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# Angular

# **TECHNOLOGY**

### **Diving Deep into Angular**



### **Learning Objectives**

By the end of this lesson, you will be able to:

- Create multiple Angular components to provide a structure to the application
- Implement data binding for a seamless component-level interactions
- Develop Directives to manipulate DOM of the web page
- Execute various Pipes to transform data into templates
- Develop template-driven forms



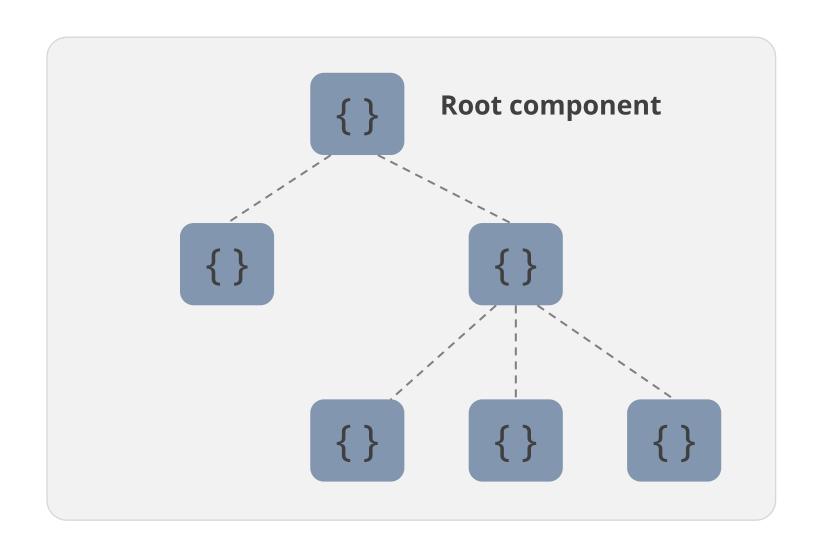
# **TECHNOLOGY**

### **Angular Components**

### **Components**



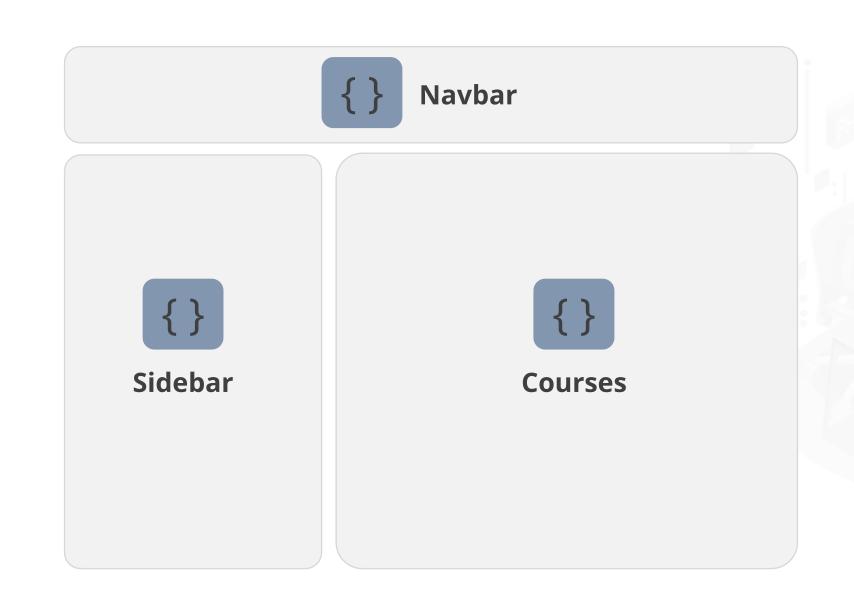
Components in an Angular application encapsulate the template, data, and behavior of view.



Every app has at least one component called the root component.

### **Components**

In the real world, an application encapsulates many components.



Here is an example:

### **Nested Components**

Each component has a template for the view and data or logic behind the view. Components can also contain other components, which are called nested components.

In the diagram, courses are components inside the root component:		
Navbar		
{}	Course	
	Navba  {}  {}	

### **Component-level Interactions**

Component-level interactions can be done between two components at a similar branch of hierarchy or a parent-child level interaction.

The list of data shared among Angular components are:

Parent to child: via Input()

Child to parent: via Output() and EventEmitter

Child to parent: via ViewChild

**Unrelated components:** via a Service



### **@Input and @Output**

**@Input** and **@Output** are mechanisms to receive and send data from one component to another.

### Example:

```
@Component({
    Selector: 'App-items'
.....
})

export class addTask{
        @Input() item_name
@Output() onNameChanger = new
EventEmitter()
}
```

- The **@Input** decorator indicates that data will be received from a component. The received data will be stored in **item\_name**.
- The @Output decorator indicates that data will be sent to another component via the onNameChanger property.



**Duration: 15 min.** 

### **Problem Statement:**

You have been assigned a task to implement component-level interactions by passing he data from one component to other.

### **Outcome:**

By following these steps, you will be able to establish communication between nested components and get comprehensive understanding on @input and @output decorators.

**Note:** Refer to the demo document for the detailed steps: 01\_Component\_level\_interactions

### **Assisted Practice: Guidelines**

### Steps to be followed:

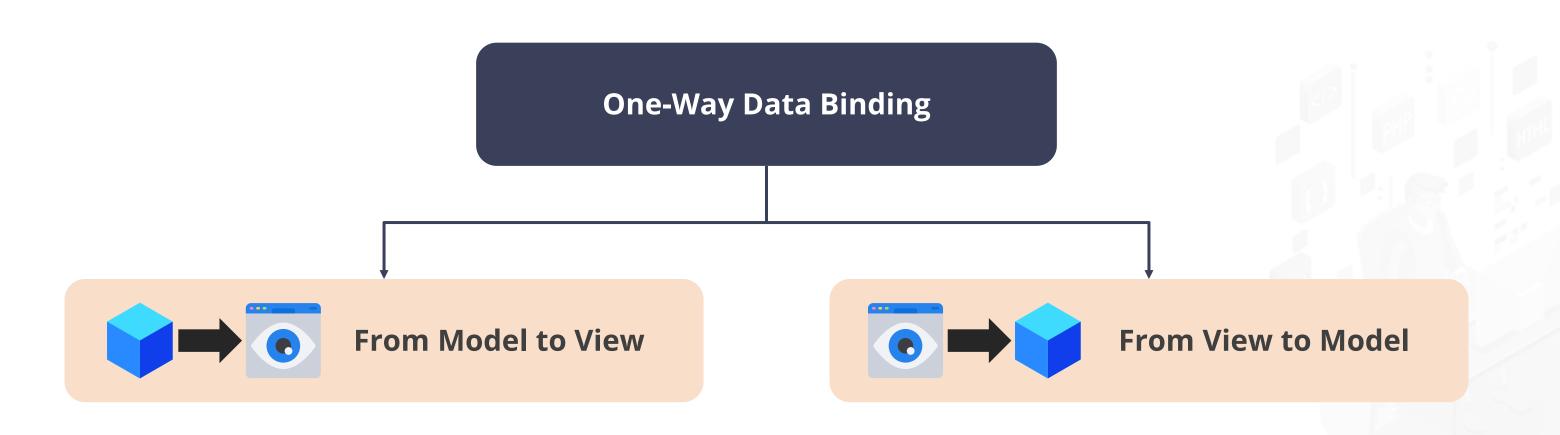
1. Implementing the nested component that can communicate using the @input and @output decorators

# **TECHNOLOGY**

### **One-Way Data Binding**

### **One-Way Data Binding**

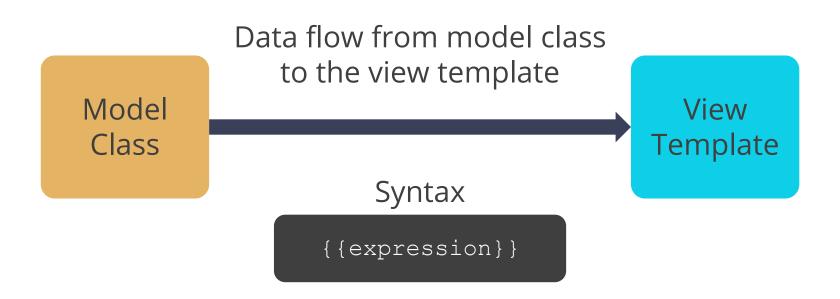
One-way data binding is a way to bind data, either from **model to view** or from **view to model**.



It displays information to the end-user, which automatically synchronizes with each underlying data change.

### **Interpolation**

Angular interpolation is also called as string interpolation.



```
// app.component.ts
import { Component } from
'@angular/core';

@Component({
   selector: 'app-root',
   template: '<h1>{{ title }}</h1>',
})
export class AppComponent {
   title = 'Hello, Angular!';
}
```

### Interpolation

Interpolation is used to bind a component property to a part of the template, usually to display data as text.



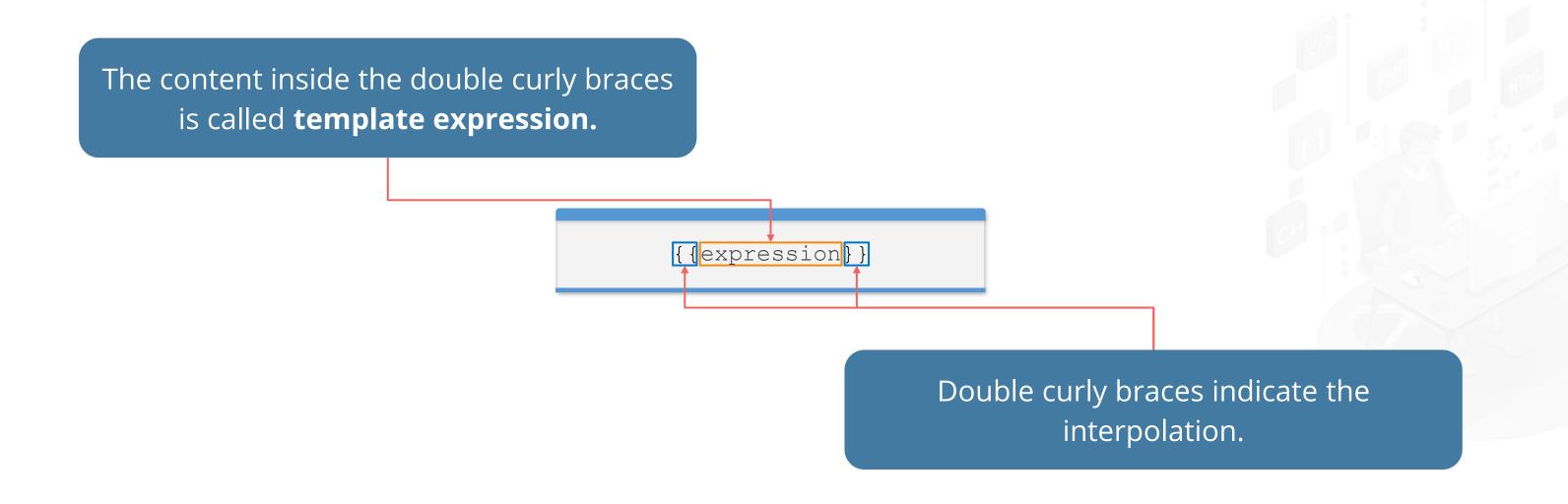
### Interpolation

- Is used to bind data from model class to the view template
- · Allows the user to include expressions as part of any string that can be used in HTML
- Converts the expressions into a string, replaces them in the original string, and updates the view
- Allows users to use interpolation wherever they use a string literal in the view



### **Interpolation Syntax**

Interpolation syntax uses the double curly braces ({{ }}) in the template to denote the interpolation.



### **Interpolation: Example**

# Import {Component} from '@angular/core'; @Component ({ selector: 'app-root', templateURL:'./app.Component.html', styleUrls: ['./app.Component.css'] )} Export class AppComponent{ First\_Name='Yuvraj'; Last\_Name='singh';

```
Template
Welcome
{{First name, {{Last name}}}
```

i

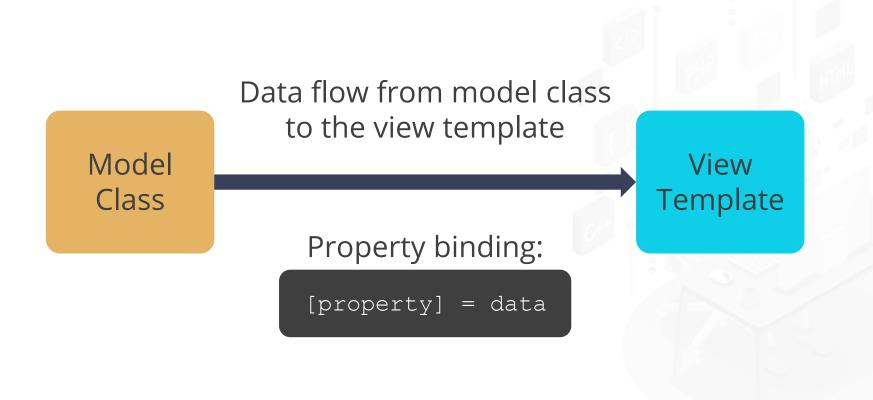
When the component values change, Angular updates the view. However, if the value in the view changes, the component is not updated.



### **Property Binding**

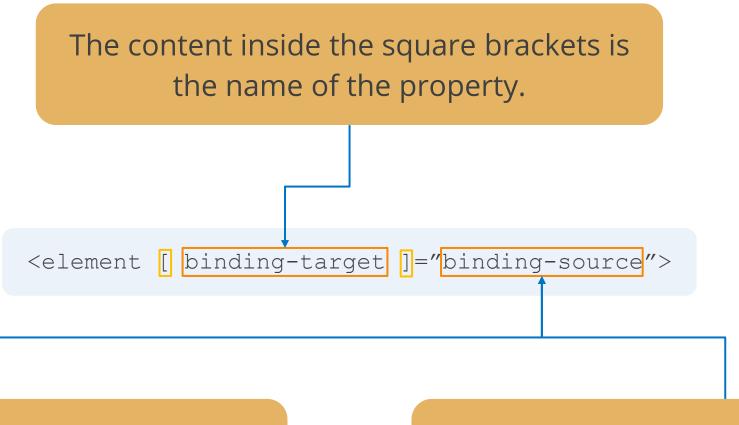
### Property binding is a one-way data-binding method.

- It is used to bind a property of a DOM element to a field, which is a defined property in the model TypeScript code
- It allows users to bind HTML element property to a property in the model
- It sets the properties in the model, and it will be used at the view
- Examples of properties are class and href.



### **Property Binding Syntax**

Property binding is enclosed in square brackets ([]).



The content inside the double quotes is the property of the model.

The binding source must be a template expression.

### **Property Binding: Example**

The given example has two property bindings:

Component	Template
<pre>import {Component} from '@angular/core'; @Component({     Selector: 'app-root',     templateURL: './app.Component.html',     styleUrls:['./app/Component/css'] }) export class AppComponent{     title="Angular Property Binding Example"     isDisabled=true; }</pre>	<h1 [innertext]="title"></h1> <h2>Example</h2> <button [disabled]="isDisabled">I am disabled</button>

- The component class of the title property is linked to the h1 tag of the innerText property.
- The button for the **Disabled** property is linked to the **isDisabled** property of the component.



When users change the **title** or **isDisabled** in the component, Angular automatically updates the view.



### **Property Binding**

Property binding has a separate syntax for class, style, and attribute binding



### **Class and Style Binding**

- Classes and styles are unique in that they contain a list of classes or styles.
- Bindings need to be more flexible in managing them.

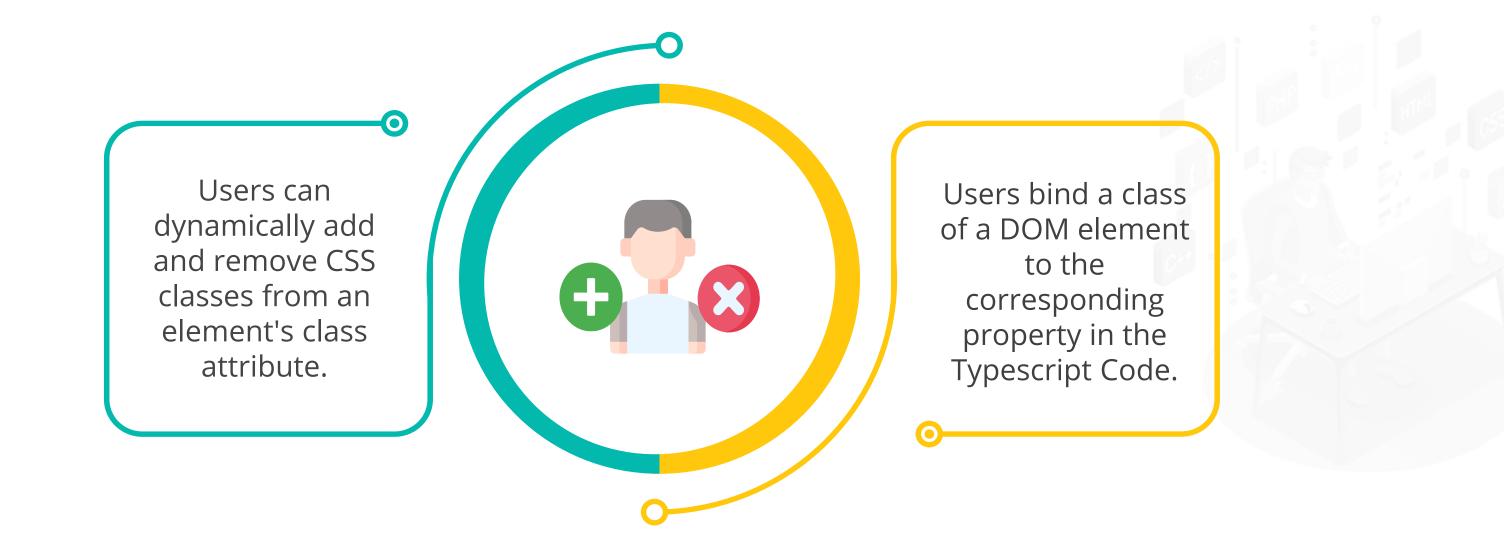


### **Attribute Binding**

Attribute binding covers specific HTML attributes of the properties.

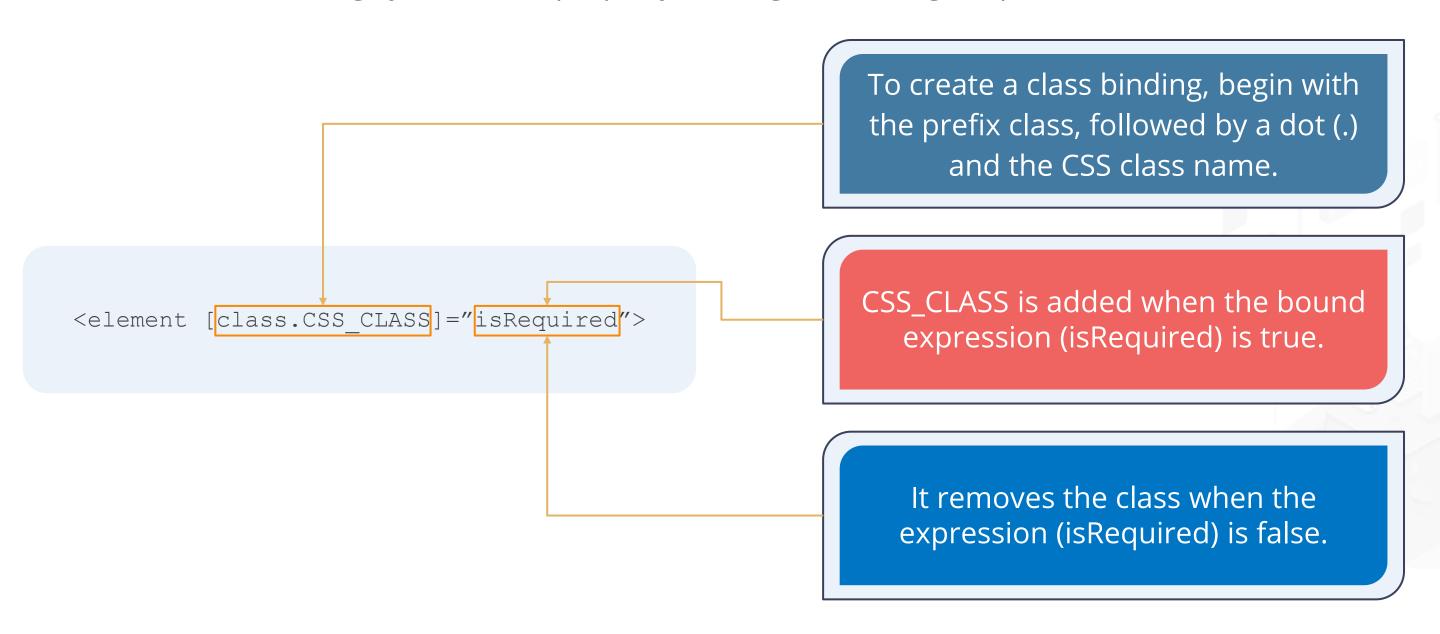
### **Class Binding**

Class binding is a way to set a class property of a view element to store data and manage the state of an application.



### **Class Binding Syntax**

Class binding syntax is like property binding, containing a square bracket ([]).



### **Class Binding: Example**

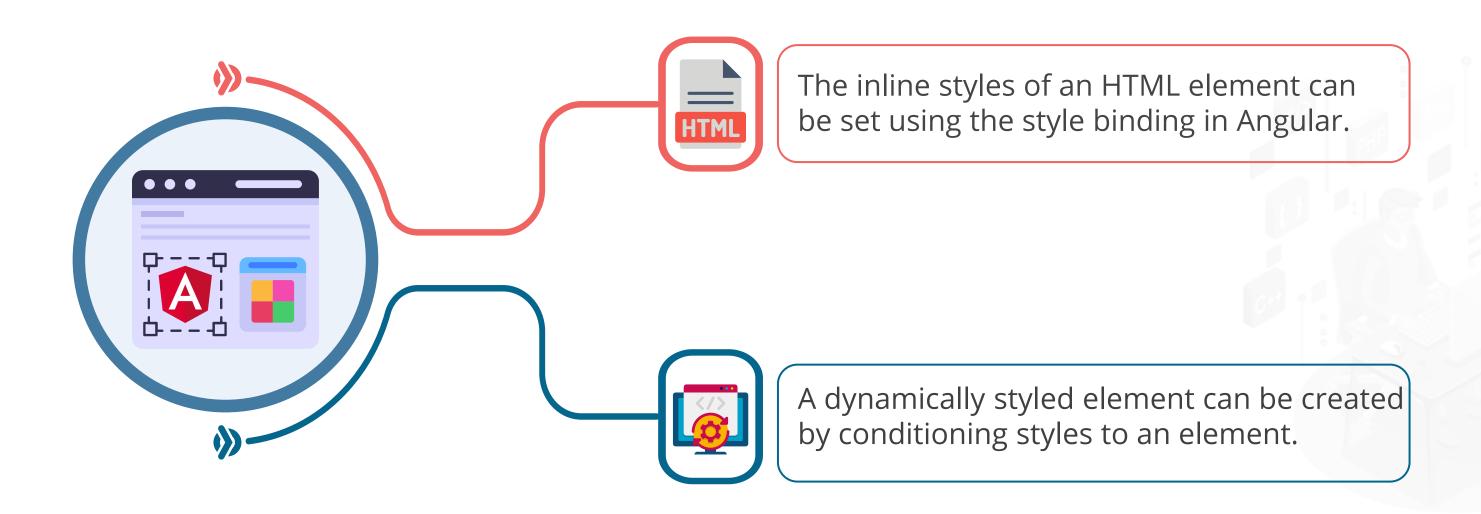
```
This is a class binding, that is
                                               [class.myClass]="isTrue".
                                               import { Component } from "@angular/core";
                                          14

√ @Component({
                                                 selector: 'app-example',
  This is a template
                                                 template:
                                          17
                                                           <h1 [class.myClass]="isTrue">This class binding is for true value</h1>
                                          19
                                                           <h1 [class.myClass]="!isTrue">This class binding is for false value</h1>
                                          20
                                          22
                                               export class ExampleComponent {
This is a component.
                                                  isTrue: boolean = true;
```

Basically, the expression will get evaluated by Angular.

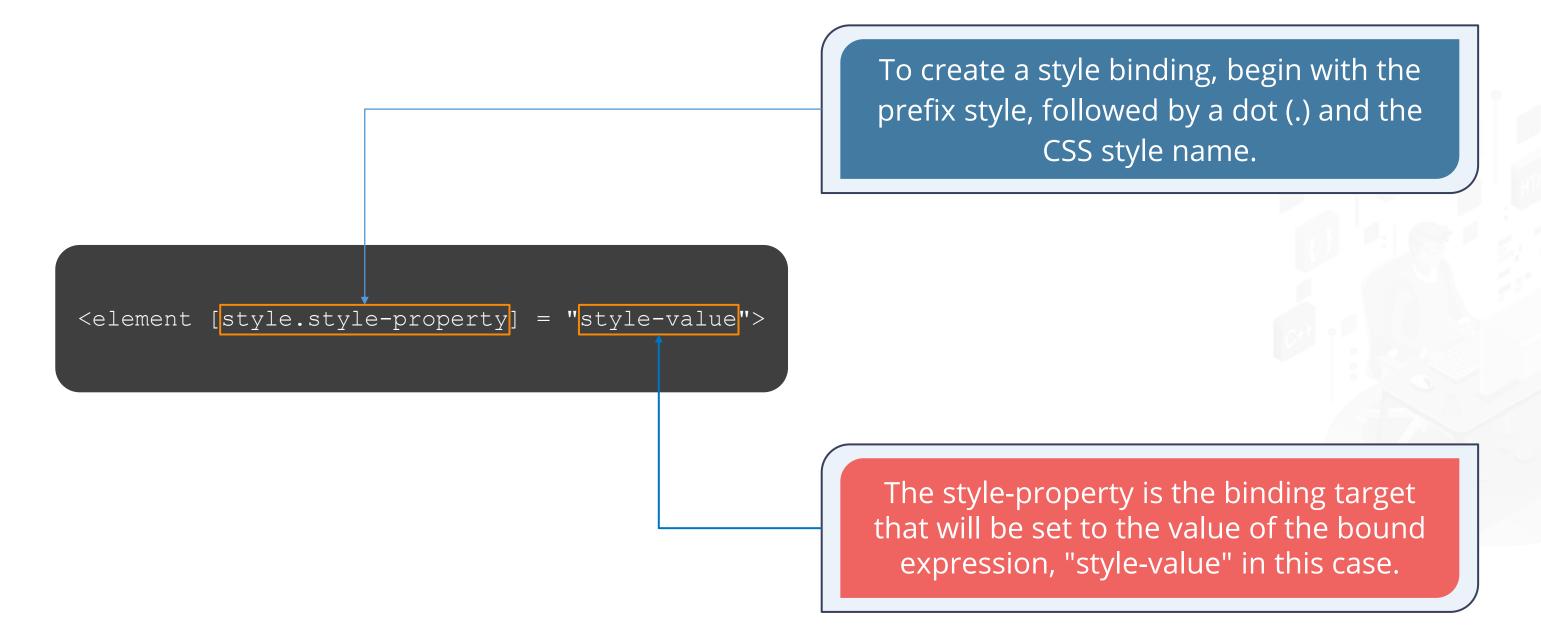
### **Style Binding**

Style binding is used to set the style of a view element.

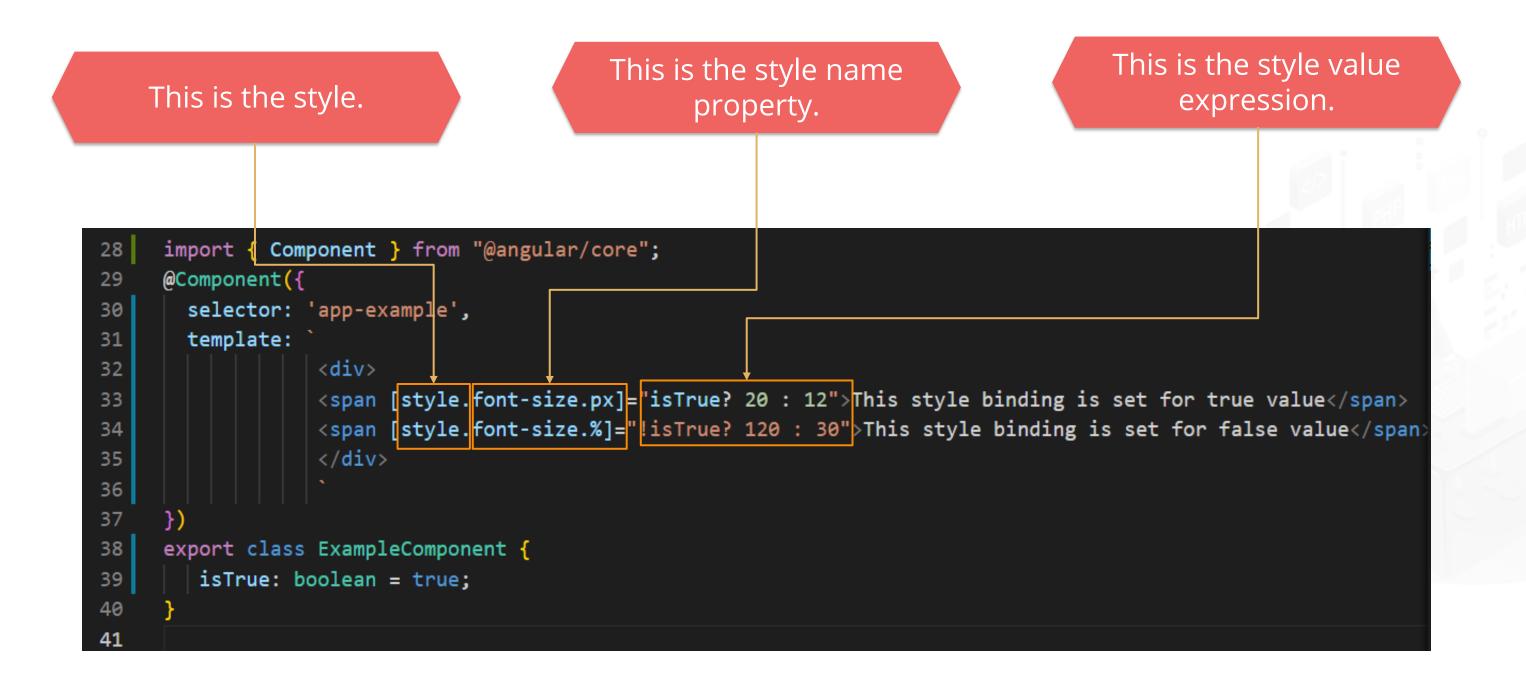


### **Style Binding Syntax**

Style binding syntax is like class and property binding, containing a square bracket ([]).



### **Style Binding: Example**



### **Attribute Binding**

Attribute binding is used to bind an attribute property of a view element.

Attribute binding is mainly useful where users don't have any property view for an HTML element attribute.

Users can increase accessibility, dynamically style an application, and manage multiple CSS classes or styles simultaneously.

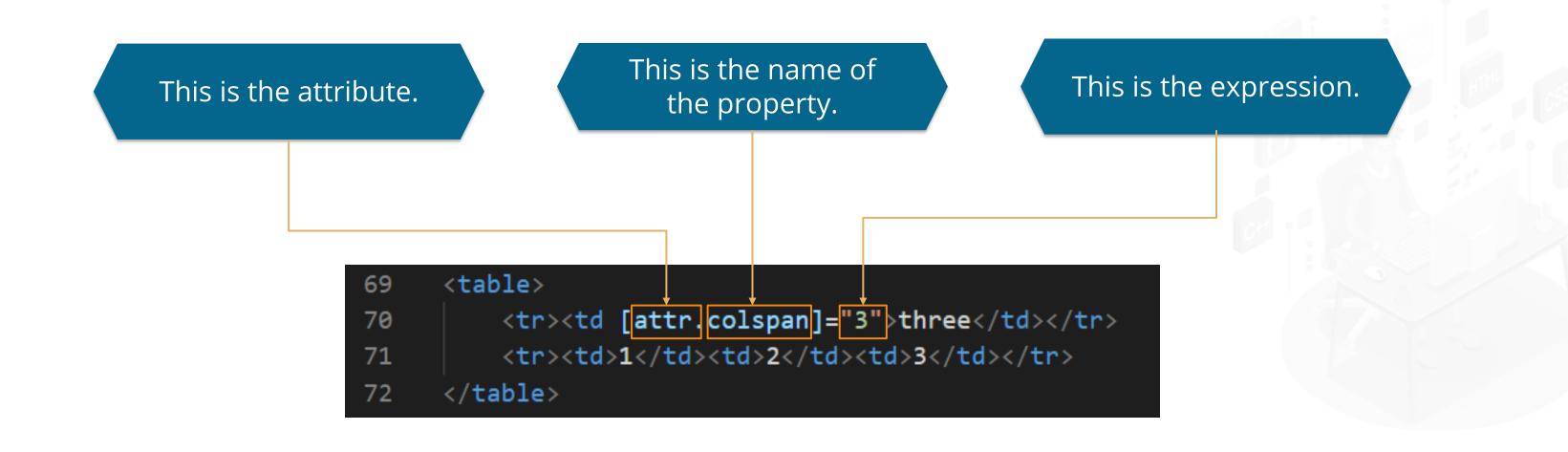
### **Attribute Binding Syntax**

To write the attribute binding, the user needs to write the keyword attr.thenameoftheproperty

The attribute value is set by users using an expression that resolves to a string.

### **Attribute Binding: Example**

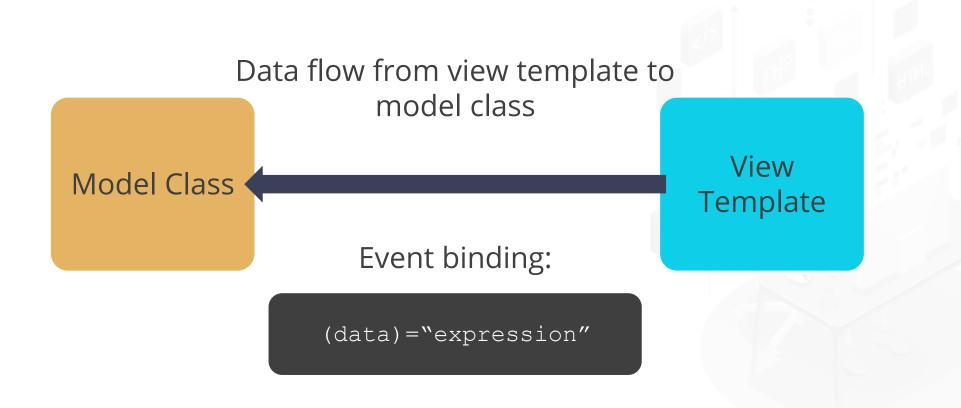
To bind a value to the colspan property of the element



### **Event Binding**

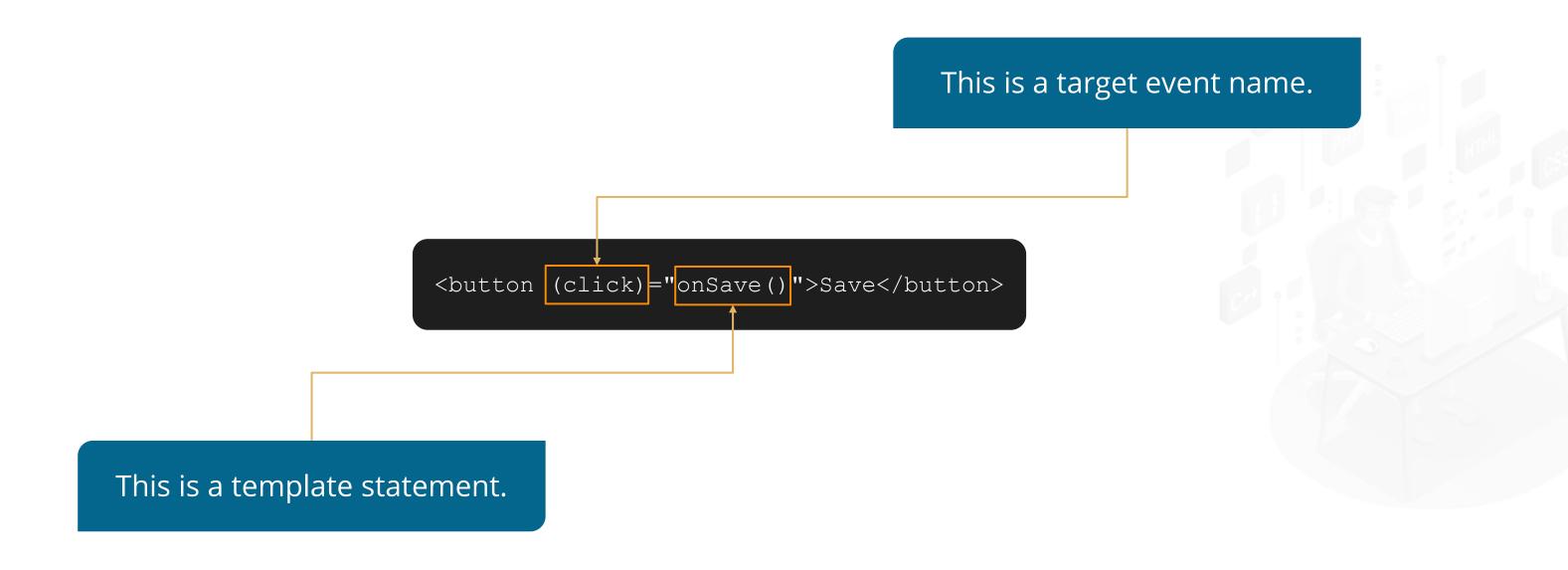
Event binding can pass data from view to component.

- Allows to bind webpage events to a model property or methods
- Binds the events like clicks, touch, keystroke, and hover
- Allows users to keep their components in sync with the view by tracking and responding to events in the view



### **Event Binding Syntax**

Event binding listens for click events and calls the component's onSave() method when a button is clicked.





**Duration: 15 min.** 

### **Problem Statement:**

You have been assigned a task to implement data binding in various components.

### **Outcome:**

By following the steps, you will be able to successfully implement data binding using string interpolation method.

**Note:** Refer to the demo document for the detailed steps: 02\_Data\_binding

### **Assisted Practice: Guidelines**

Steps to be followed:

1. Create an Angular application with data binding



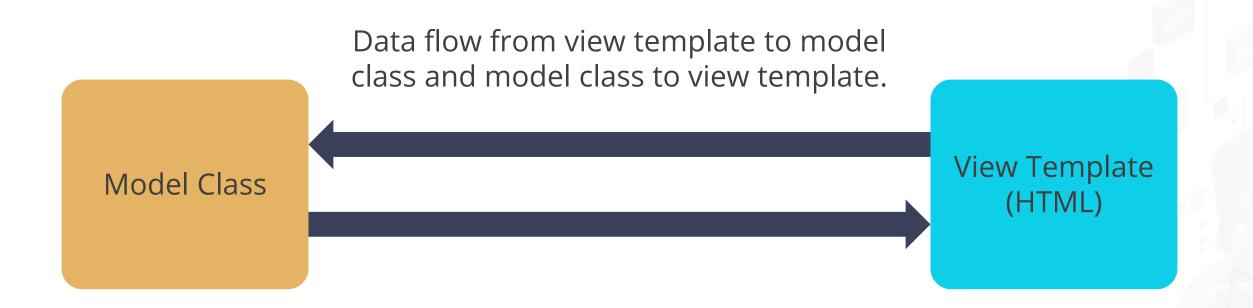
# **TECHNOLOGY**

### **Two-Way Data Binding**

## **Two-Way Data Binding**



Binds data from model class to view template and view template to model class

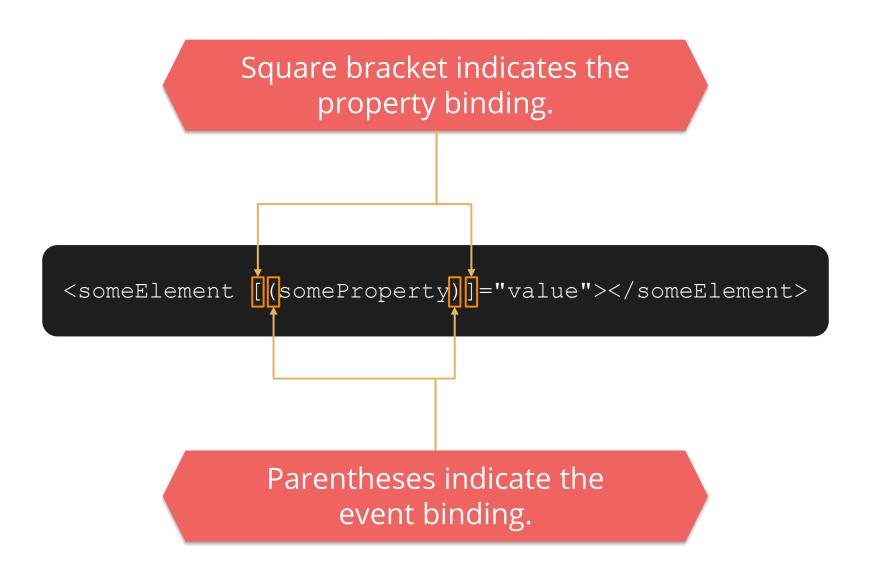




This is a combination of event binding and property binding.

## **Two-Way Data Binding Syntax**

Two-way binding uses the unique syntax known as a banana in a box [()].



## **Handling Events in Angular**



**Duration: 30 min.** 

#### **Problem Statement:**

You have been assigned a task to implement event handling in Angular

#### **Outcome:**

By following the steps, you have successfully implemented event binding and handling the click event in the view.

**Note:** Refer to the demo document for the detailed steps: 03\_Handling\_Events\_in\_Angular

## **Assisted Practice: Guidelines**

Steps to be followed:

1. Implementing event handling by binding the event in Angular

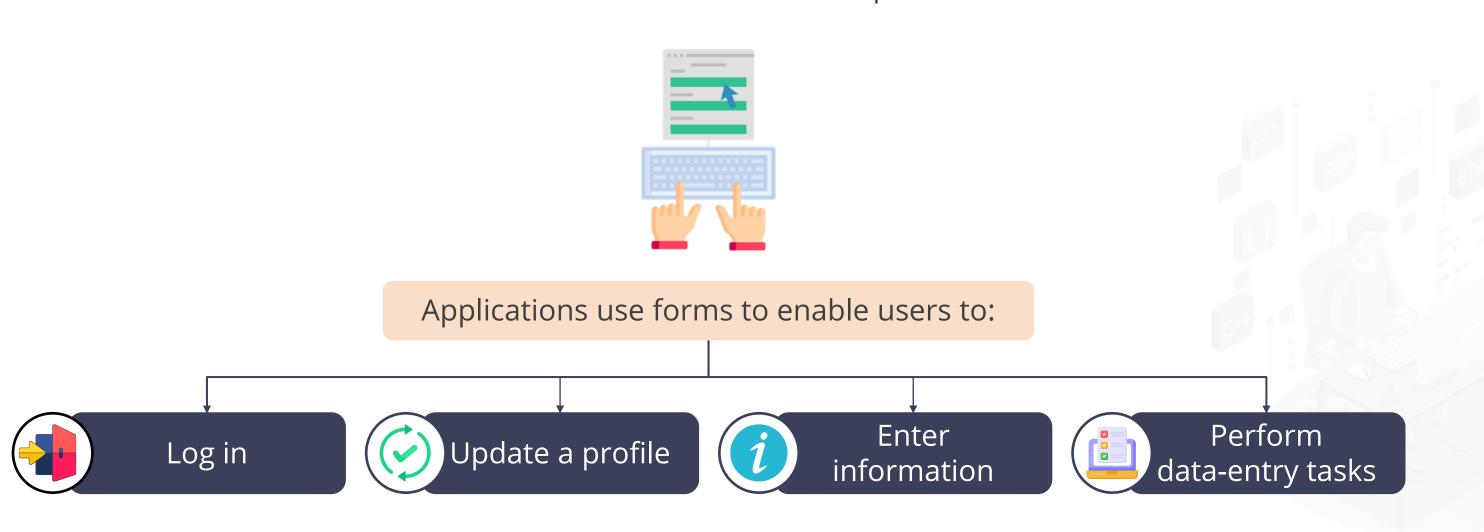


# **TECHNOLOGY**

# **Angular Forms**

## **Forms**

Forms are used to handle user input data.



### **Forms**

Angular supports two types of forms:

## Template driven forms

- Created using Directives in the template
- To create a simple form application

#### Reactive forms

- Created inside component class
- Based on the structured data model

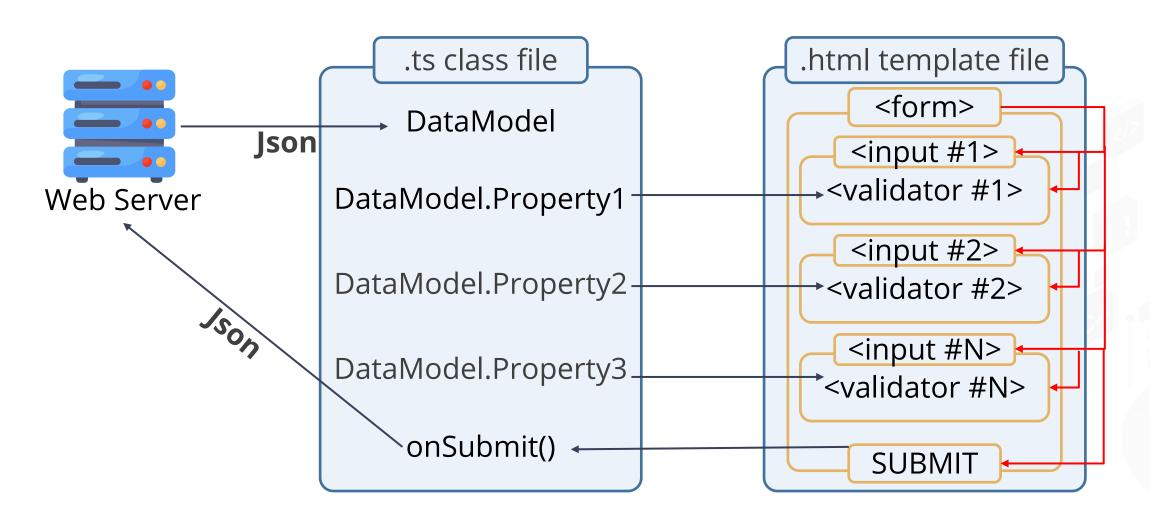
# **Template Driven Forms vs. Reactive Forms**

Template Driven Forms	Reactive Forms
Easy to use	More flexible
Suitable for simple scenarios	Handles any complex scenarios
Similar to Angular	Reactive transformations can be made possible, such as  •Handling an event based on a debounce time •Handling events when the components are distinct until changed •Adding elements dynamically
Two-way data binding (using [(NgModel)] syntax)	No data binding is required (immutable data model preferred by most developers)
Unit testing is tough	Unit testing is easy



# **Template Driven Forms**

#### **Diagram of Template Driven Forms**



## **Template Driven Forms: Example**

HTML

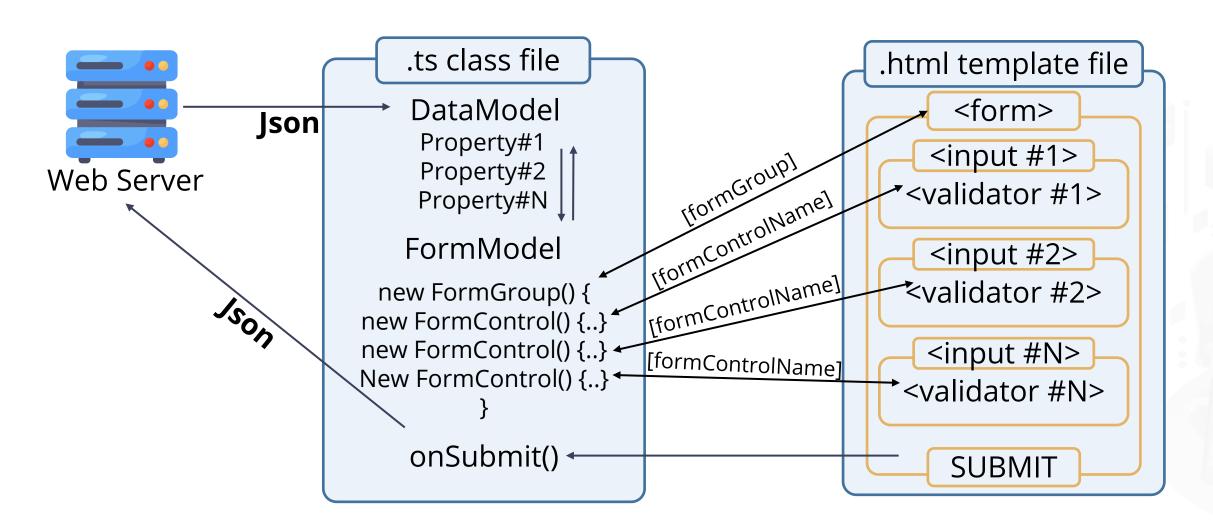
Component

```
import { Component, OnInit } from '@angular/core';
@Component({
    selector: 'app-test',
    templateUrl: './test.component.html',
    styleUrls: ['./test.component.css']
})
export class TestComponent implements OnInit {
    ngOnInit() {
        }
        onClickSubmit(result) {
        console.log("You have entered : " + result.username);
        }}
```



#### **Reactive Forms**

#### **Diagram of Reactive Forms**



## **Reactive Forms: Example**

AppComponent

```
import { Component, OnInit } fr '@angular/core';
import { FormGroup, FormControl } om from '@angular/forms';
@Component({
   selector: 'app-test',
   templateUrl: './test.component.html',
   styleUrls: ['./test.component.css']
export class TestComponent implements OnInit {
   userName;
   formdata;
  ngOnInit() {
      this.formdata = new FormGroup({
         userName: new FormControl("Tutorialspoint")
      });
   onClickSubmit(data) {this.userName = data.userName;}
```

## **Reactive Forms: Example**

HTML



# Implementing Reactive Forms in Angular



**Duration: 30 min.** 

#### **Problem Statement:**

You have been assigned a task to implement Reactive forms in Angular.

#### **Outcome:**

By following the steps, you will successfully create reactive forms in Angular and handle data from the forms.

**Note:** Refer to the demo document for the detailed steps: 04\_Implementing\_Reactive\_Form\_in\_Angular

## **Assisted Practice: Guidelines**

## Steps to be followed:

- 1. Create a new Angular Application
- 2. Create Reactive form using Angular



# **Implementing Template-driven Forms**



**Duration: 30 min.** 

#### **Problem Statement:**

You have been assigned a task to implement Template-driven forms in Angular.

#### **Outcome:**

By following the steps, you will be able to create template-driven forms and work with data associated with it.

**Note:** Refer to the demo document for the detailed steps: 05\_Implementing\_Template\_Driven\_Form

## **Assisted Practice: Guidelines**

## Steps to be followed:

- 1. Create a Template-driven form in Angular
- 2. Run the code on the browser

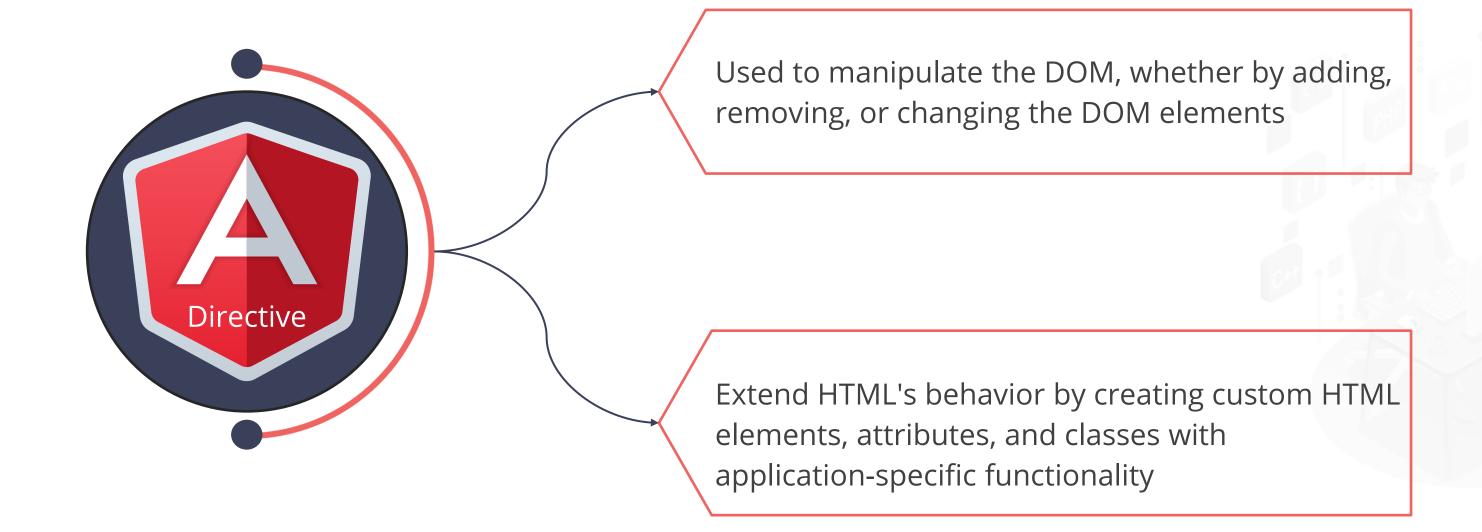


# **TECHNOLOGY**

## **Directives**

### **Directives**

Directives are classes that can change or add new behavior to template components.

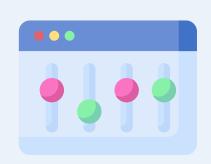




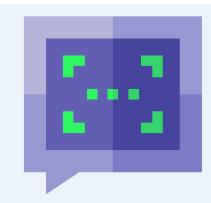
#### **Directives**



Directives are meant to be a function that executes the DOM by the Angular compiler to extend the power of the HTML with new syntax.



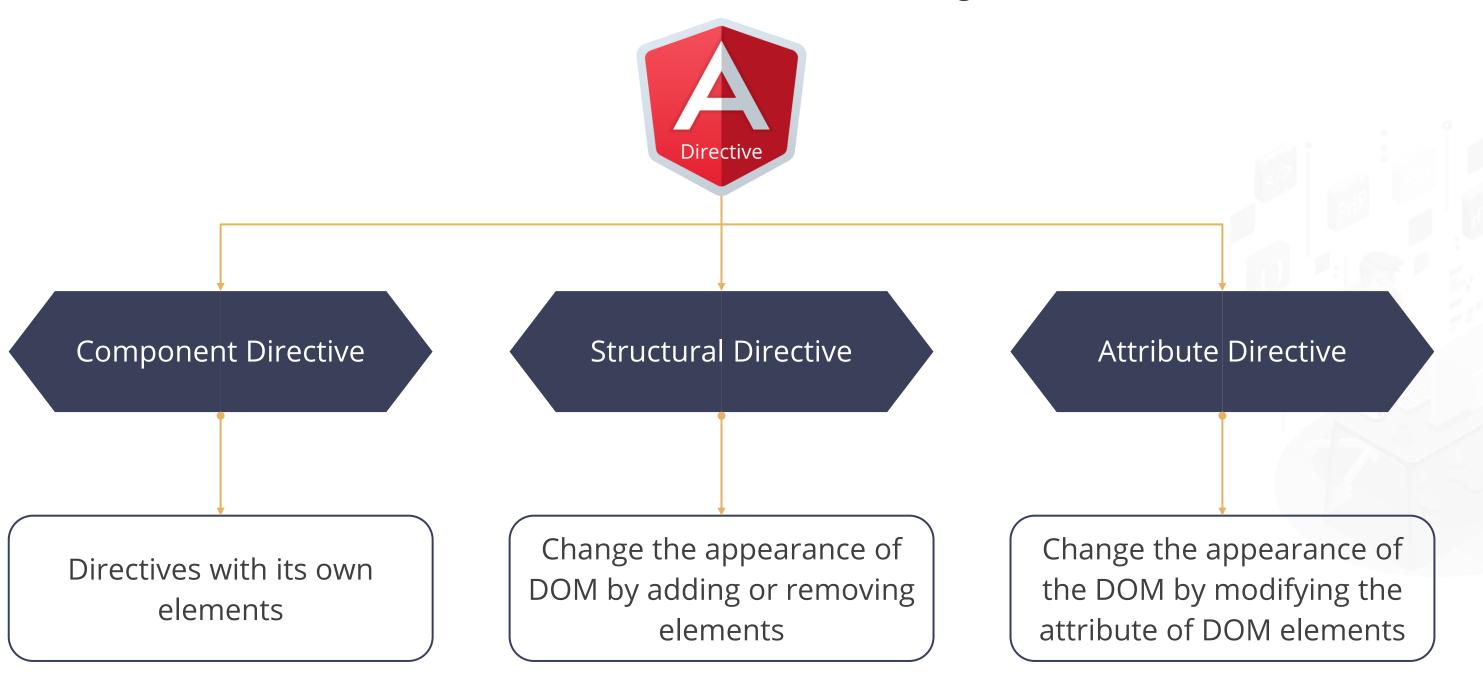
Directives have names and can be predefined or customdefined, allowing them to be called anything.



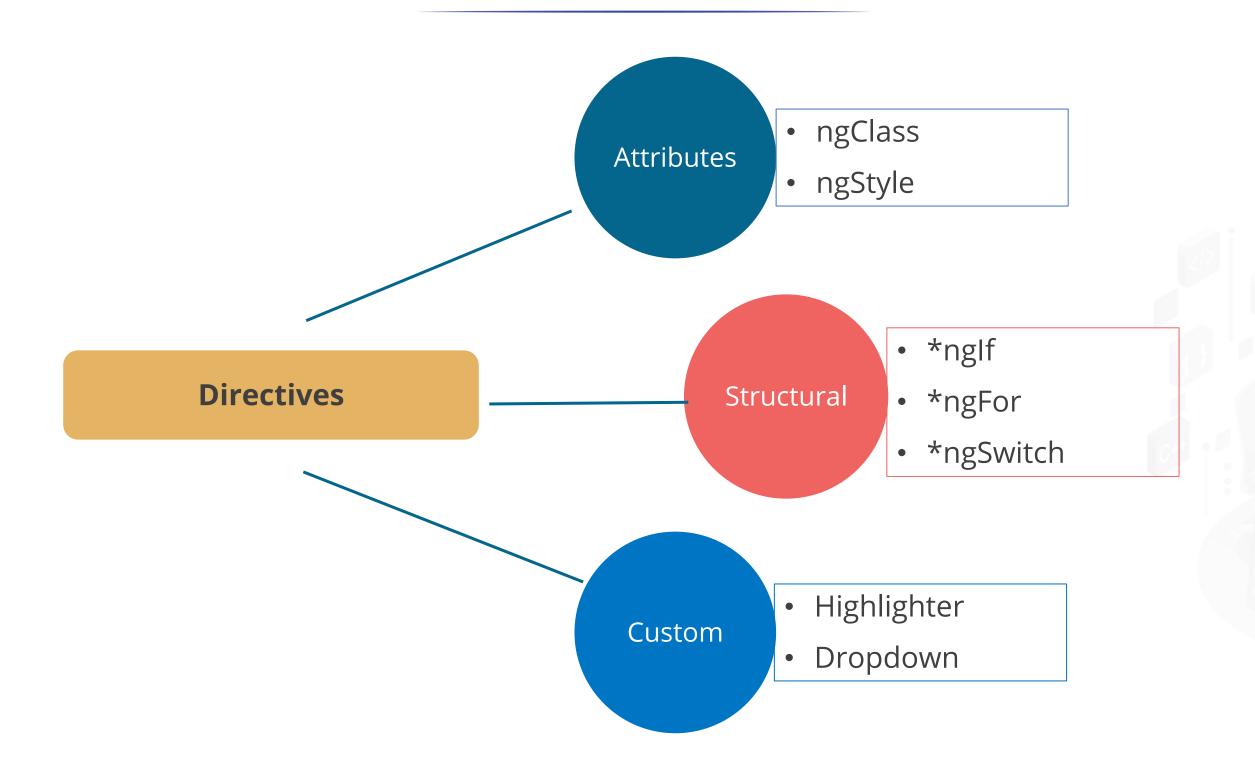
Directives are purposeful depending on the predefined directive, like attribute, comment, element, or class.

# **Types of Directives in Angular**

There are three kinds of Directives in Angular:

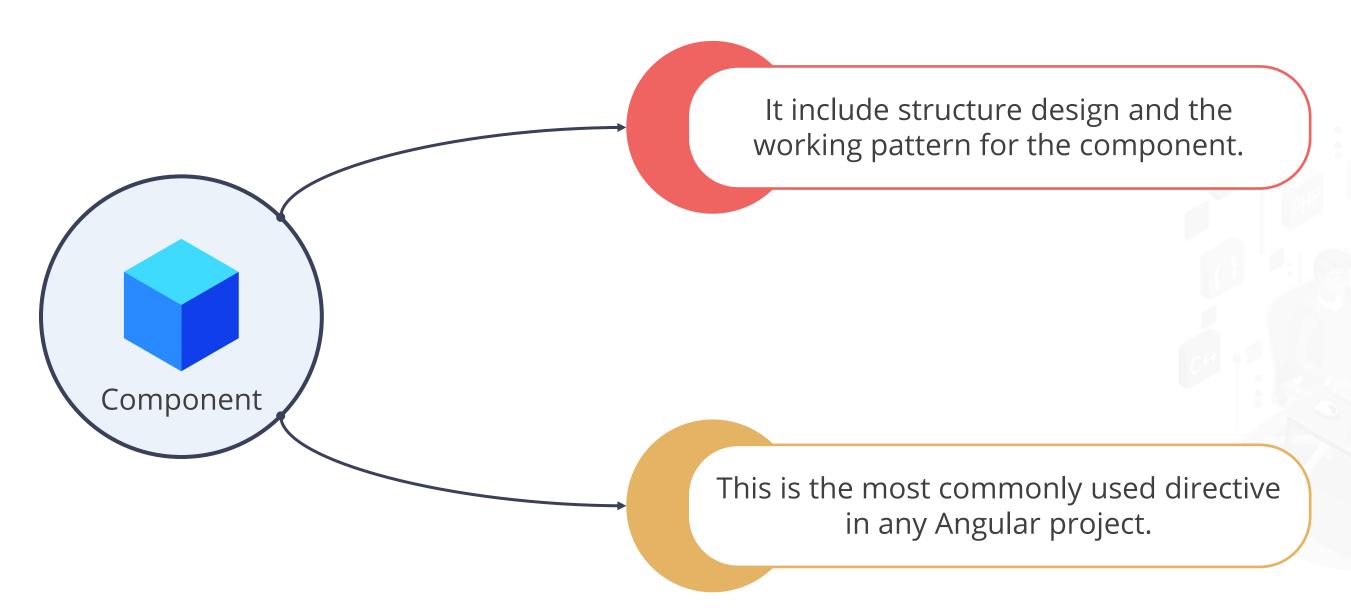


## **Structure of Directives**



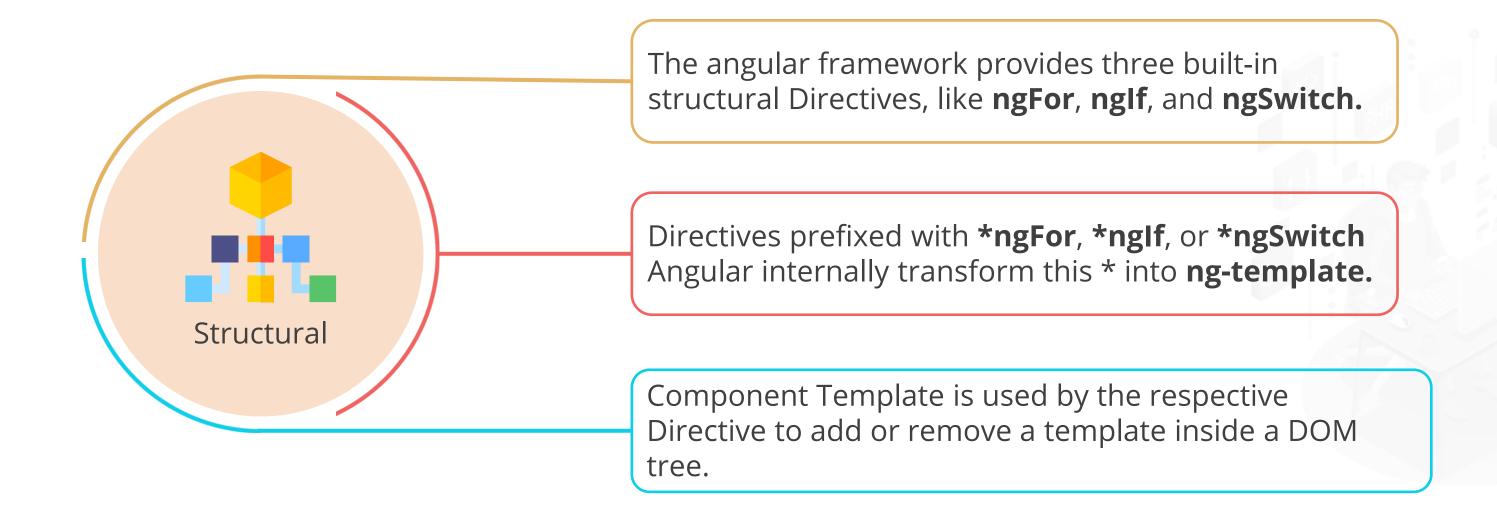
## **Component Directives**

The HTML templates are specified using component Directives.



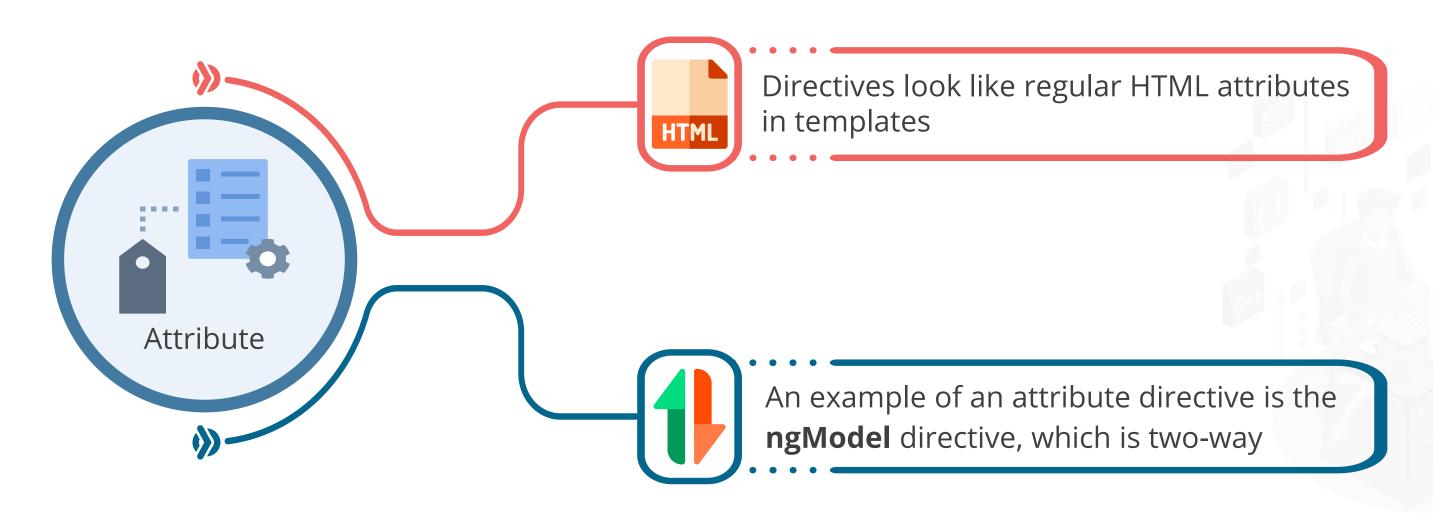
#### **Structural Directives**

The structural directive is used to change the DOM layout by adding and removing DOM elements.



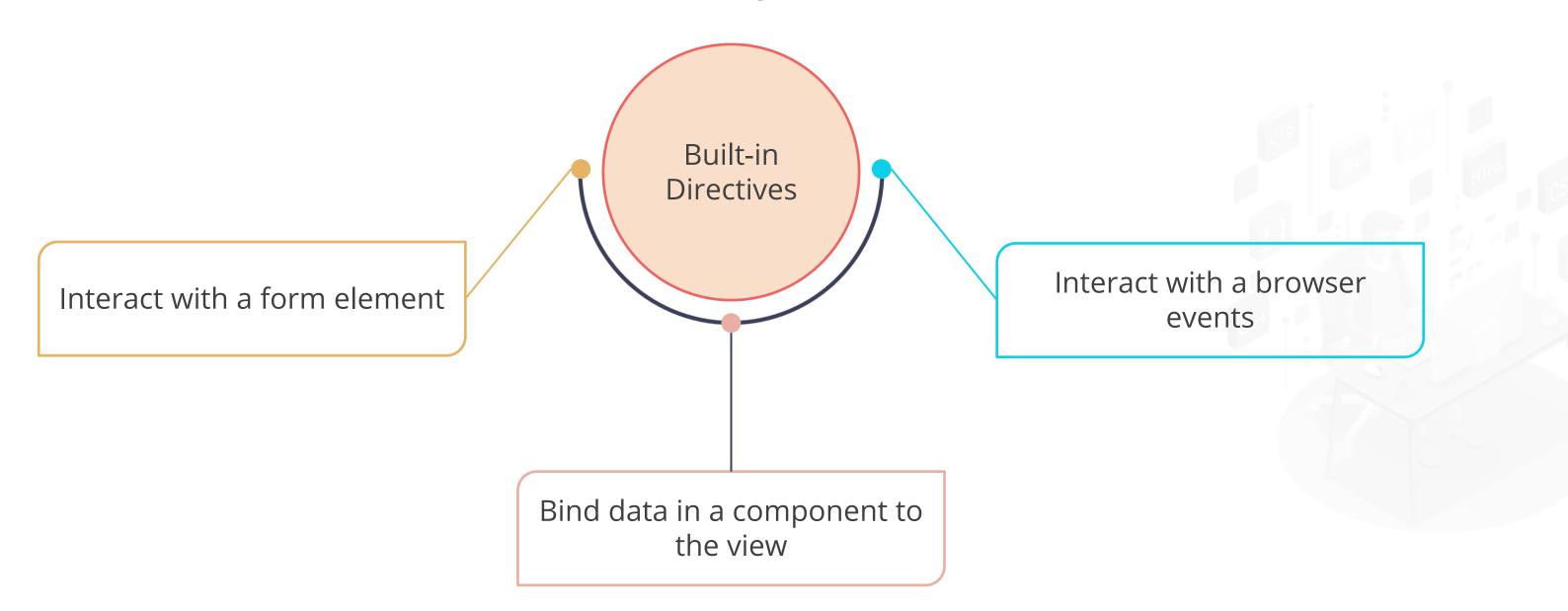
#### **Attribute Directives**

An attribute directive is used to change the appearance or behavior of a component, element, or another directive.



## **Built-in Directives**

Angular includes various built-in Directives. A user can also create a directive in Angular.



## **Working with Built-in Directives**

Built-in Directives are unique attributes starting with the **ng-** prefix, where ng stands for Angular.

ng-app

It is combined to set the Angular section.

ng-init

It sets the absence variable value.

## **Working with Built-in Directives**

ng-class

It is used for the CSS class dynamically.

ng-model

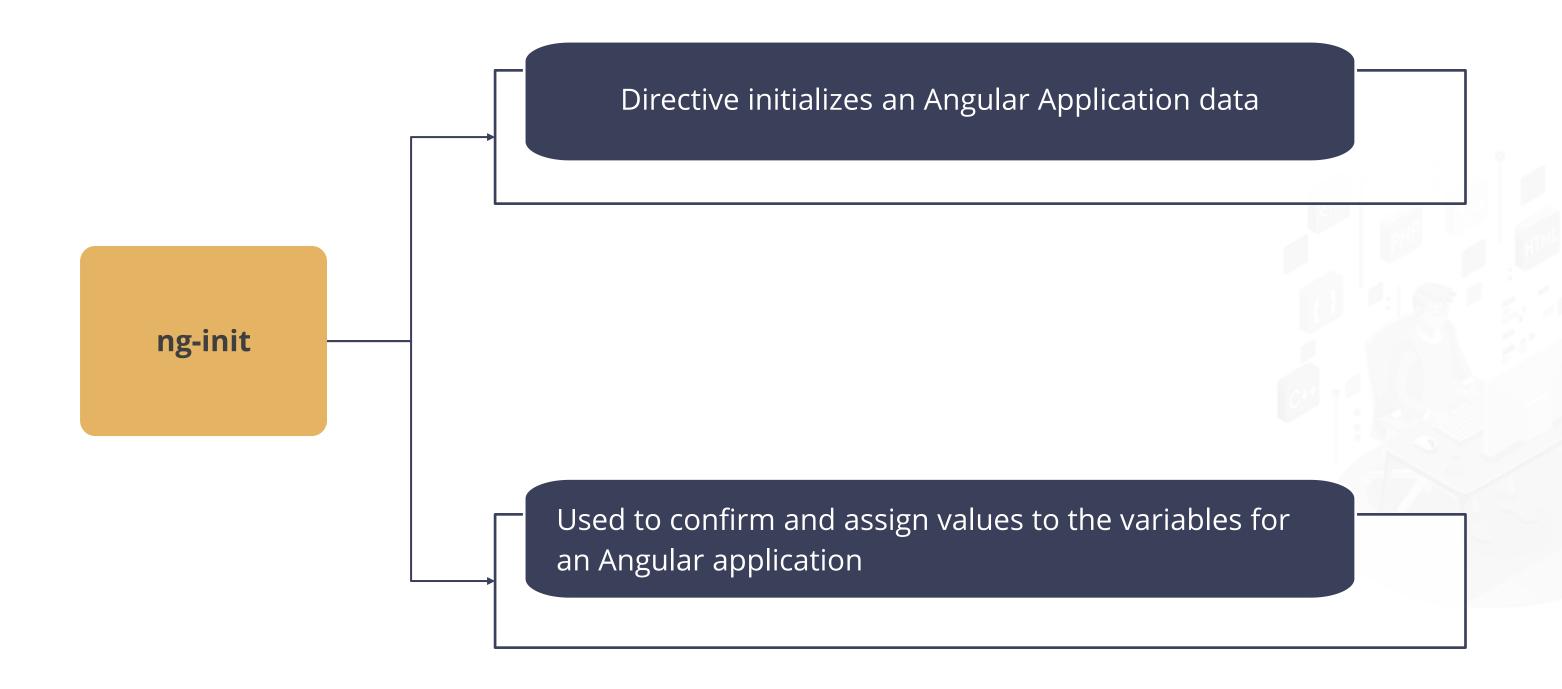
It is used to bind the value of HTML controls (input, select, and textarea) to application data.

ng-repeat

It is used to loop through any item in the collection to make a new template.



## **Built-in Directives: ng-init**



# **Example of ng-init**

User initializes the variable's first and last names and allows values to it.

```
<div ng-app="" ng-init="firstName:'Ravi';lastName:'Jadhav'}">
......
</div>
```

# **Built-in Directives: ng-model**

The ng-model directive is used for two-way data binding in Angular.





The ng-model is used to take the value of input controls like textbox and label, then use them on web pages.

# **Example of ng-model**

A user defines a model named **myname**.





**Duration: 10 min.** 

#### **Problem Statement:**

You have been assigned a task to implement directives in Angular.

#### **Outcome:**

By following the steps, you will be able to create and work with ngif directive and transfer data from .ts to views of the components.

**Note:** Refer to the demo document for the detailed steps: 06\_Working\_with\_Directives

## **Assisted Practice: Guidelines**

## Steps to be followed:

- 1. Create a directive in Angular
- 2. Run the code on the browser





**Duration: 20 min.** 

#### **Problem Statement:**

You have been assigned a task to implement ngapp directive in Angular.

#### **Outcome:**

By following the steps, you will be able to create and work efficiently with ngapp directive.

**Note:** Refer to the demo document for the detailed steps: 07\_Working\_with\_ngapp\_Directive

## **Assisted Practice: Guidelines**

## Steps to be followed:

- 1. Create a ngapp directive in Angular
- 2. Run the code on the browser





**Duration: 30 min.** 

#### **Problem Statement:**

You have been assigned a task to implement ngrepeat directive in Angular.

#### **Outcome:**

By following the steps, you will successfully create and implement ngrepeat directive in Angular and work on the data associated with it.

**Note:** Refer to the demo document for the detailed steps: 08\_Work\_with\_ngrepeat\_Directive

#### **Assisted Practice: Guidelines**

#### Steps to be followed:

- 1. Create a ngrepeat directive in Angular
- 2. Run the code on the browser





**Duration: 30 min.** 

#### **Problem Statement:**

You have been assigned a task to implement ng-class directive in Angular.

#### **Outcome:**

By following the steps, you will successfully create, implement and work with ng-class directive in Angular and data associated with it.

**Note:** Refer to the demo document for the detailed steps: 09\_Work\_with\_ng-class\_Directive

#### **Assisted Practice: Guidelines**

#### Steps to be followed:

- 1. Create a ng-class directive in Angular
- 2. Run the code on the browser

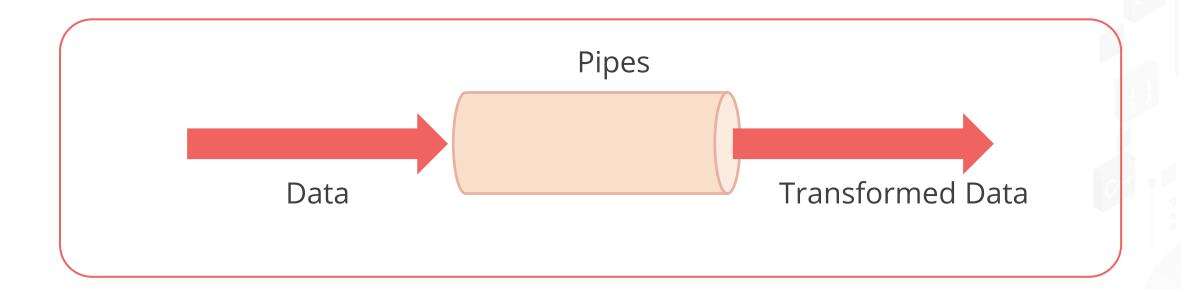


# **TECHNOLOGY**

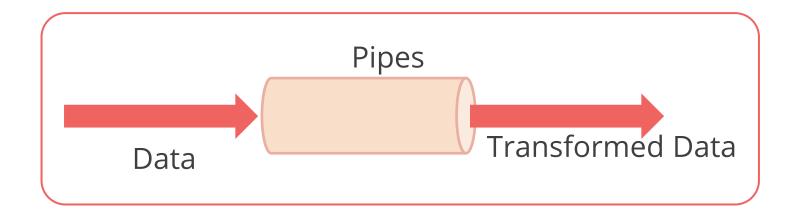
# Introduction to Angular Pipes

# **Angular Pipes**

Pipes are simple functions that accept a string and transform data into desired information.

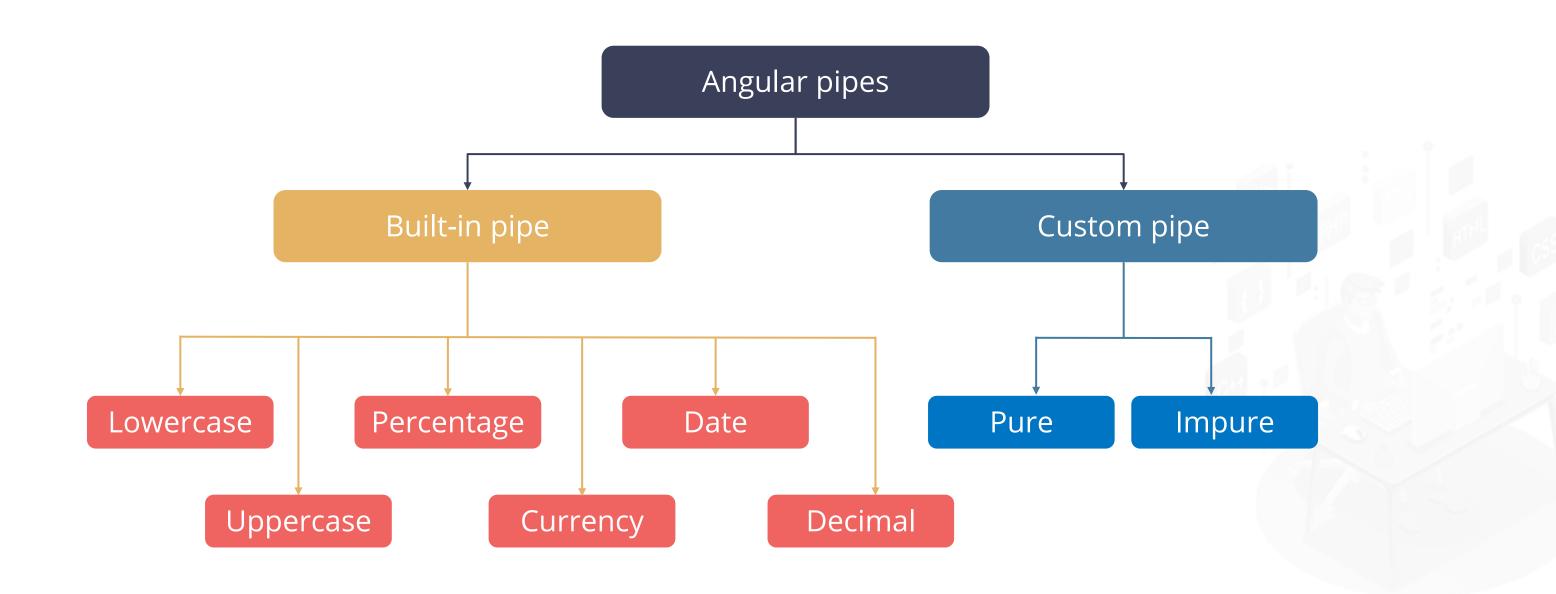


### **Angular Pipes: Features**



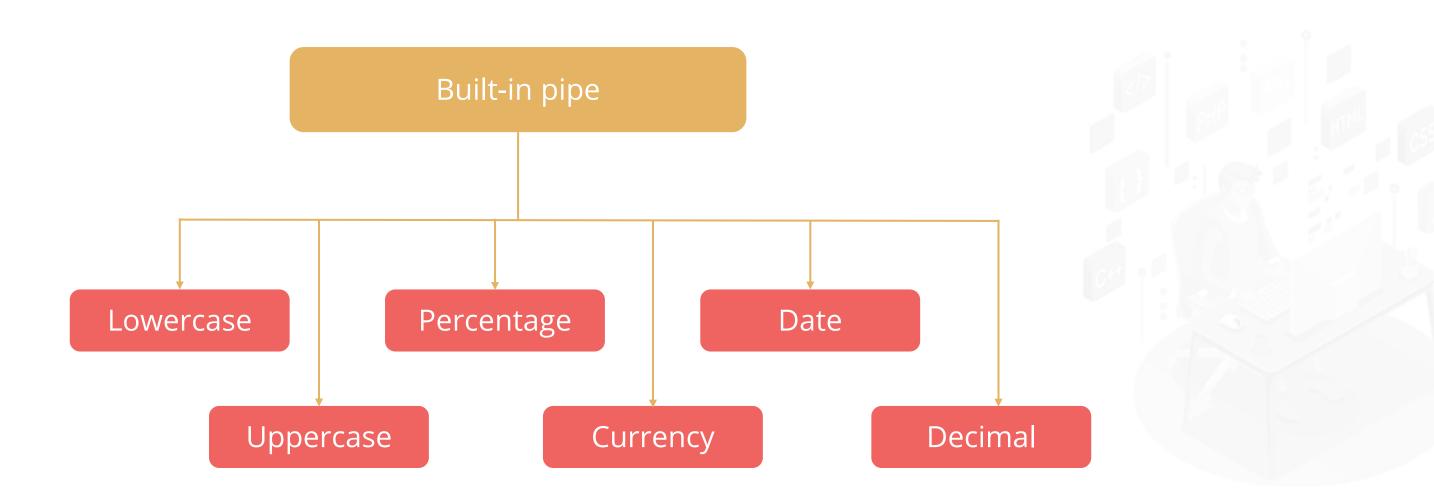
- Pipes are specified using the pipe "|" symbol.
- Pipes can be chained to other pipes.
- Pipes can be provided with arguments by using the colon (:) sign.

# **Types of Angular Pipes**



### **Built-in Pipe**

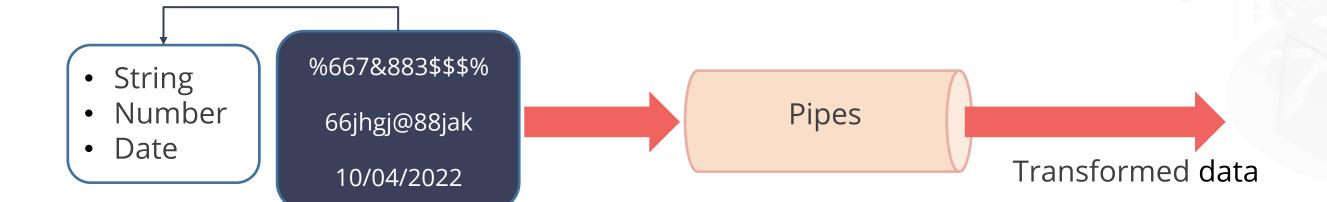
Angular provides built-in pipes for typical data transformations, including transformations for internationalization, which uses locale information to format data.



### **Built-in Pipe: Date Pipe**

Date pipe Formats a date value

{{ value\_expression | date [ : format [ : timezone [ : locale ] ] ] }}



# **Built-in Pipe: Date Pipe**

#### Example:

'lc	ong'	'MMMM d, y, h:mm:ss a z'	June 15, 2015 at 9:03:01 AM GMT+1
'fı	ıll'	'EEEE, MMMM d, y, h:mm:ss a zzzz'	Monday, June 15, 2015 at 9:03:01 AM GMT+01:00

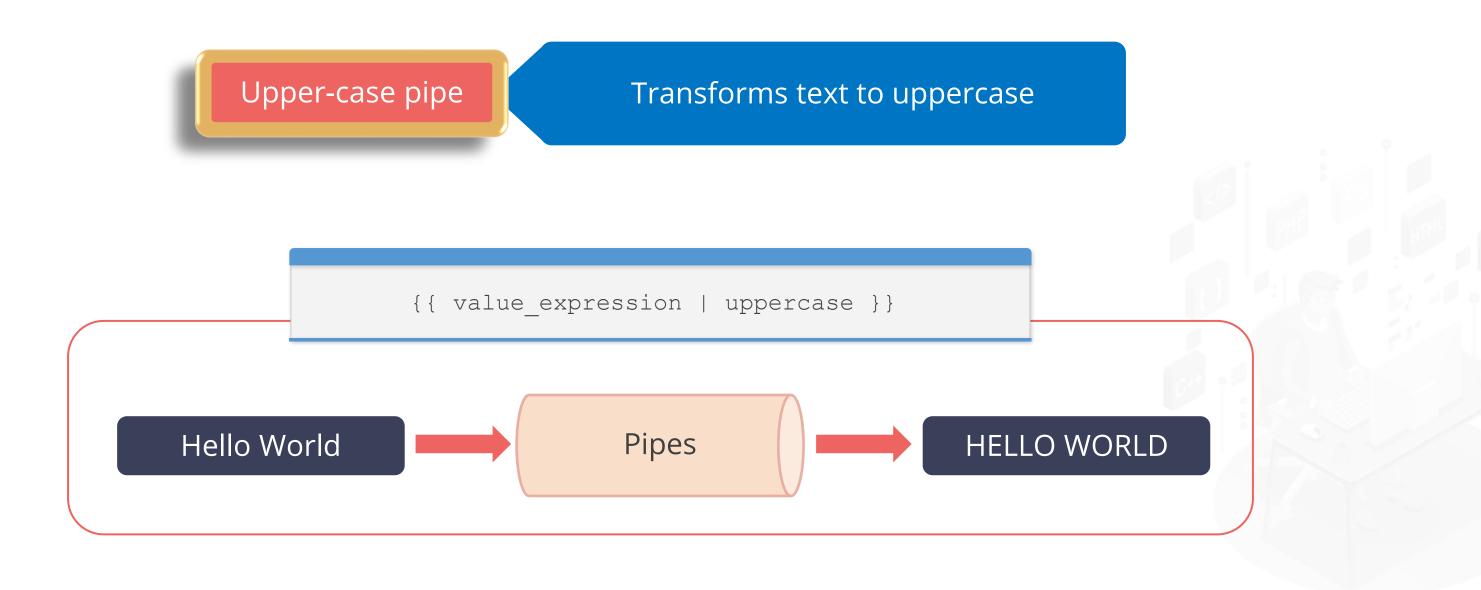


'short Date'	'M/d/yy'	6/15/15
'mediumDate'	'MMM d, y'	Jun 15, 2015
'longDate'	'MMMM d, y'	June 15, 2015
'fullDate'	'EEEE, MMMM d, y'	Monday, June 15, 2015

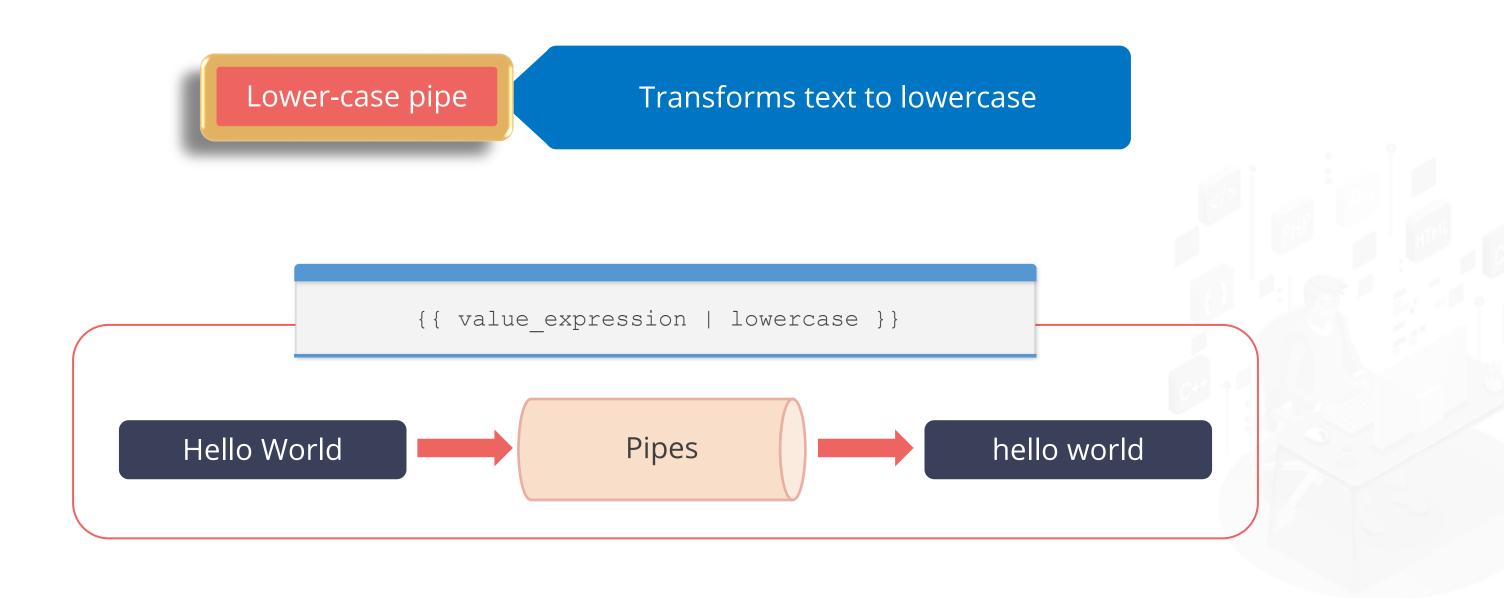


'shortTime'	'h:mm a'	9:03 AM
'mediumTime'	'h:mm:ss a'	9:03:01 AM
'longTime'	'h:mm:ss a z'	9:03:01 AM GMT+1
'fullTime'	'h:mm:ss a zzzz'	9:03:01 AM GMT+01:00

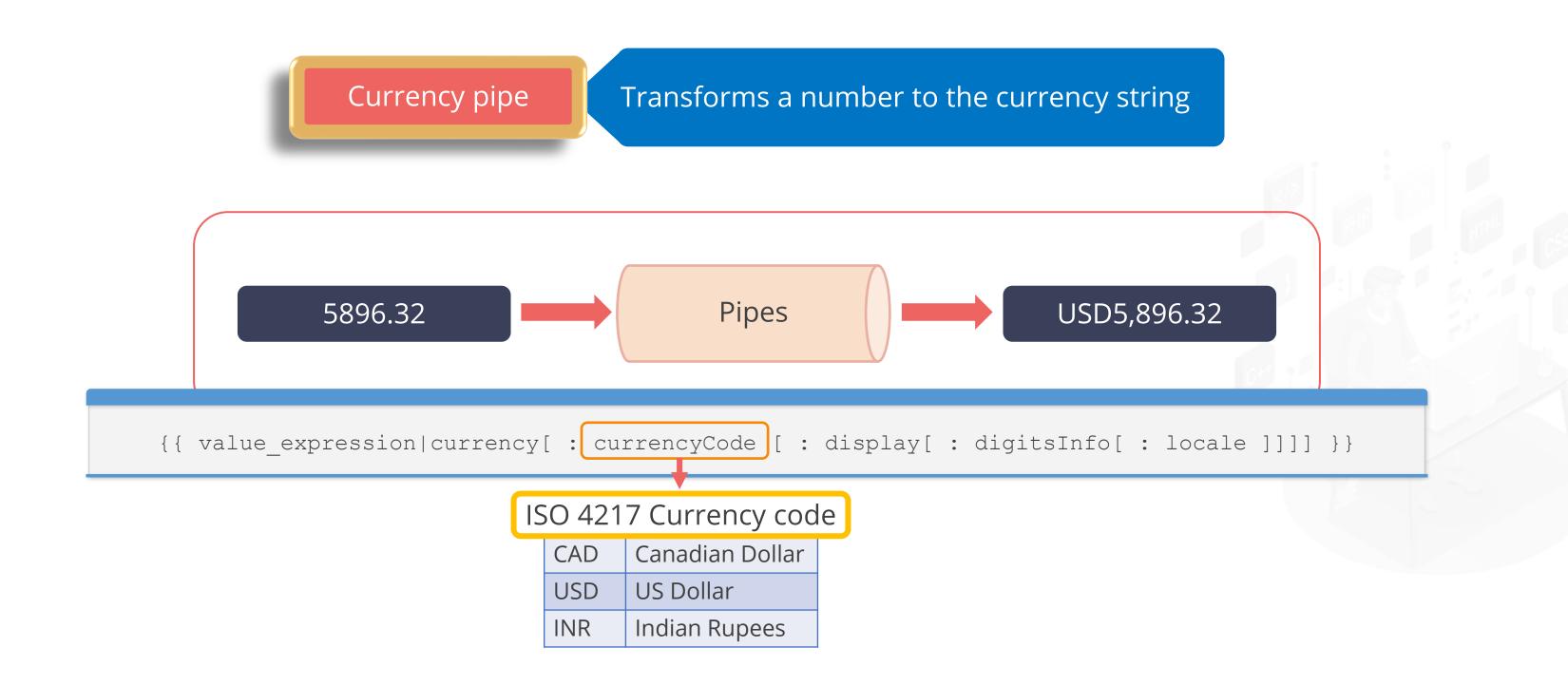
### **Built-in Pipe: Upper-case Pipe**



### **Built-in Pipe: Lower-case Pipe**



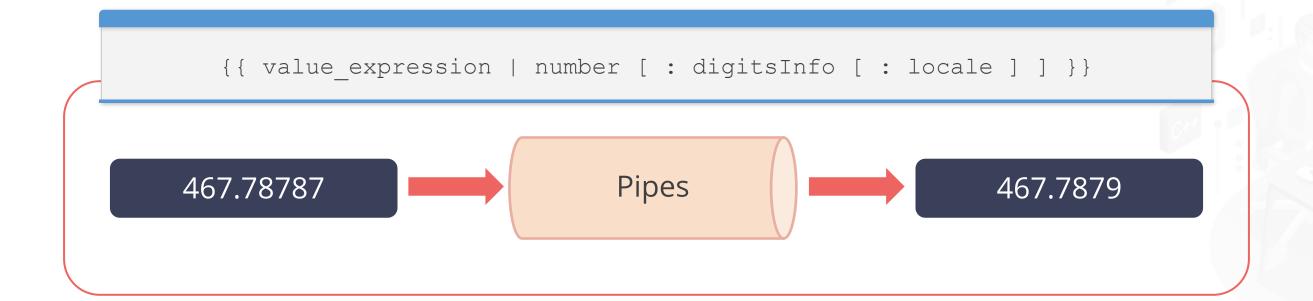
#### **Built-in Pipe: Currency Pipe**



### **Built-in Pipe: Decimal Pipe**

Decimal pipe

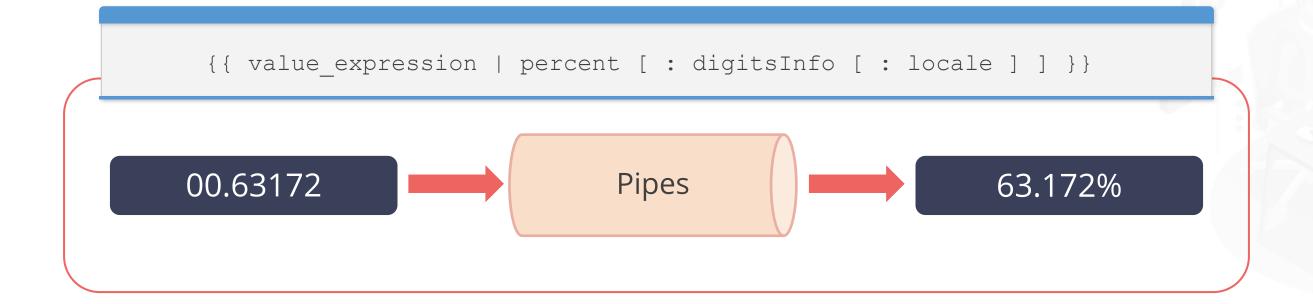
Transforms a number into a decimal point string



### **Built-in Pipe: Percent Pipe**

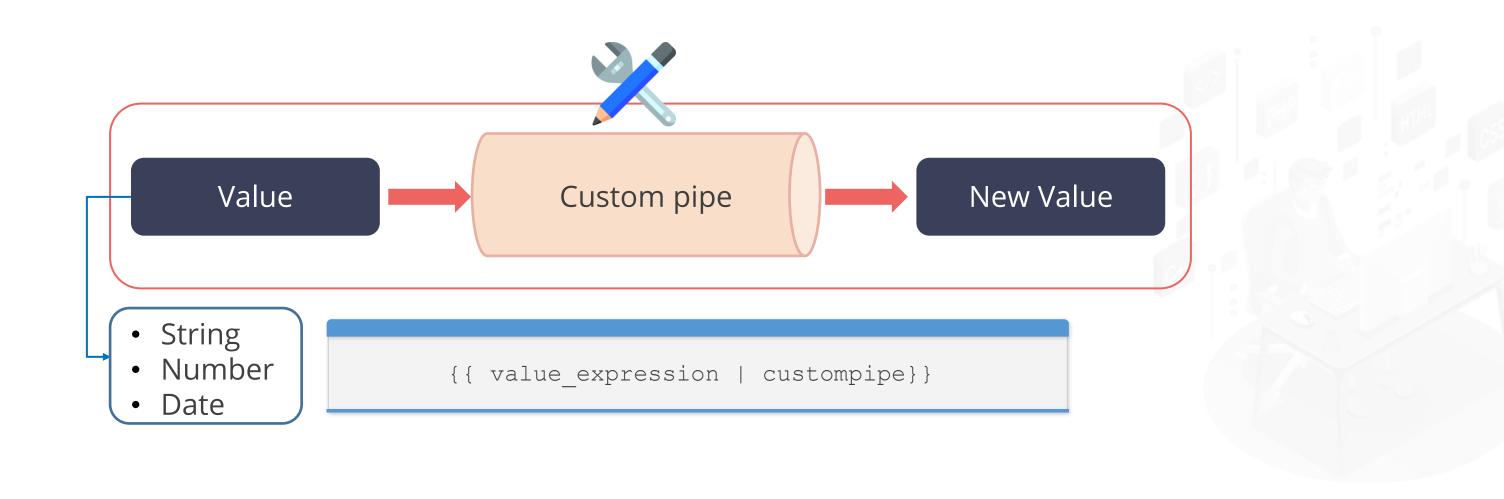
Percent pipe

Transforms a number into a percentage string

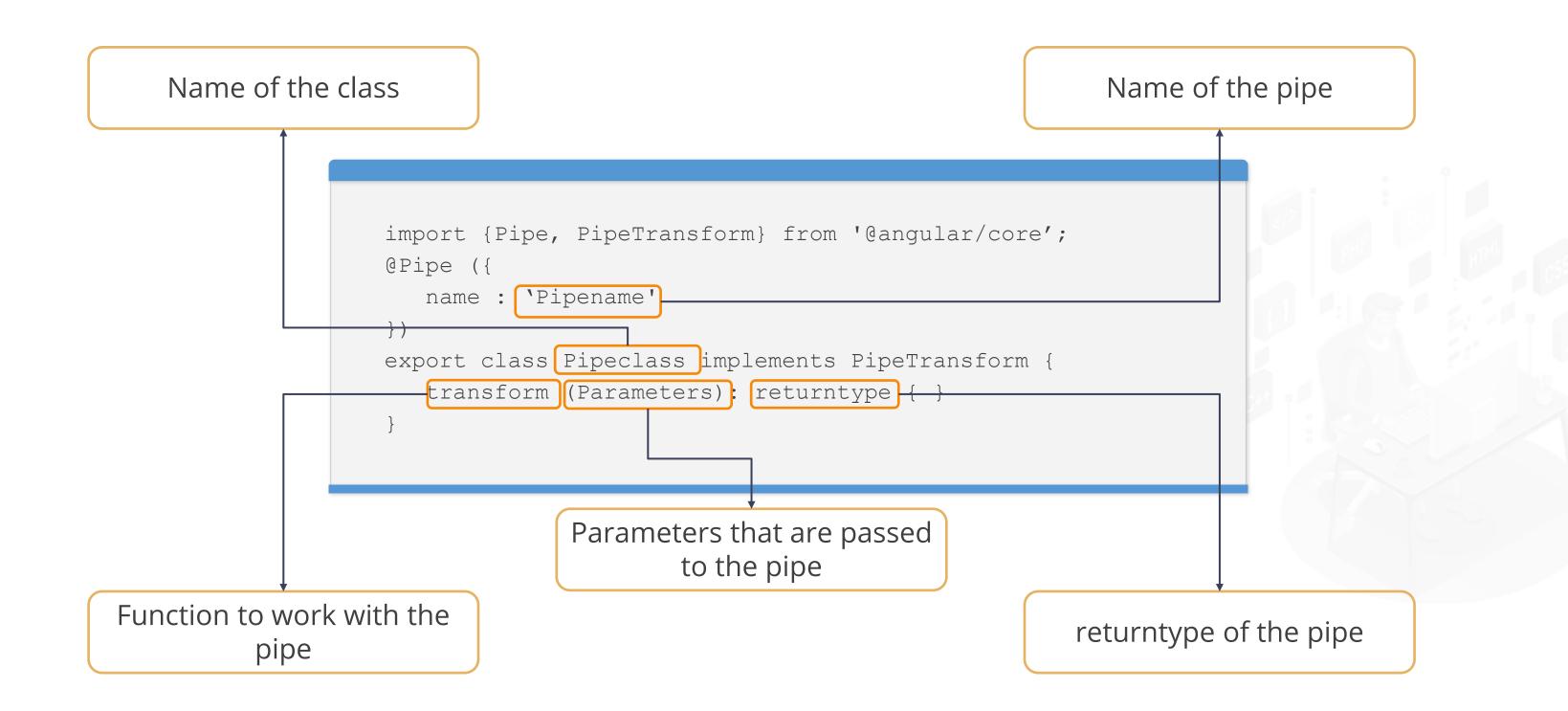


## **Custom Pipe**

Custom pipes transform the data into the desired format for the users.



#### **Custom Pipe with Parameter**



### **Types of Custom Pipe**

Custom pipe

#### Pure

- The pipe doesn't use any internal state, and the output remains the same as long as the parameter passed remains the same.
- Angular calls the pipe only when it detects a change in the parameters being passed.

#### Impure

- An impure pipe is called for every change detection cycle in Angular, regardless of changes in the input fields.
- Multiple pipe instances are created for these pipes.

### **Pure Pipe: Example**

```
import { Pipe, PipeTransform } from '@angular/core';
@Pipe({
name: 'currency'
pure:true
export class CurrencyPipe implements PipeTransform {
transform(value: any, args?: any): any {
if (!value) {
return '1.00';
return value;
```



### **Impure Pipe: Example**

```
import { Pipe, PipeTransform } from '@angular/core';
@Pipe({
name: 'currency',
pure:false
})
export class CurrencyPipe implements PipeTransform {
transform(value: any, args?: any): any {
if (!value) {
return '1.00';
return value;
```



### **Chaining Pipes**

Multiple operations can be carried out within a single expression using the chaining pipe.

#### For example:

To display the birthday in upper case, use the inbuilt date pipe and upper-case pipe.

```
{{birthday | date | uppercase}} <!- The output is - Friday, May 11, 2000 -->
```

# **Pipe Transform Interface**

It is an interface that is implemented by pipes to perform a transformation.

```
interface PipeTransform {
transform(value: any, ...args: any[]): any
}
```



## **Implementing Angular Pipes**



**Duration: 30 min.** 

#### **Problem Statement:**

You have been assigned a task to implement pipes in Angular.

#### **Outcome:**

By following the steps, you will successfully create and work with pipes in Angular.

**Note:** Refer to the demo document for the detailed steps: 10\_Working\_with\_Angular\_Pipes

#### **Assisted Practice: Guidelines**

#### Steps to be followed:

- 1. Create a pipe code in Angular
- 2. Run the code on the browser



### **Key Takeaways**

- Components in an Angular application encapsulate the template, data, and behavior of view.
- Angular CLI is used to initialize, develop, and maintain Angular applications directly from a command shell.
- Two-way binding binds data from model class to the view template and from view template to the model class.
- Pipes are simple functions that accept a string and transform data into desired information.
- There are two types of forms in Angular, namely reactive forms and template-driven forms.



# **TECHNOLOGY**

#### **Thank You**