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WEB 425 Angular with Typescript

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Discussion 1.1 - Modules

Angular allows developers to decouple the application logic from the user interface of a single page application. It follows an MVC pattern (Model, View, Controller) for application structure. This pattern allows code to be highly modular and Angular reflects that with one of its basic building blocks: modules.

Modules are Angular’s way to group related application members including components, directives, pipes, services, and other modules. They are similar in concept to classes in other languages. They have both public and private members by way of exporting. Modules contribute to the whole of an application by grouping distinct areas of concern.

Modules are defined by the decorator { NgModule }. A module definition requires three properties: imports, declarations, and bootstrap. The imports property requires an array of modules that this module will need (its dependencies). The declarations property requires an array of components, directives and pipes that will be used in the module. The bootstrap property requires an array that declares what the root component of the module will be. This is often only a single value. The declarations parameter will also need the root component listed as this array will contain *all* declarations.

There are two types of modules: root modules and feature modules. Each Angular application must have one root module and may have zero or more feature modules. A simple way to distinguish these at a glance (in existing code) is to look at the imports property. Modules importing BrowserModule are root modules, whereas modules importing CommonModule are feature modules. The importance of the root module is that Angular will bootstrap (startup) the application from this module first when using the ‘Just in Time’ (JIT) compilation scheme. This is a method of delivering application functionality quickly to a browser.

References:

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