## In-Class Exercise 9: Angular Service

- 1. Download <a href="https://www.clear.rice.edu/comp431/sample/tictactoe/angular/game.service.ts">https://www.clear.rice.edu/comp431/sample/tictactoe/angular/game.service.ts</a> and place in src/app dir
- Convert board.component.ts code to use the game service
- 3. Create a new tic-tac-toe new component called *register*
- 4. Download <a href="https://www.clear.rice.edu/comp431/sample/tictactoe/angular/register.component.html">https://www.clear.rice.edu/comp431/sample/tictactoe/angular/register.component.html</a>, <a href="https://www.clear.rice.edu/comp431/sample/tictactoe/angular/register.component.ts">https://www.clear.rice.edu/comp431/sample/tictactoe/angular/register.component.html</a>, <a href="https://www.clear.rice.edu/comp431/sample/tictactoe/angular/register.component.ts">https://www.clear.rice.edu/comp431/sample/tictactoe/angular/register.component.ts</a> and place in src/app/register dir.
- 5. Add a private game service and router to the register component constructor
- 6. Create a FormGroup with 2 FormControls in the register component constructor
- 7. Use the register FormGroup to pass the player names to the game service in onSubmit
- 8. Setup the app-routes route: "board" should use the BoardComponent and "register" should use the RegisterComponent
- 9. In onSubmit, use the router to navigate to the board component.
- 10. Build and serve the application (view on <a href="http://localhost:4200">http://localhost:4200</a>)
  - >> cd tictactoe
  - >> ng serve --open
- 11. Navigate to <a href="http://localhost:4200/register">http://localhost:4200/register</a>
- 12. Submit board.component.ts, register.component.ts to IC9 in Canvas

