1. Write a simple Angular component that displays a message from the component class in the HTML template using one-way data binding (interpolation).

Question: Modify the above example so that the message updates when a button is clicked.

1. Create a button in an Angular component template. When the button is clicked, call a function from the component class that changes a variable's value, and display the updated value.

Example:

Bind a button click event to a method in the component that updates a count variable

Question:How would you reset the count to zero after it reaches 5?

1. Create an input field that updates a property in the component class in real-time using two- way data binding ([(ngModel)]).

In the component class, there is a name property. Use two-way data binding to update and display the value of name as the user types in an input field.

Question: Add a button that clears the input field when clicked.

4. Bind an image source to a property in the component class.

In the component class, there is a imageUrl property. Use property binding to display the image in the template.

Question: How would you change the image source dynamically when a button is clicked?