

ANGULAR.JS

A front-end framework for pure awesomeness power

THE INTERNET

World Wide Web

The WorldWideWeb (W3) is a wide-area [hypermedia](#) information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an [executive summary](#) of the project, [Mailing lists](#) , [Policy](#) , November's [W3 news](#) , [Frequently Asked Questions](#) .

[What's out there?](#)

Pointers to the world's online information, [subjects](#) , [W3 servers](#), etc.

[Help](#)

on the browser you are using

[Software Products](#)

A list of W3 project components and their current state. (e.g. [Line Mode](#) ,[X11 Viola](#) ,[NeXTStep](#) ,[Servers](#) ,[Tools](#) ,[Mail robot](#) ,[Library](#))

[Technical](#)

Details of protocols, formats, program internals etc

[Bibliography](#)

Paper documentation on W3 and references.

[People](#)

A list of some people involved in the project.

[History](#)

A summary of the history of the project.

[How can I help ?](#)

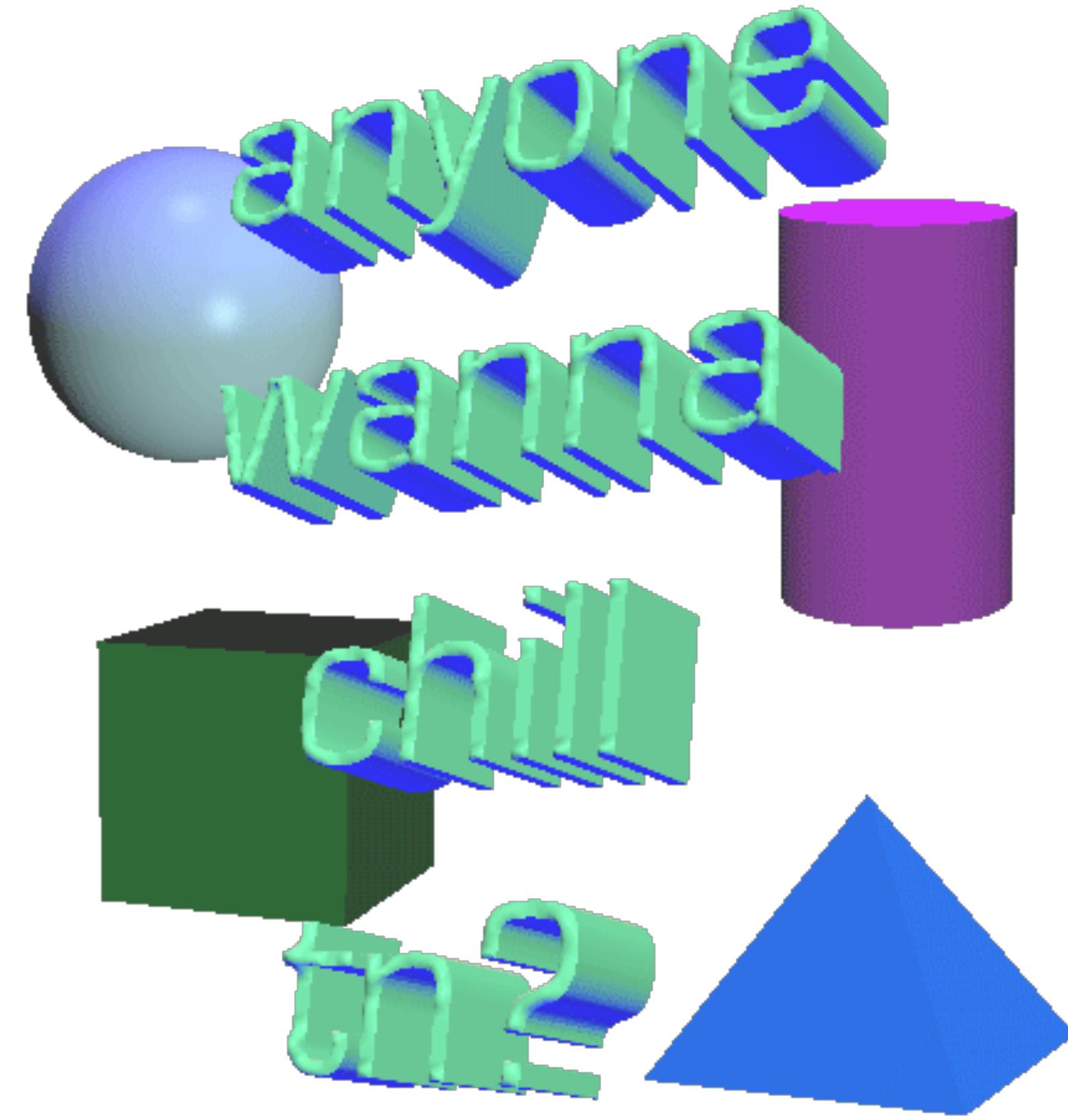
If you would like to support the web..

[Getting code](#)

Getting the code by [anonymous FTP](#) , etc.

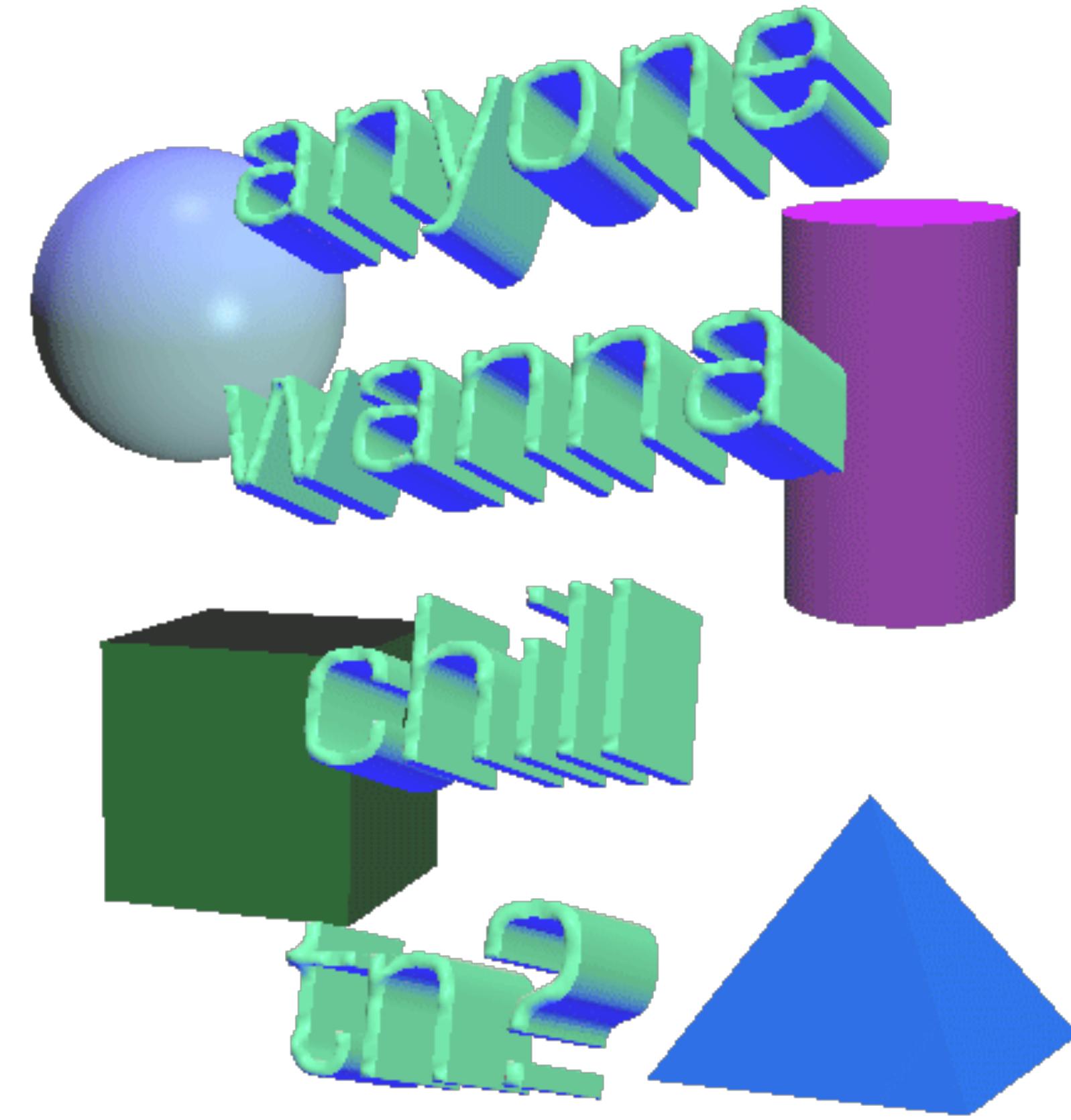


Welcome to my
Homepage!



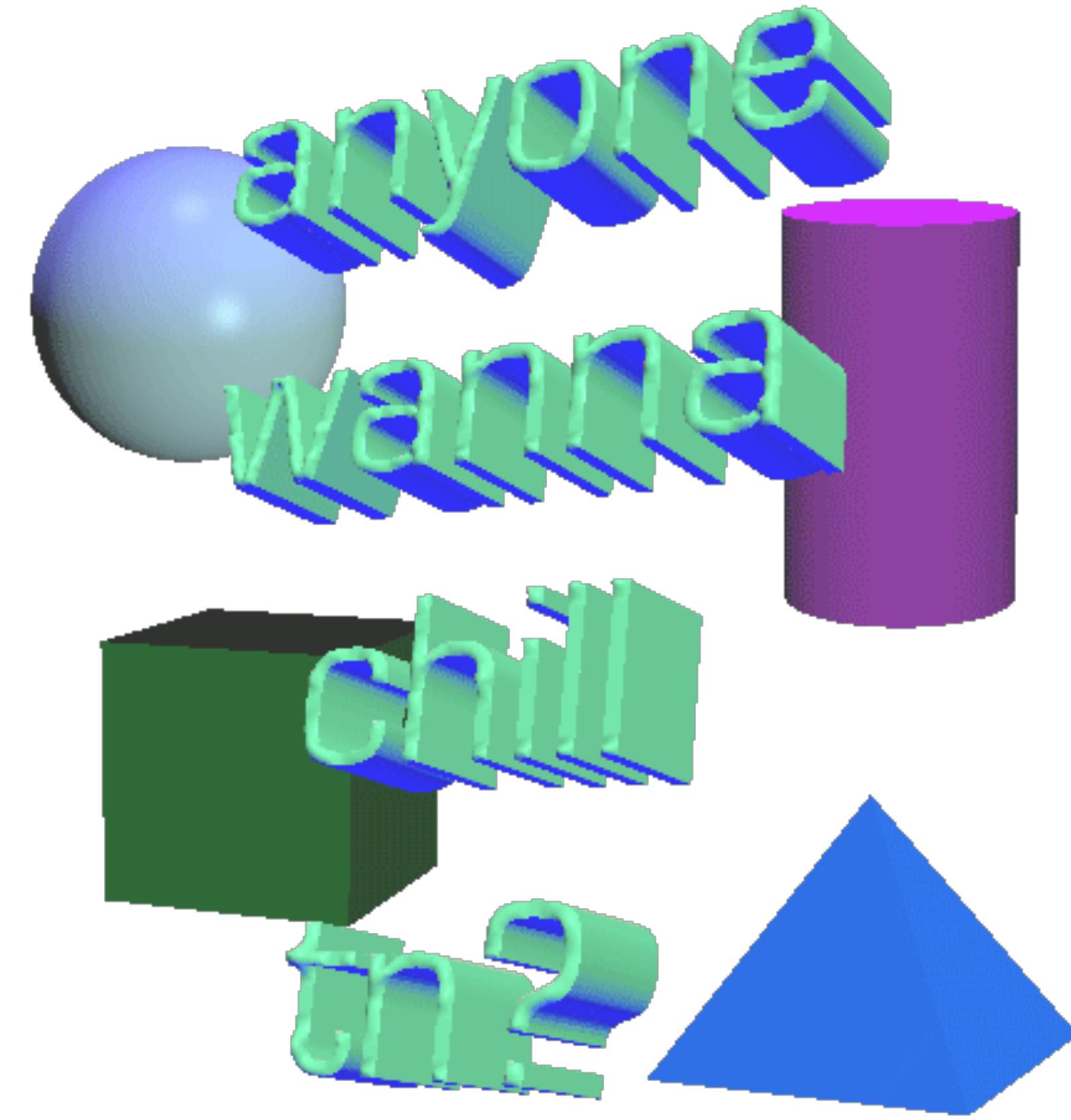


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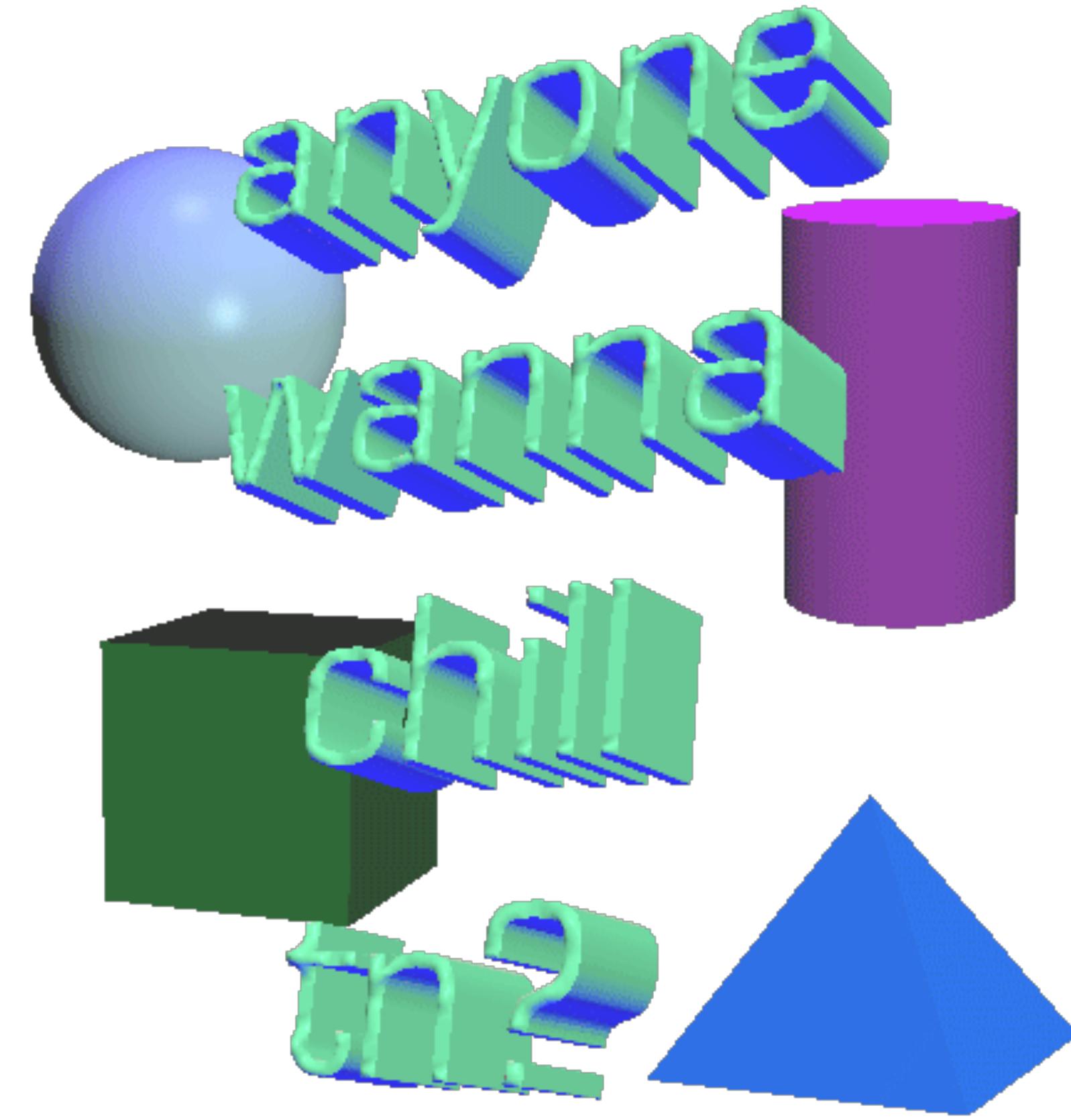


Welcome to my
Homepage!





Welcome to my
Homepage!



THE INTERNET IS A SERIES OF DOCUMENTS

- Static HTML with inline styling (gradually CSS)
- Some images
- Interactivity mostly meant linking to other pages
- “Brochureware”

BUZZWORD





WEB 2.0

THE INTERNET IS A SERIES OF APPLICATIONS

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- True interactive applications like Gmail and Google Maps arrive.

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- The browser becomes a maturing application platform.

THE INTERNET IS A SERIES OF APPLICATIONS

- True interactive applications like Gmail and Google Maps arrive.
- Applications do not refresh; facilitate tons of user events, hardware.
- The browser becomes a maturing application platform.
- “Software”

DRIVEN BY JAVASCRIPT

The little language that could

SERIOUS SOFTWARE IS SERIOUS

- Must be easily understood.

SERIOUS SOFTWARE IS SERIOUS

- Must be easily understood.
- Must be easily maintained.

SERIOUS SOFTWARE IS SERIOUS

- Must be easily understood.
- Must be easily maintained.
- Must scale.

SERIOUS SOFTWARE IS SERIOUS

- Must be easily understood.
- Must be easily maintained.
- Must scale.
- Must work.





APPLICATION FRAMEWORK

- Provides generic functionality and environment.

APPLICATION FRAMEWORK

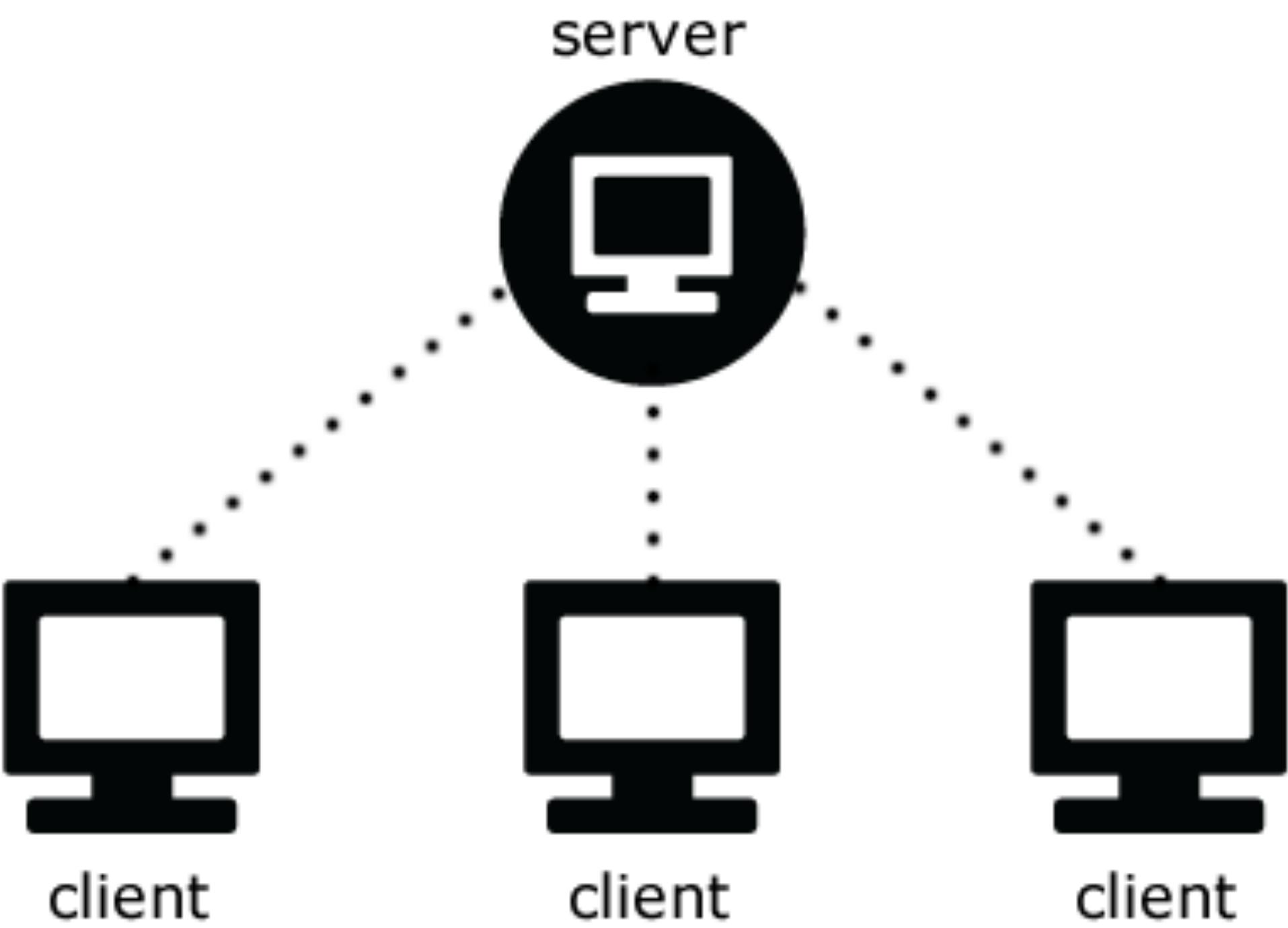
- Provides generic functionality and environment.
- Establishes reusable patterns and architecture.

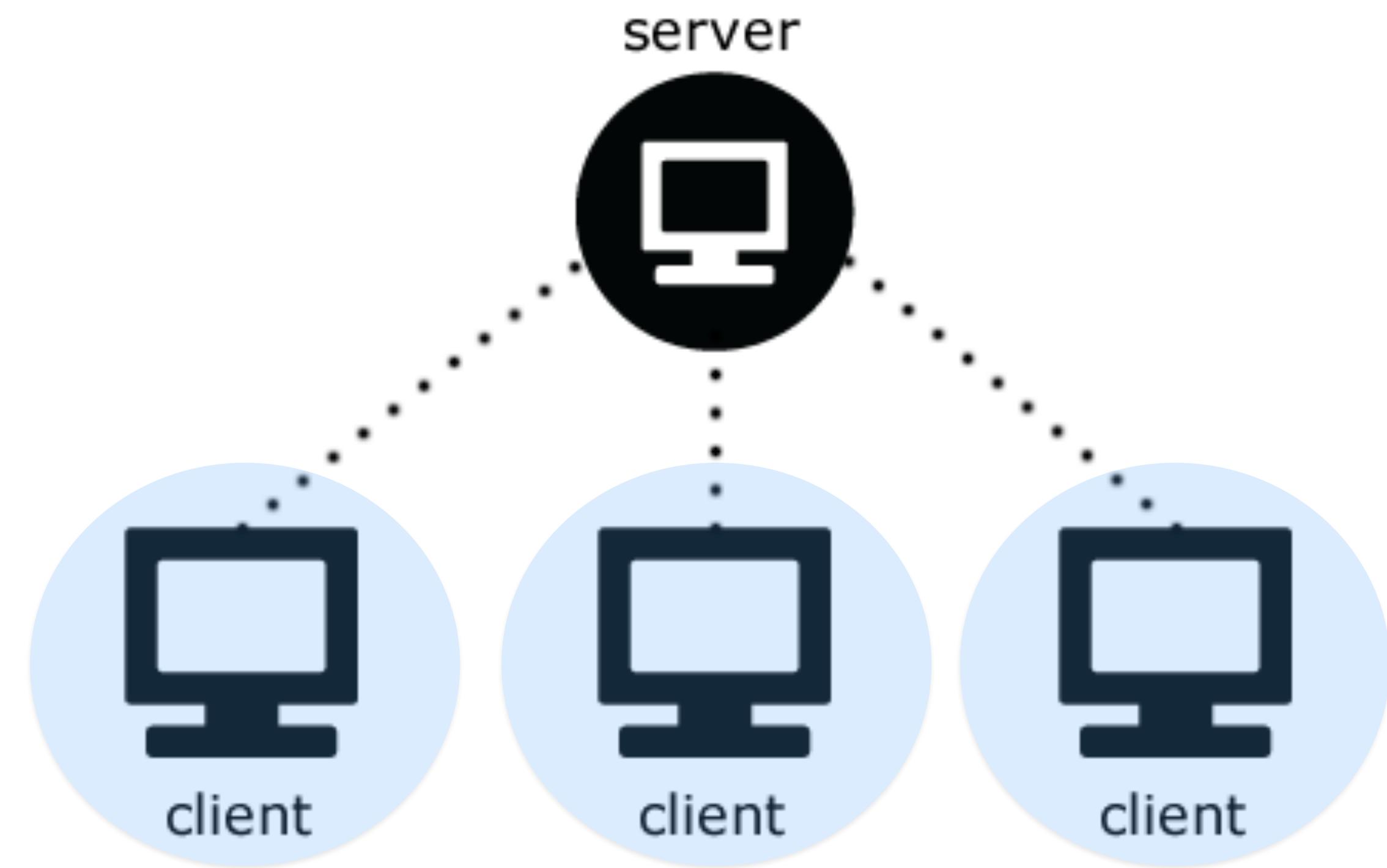
APPLICATION FRAMEWORK

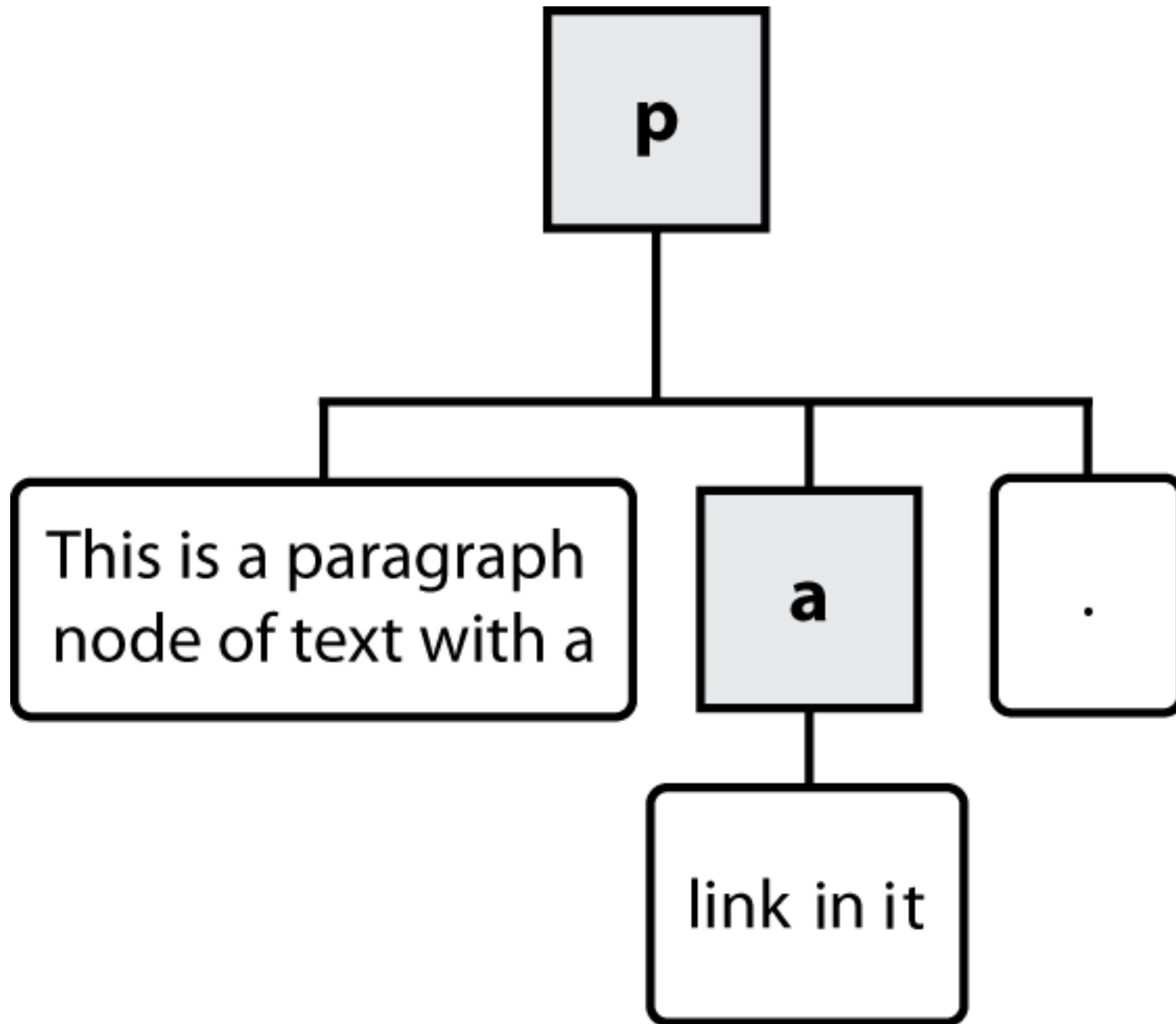
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- Allows focus on product-specific code.

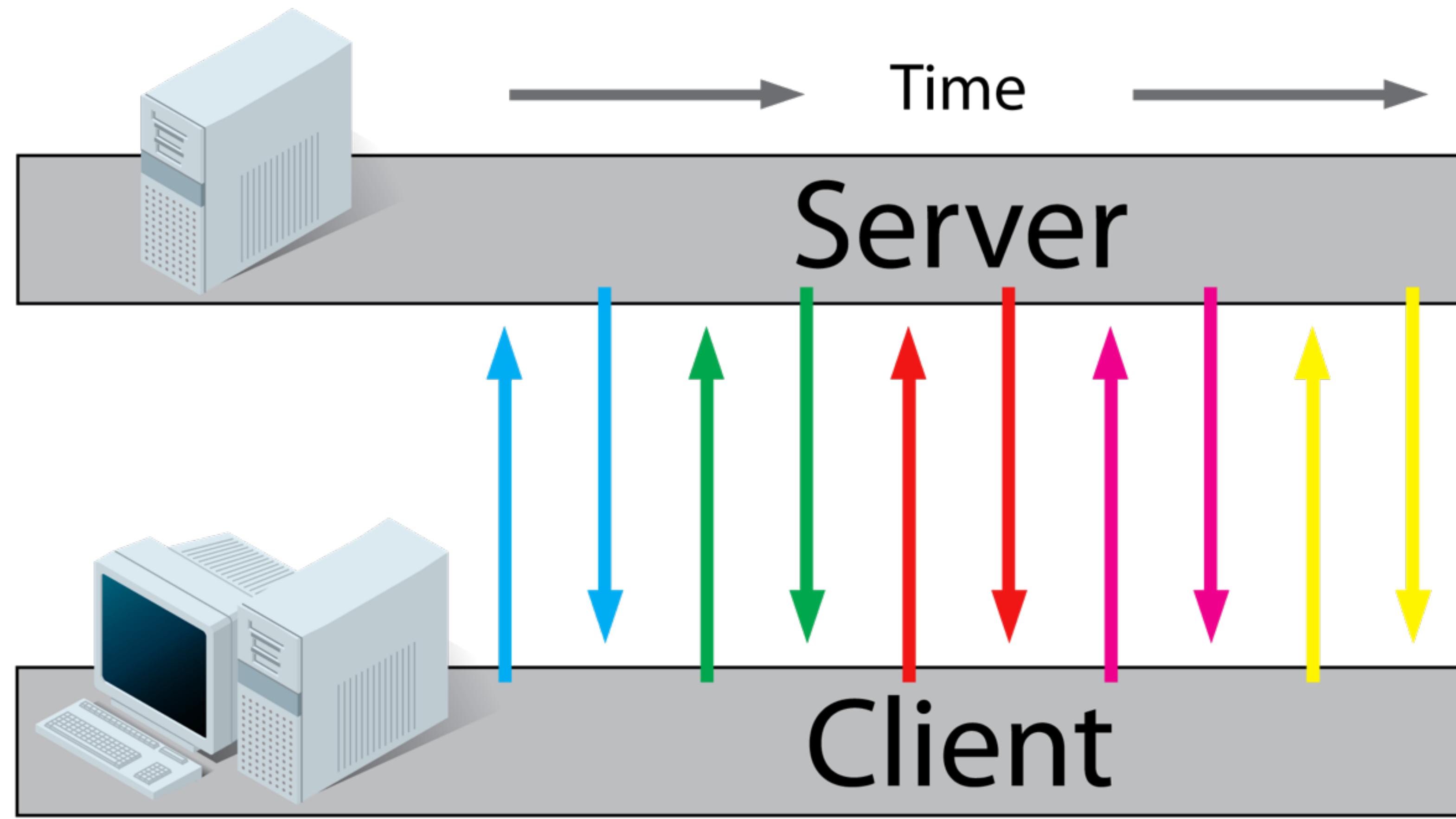
APPLICATION FRAMEWORK

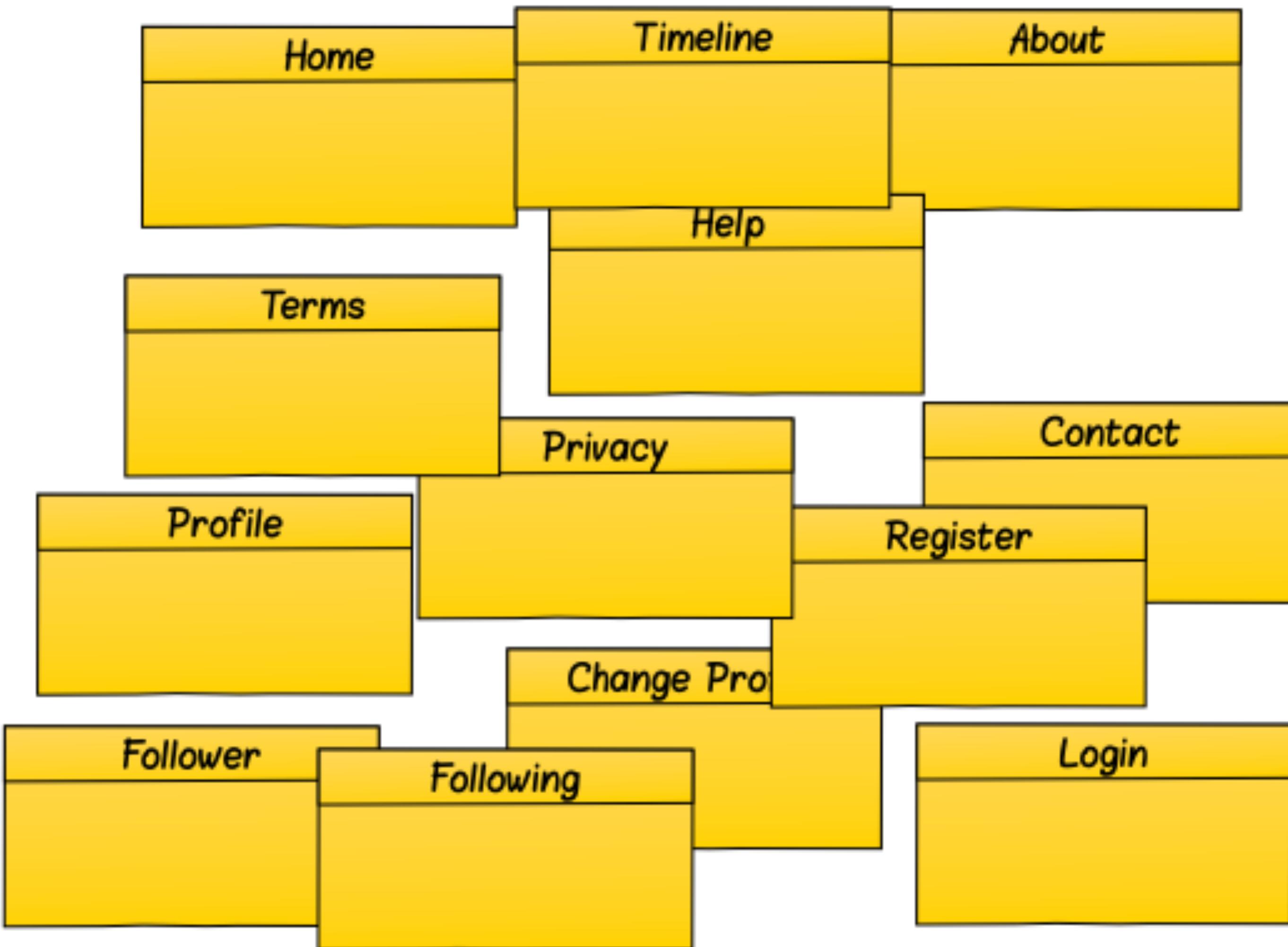
- Provides generic functionality and environment.
- Establishes reusable patterns and architecture.
- Allows focus on product-specific code.
- Suggests solutions to platform's major problems.

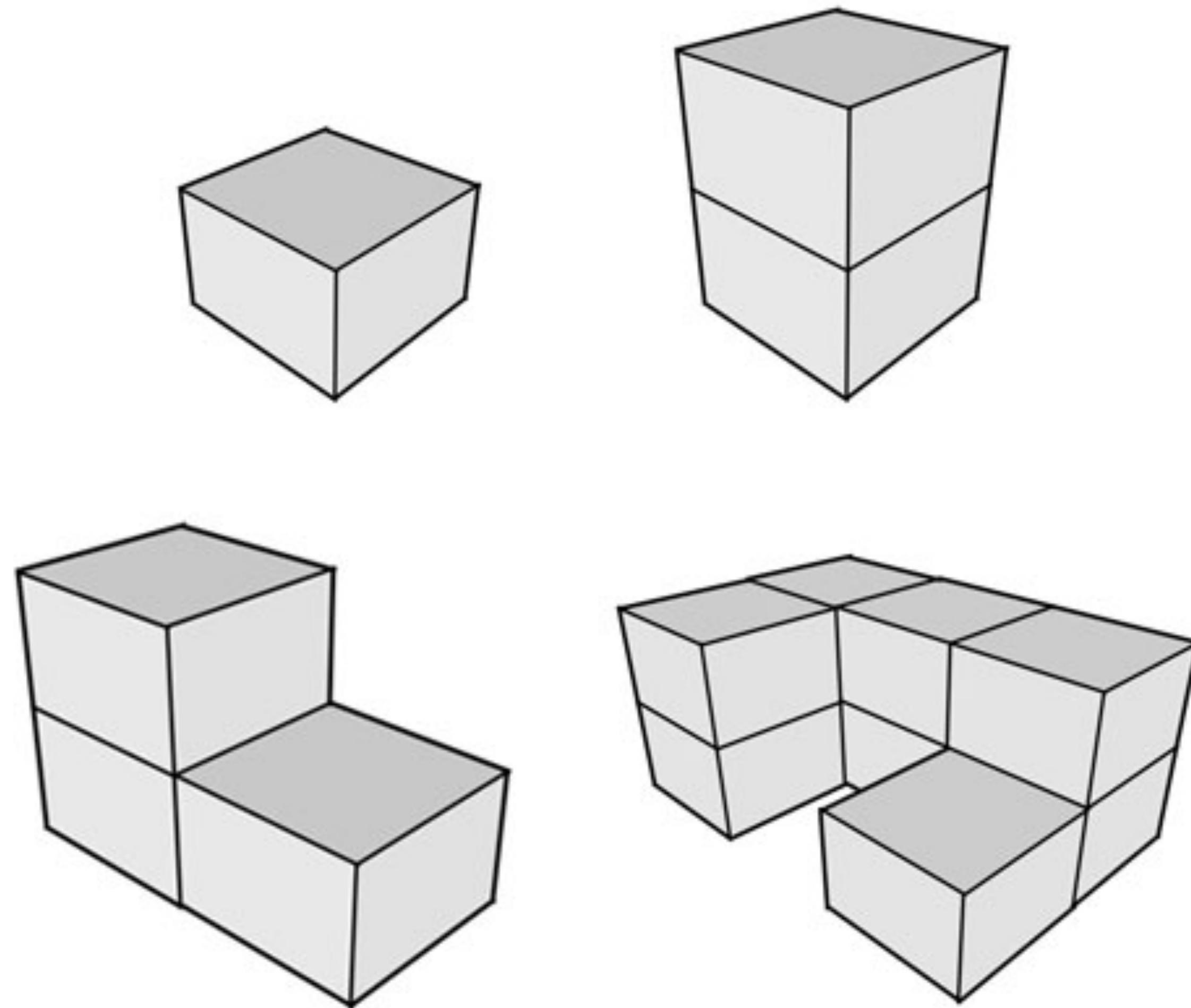














```
<h1>{{ title }}</h1>
```

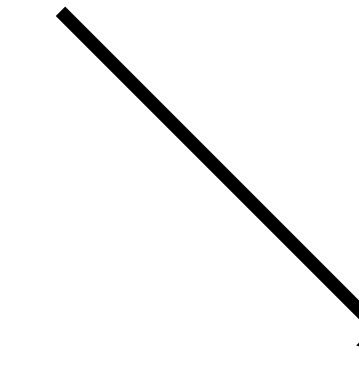
```
<h1>{{ title }}</h1>
```

```
{ title: 'Neuromancer' };
```

```
<h1>{{ title }}</h1>
```

```
{ title: 'Neuromancer' };
```

```
swig.render(bookHTML, book);
```



```
<h1>{{ title }}</h1>
```

```
{ title: 'Neuromancer' };
```

```
swig.render(bookHTML, book);
```

```
<h1>Neuromancer</h1>
```

THE SERVER IS REQUEST/RESPONSE

- Our template generates HTML for the response once per request.
- The parameters of the template are singular and frozen in time.

VIDEO GAME timeline

As the world of video games continue to evolve, we take a look back at popular consoles and video games that helped make Nintendo, Sony, and Microsoft the giants they are today.



```
<h1>{{ title }}</h1>
```

```
{ title: 'Neuromancer' };  
<h1>Neuromancer</h1>
```

```
<h1>{{ title }}</h1>
```

```
{ title: 'Neuromancer' };
```

```
<h1>Neuromancer</h1>
```

User clicks new book



```
<h1>{{ title }}</h1>
```

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{ title: 'Neuromancer' };
```

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<h1>Neuromancer</h1>
```

User clicks new book

```
{ title: 'Dune' };
```

```
<h1>{{ title }}</h1>
```

```
{ title: 'Neuromancer' };  
<h1>Neuromancer</h1>
```

User clicks new book

```
{ title: 'Dune' };  
<h1>Dune</h1>
```

```
<h1>{{ title }}</h1>
```

```
{ title: 'Neuromancer' };  
<h1>Neuromancer</h1>
```

User clicks new book

```
{ title: 'Dune' };  
<h1>Dune</h1>
```

```
{ title: 'Foundation' };  
<h1>Foundation</h1>
```

User clicks new book

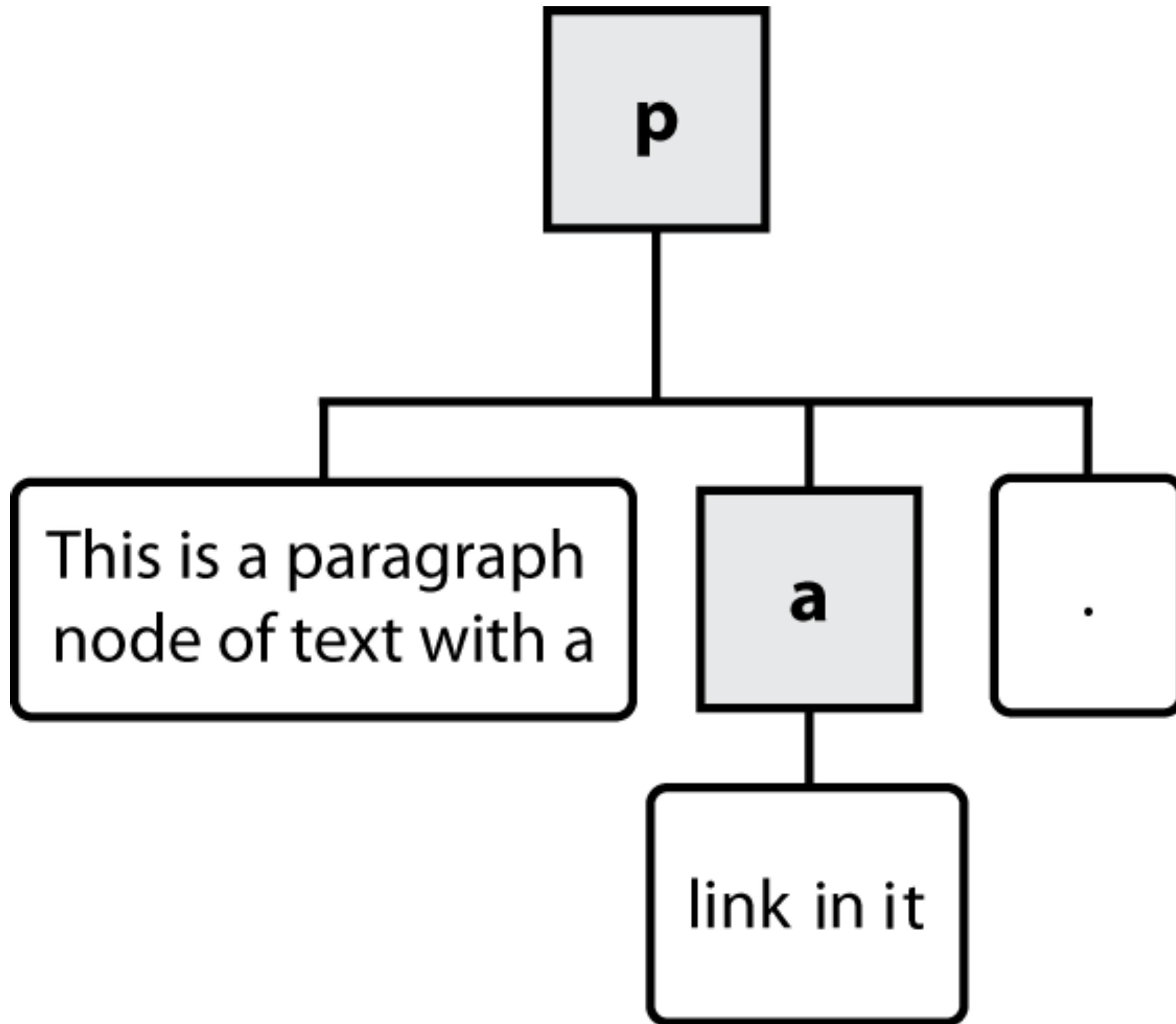
```
<h1>{{ title }}</h1>
```

Angular templates

```
<div class="status-update">
  <h1>{{ status.author }}</h1>
  <p>{{ status.body }}</p>
  <span>{{ status.likes }} likes</span>
</div>
```

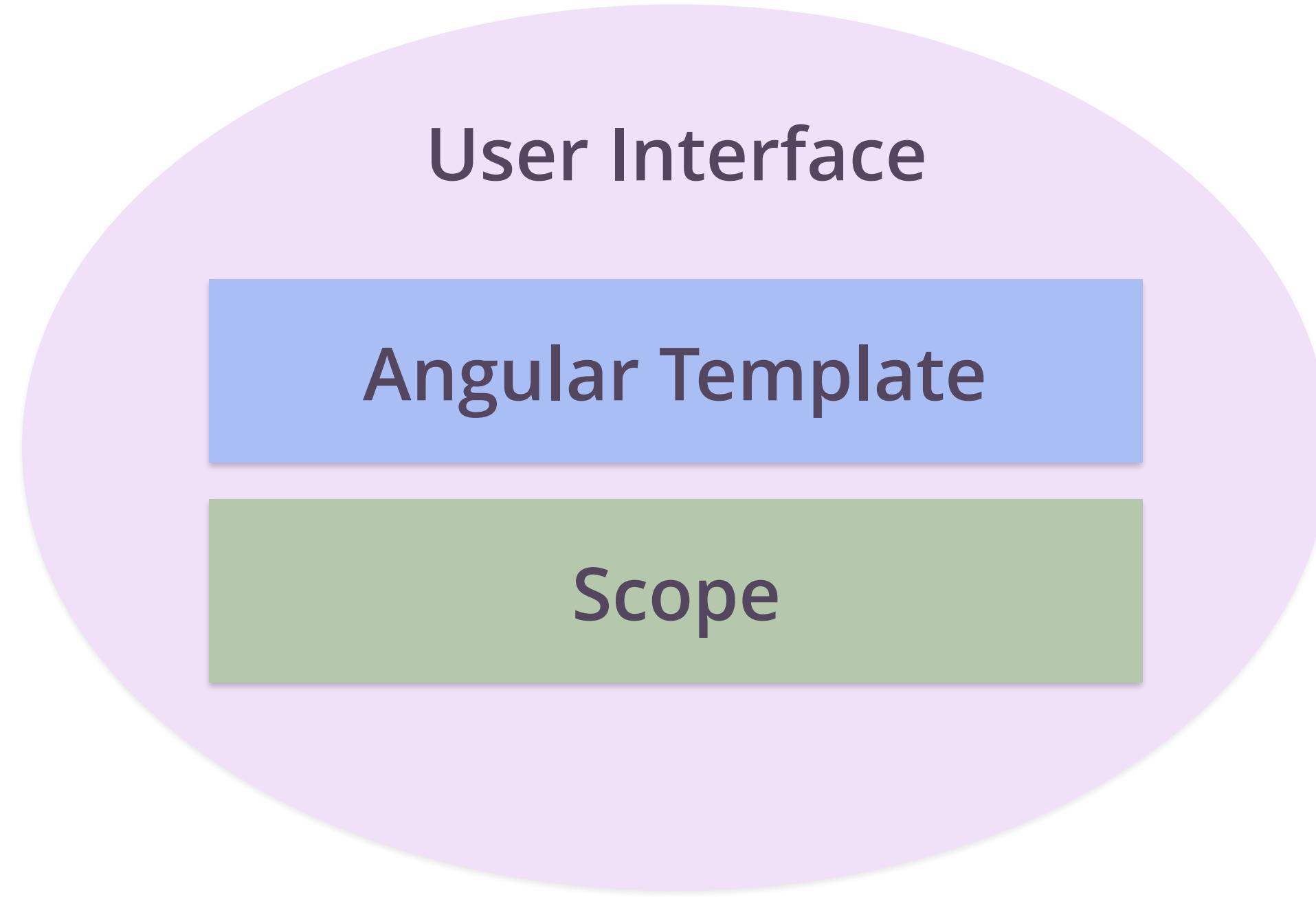
Scope

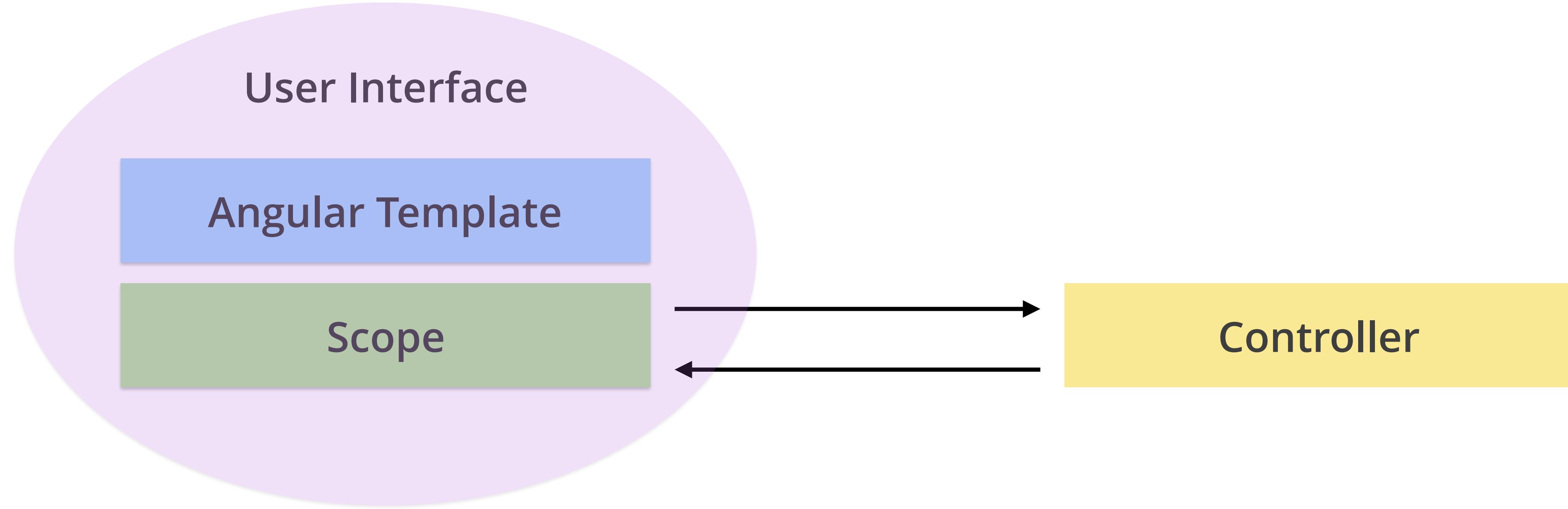
```
$scope = {
  status: {
    author: "Joe",
    body: "Potbelly's time, who's hungry?",
    likes: 500
  }
};
```

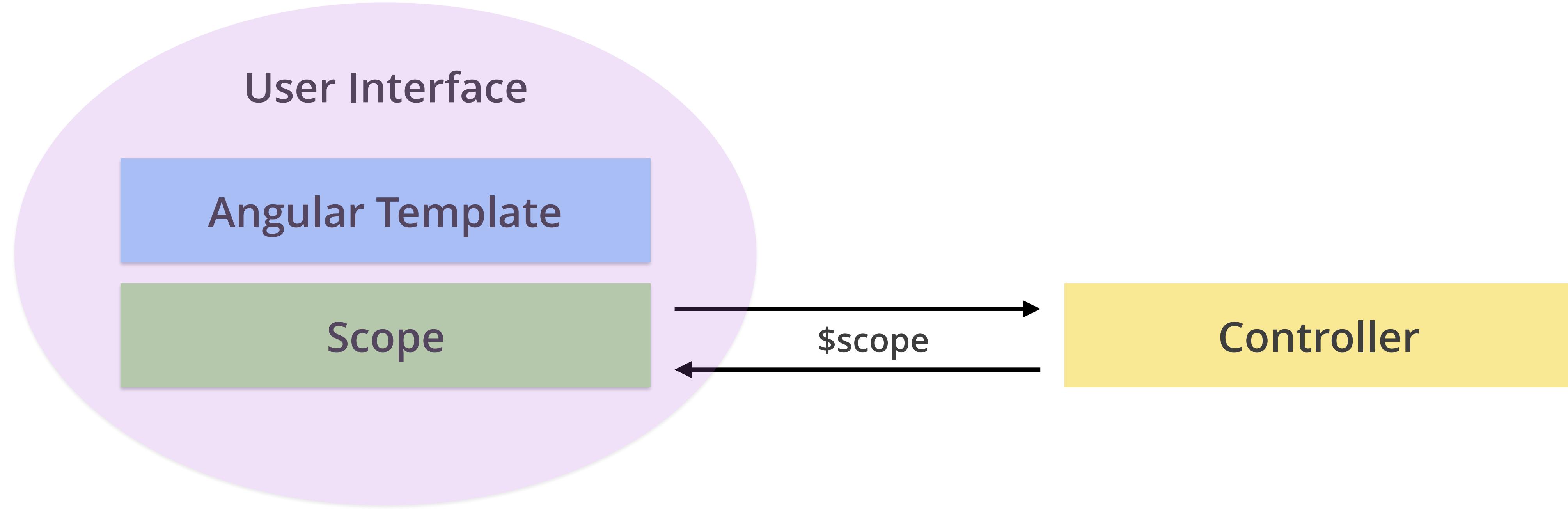


ANGULAR CONTROLLERS

You'll love how they manage your scope!







SCOPE IS JUST A JAVASCRIPT OBJECT

Don't Panic

```
{ title: 'Neuromancer' };  
<h1>Neuromancer</h1>
```

User clicks new book

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{ title: 'Dune' };  
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{ title: 'Foundation' };  
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User clicks new book

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```



User clicks new book

```
{ title: 'Neuromancer' };  
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```



User clicks new book



```
$scope.title = 'Dune';  
{ title: 'Dune' };
```

```
{ title: 'Neuromancer' };
```

```
<h1>Neuromancer</h1>
```

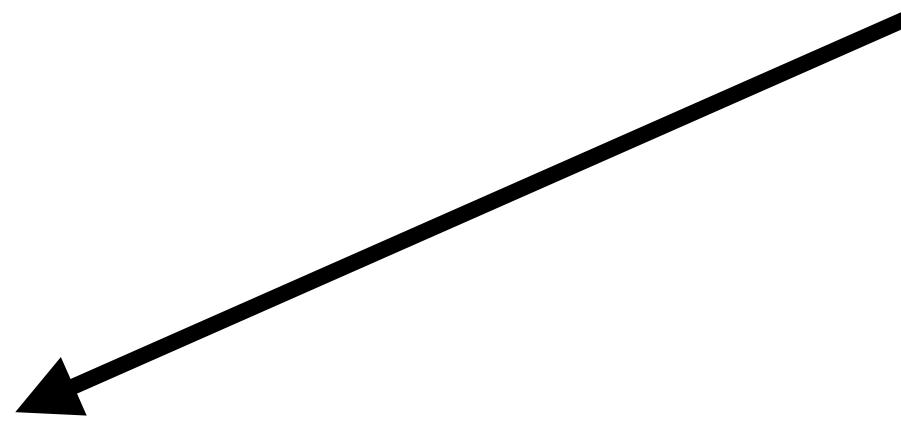


User clicks new book



```
$scope.title = 'Dune';  
{ title: 'Dune' };
```

ANGULAR,
RECALCULATE
MY TEMPLATE!!



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```

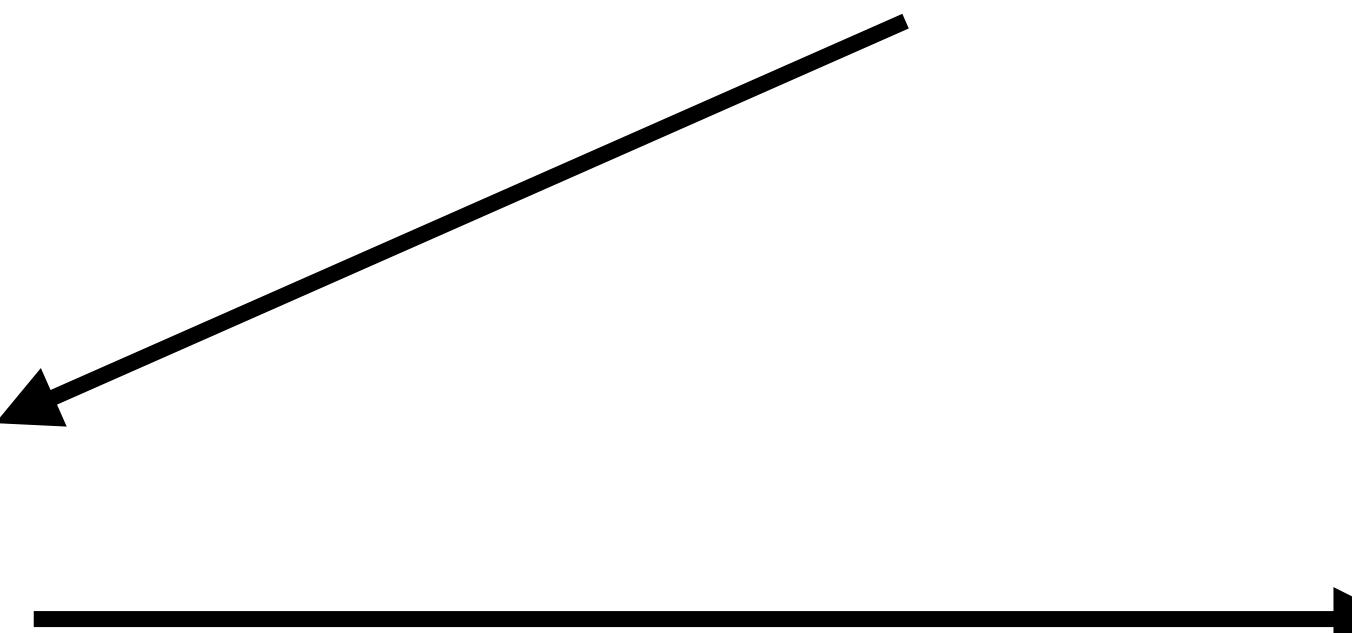
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User clicks new book



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$scope.title = 'Dune';  
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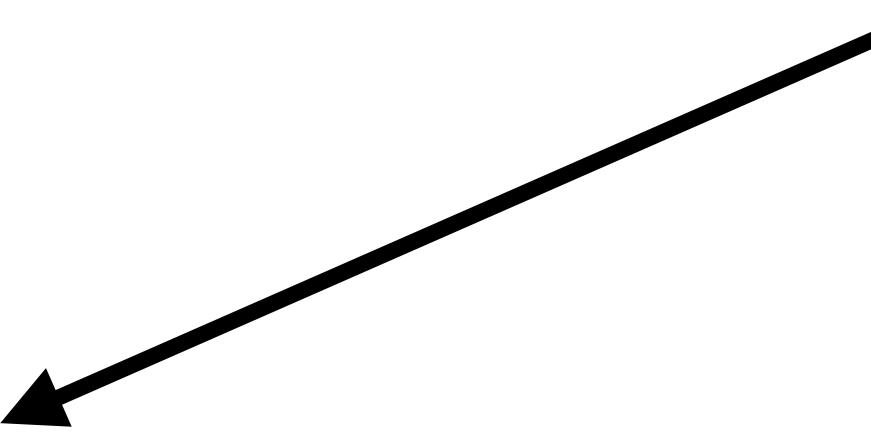
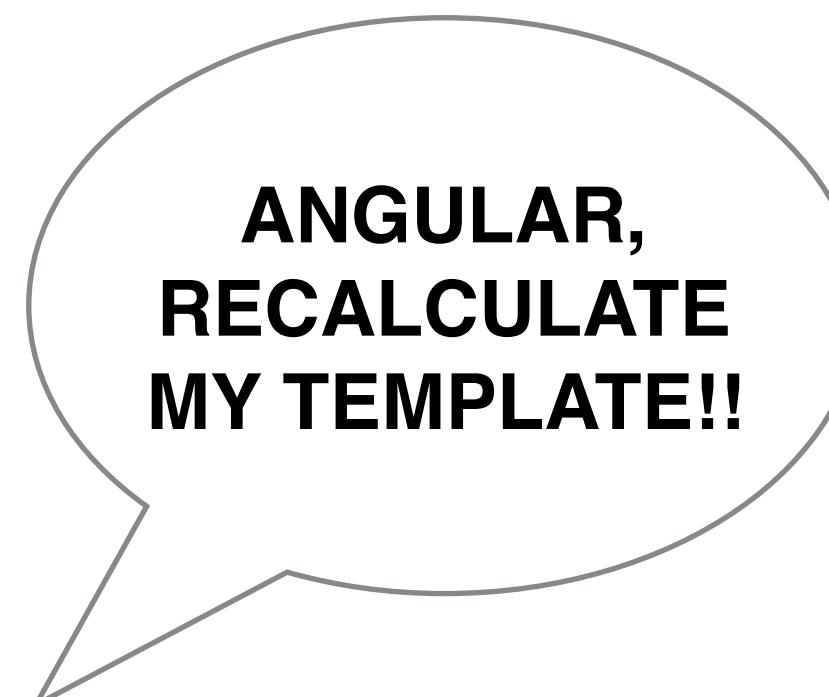
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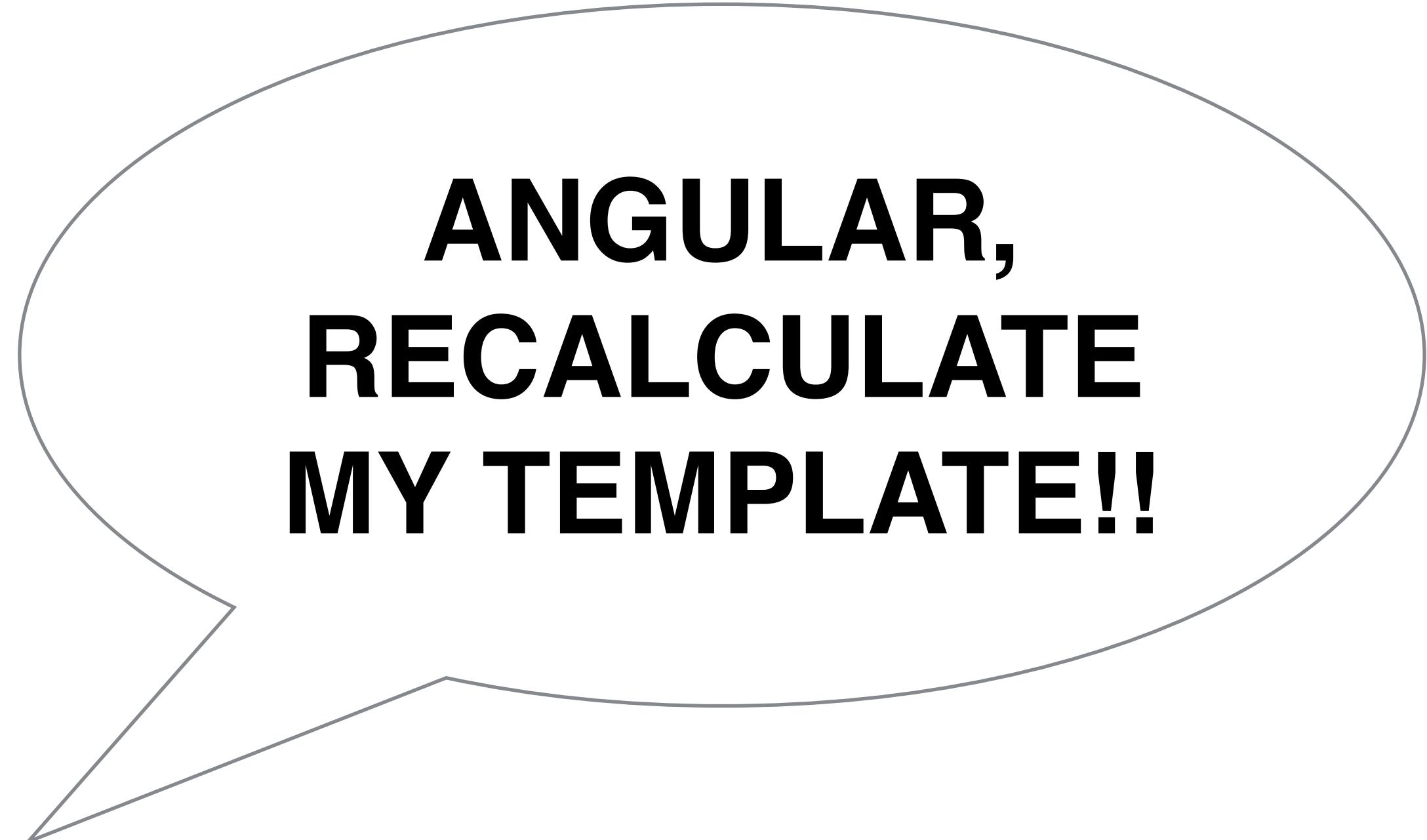
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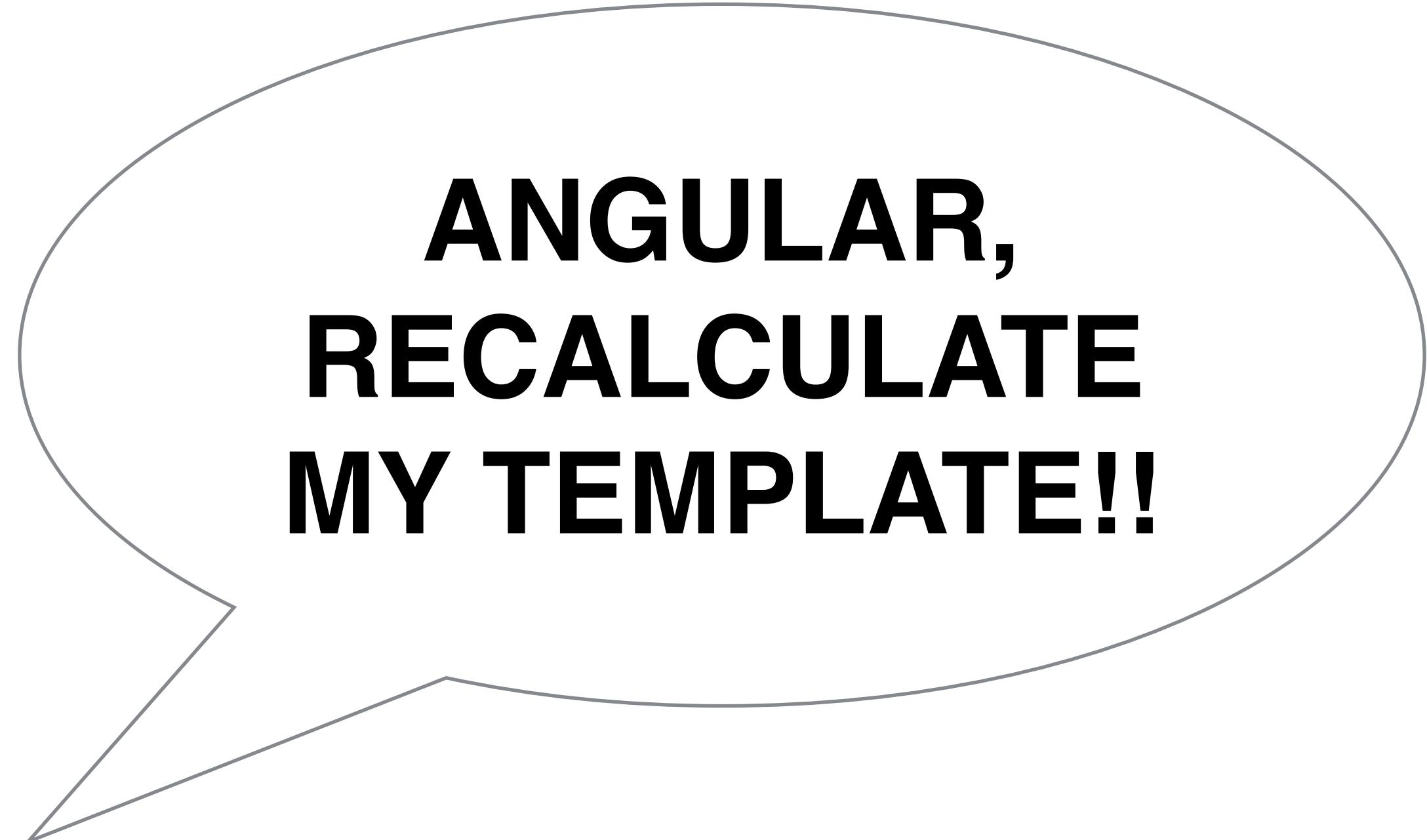
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$scope.title = 'Foundation';
```



```
<h1>Foundation</h1>
```



**ANGULAR,
RECALCULATE
MY TEMPLATE!!**



**ANGULAR,
RECALCULATE
MY TEMPLATE!!**

`$scope.$digest()`



ANGULAR TEMPLATE UTILITIES

```
<body ng-app="JoesApp">

  <div ng-controller="FullAppCtrl">

    <nav ng-controller="NavigationController">
      <ul>
        <li ng-repeat="menuItem in menuItems">
          {{ menuItem }}
        </li>
      </ul>
    </nav>

    <div ng-controller="MainController">
      <h1>This is my title!</h1>
    </div>

  </div>

</body>
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