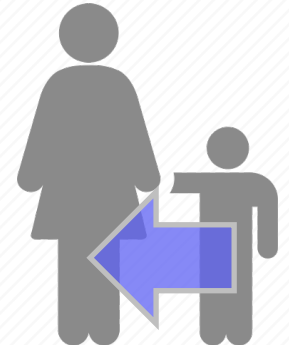
- Child declares members
  - private field : any;
  - private function( ) : any { return 0; }
- Parent exposes child element
  - <child-component **#child** >
- Parent uses child's members in template
  - {{ **child**.field }}
  - {{ **child**.function( ) }}





## c2p – @ViewChild

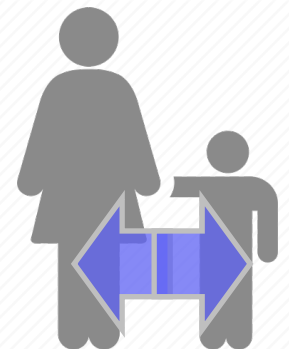
- @ViewChild, @ViewChildren
  - @ViewChild(AChildComponent) appears first in class declaration
  - reference child elements inside parent template – shadow DOM
  - ViewChildren is a QueryList – Iterable, Observable
    - **first**, **last** is one
    - **changes** will alert you when it changes
- use child component methods
  - EventEmitter for child → parent methods





## p2c/c2p – via service

- See Cookbook / Component Interaction / Parent and children communicate via a service
  - Message broker pattern
  - <https://angular.io/docs/ts/latest/cookbook/component-communication.html#!#bidirectional-service>





# Summary

- Content projection
  - Uses child's ng-content select to associate to any children of parent's child selector
- P2C
- C2P
  - Declare child element in parent template with # to direct access fields and methods



# Exercises

- 21 Content projection
- 22 Data input from parent
- 23 Event input from parent