

Lesson 02 Demo 04

Handling Events in Angular

Objective: To understand event handling in Angular

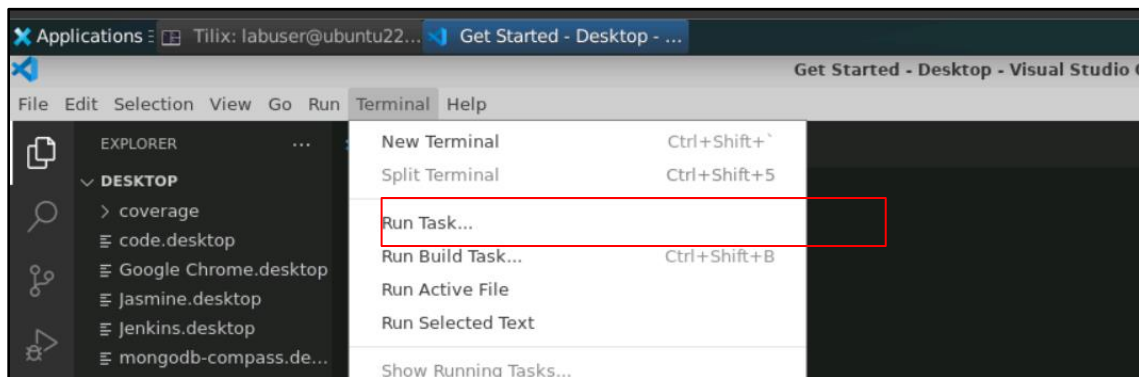
Tools required: Ubuntu, Visual Studio, Node.js, and Angular

Prerequisites: Knowledge of JavaScript, Typescript, and Node.js

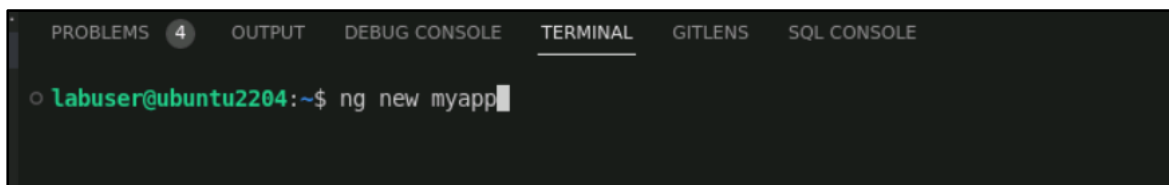
Steps to be followed:

1. Implementing event handling by binding the event in Angular

Step 1: Implementing event handling by binding the event in Angular



- 1.2 Create an Angular application using the **ng new myapp** command



- 1.3 Navigate to the application using the **cd myapp** command

```
● labuser@ubuntu2204:~$ cd myapp
○ labuser@ubuntu2204:~/myapp$
```

1.4 Create a new component with the name **test** using the **ng g c test** command

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  GITLENS  SQL CONSOLE

● labuser@ubuntu2204:~/Desktop/angular-project/myapp$ ng g c test
CREATE src/app/test/test.component.css (0 bytes)
CREATE src/app/test/test.component.html (19 bytes)
CREATE src/app/test/test.component.spec.ts (585 bytes)
CREATE src/app/test/test.component.ts (194 bytes)
UPDATE src/app/app.module.ts (467 bytes)
○ labuser@ubuntu2204:~/Desktop/angular-project/myapp$
```

1.5 Copy and paste the below code into the **test.component.ts** file

```

TS test.component.ts U x  <> test.component.html U
src > app > test > ts test.component.ts > ...
1  import { Component } from '@angular/core';
2
3  @Component({
4      selector: 'app-test',
5      templateUrl: './test.component.html',
6      styleUrls: ['./test.component.css']
7  })
8  export class TestComponent {
9
10     public name = "Guest";
11
12     onClickHandler(event: any){
13         console.log('button clicked')
14         console.log(event)
15     }
16
17     onLoginHandler(){
18         this.name = 'John'
19     }
20 }

```

```
import { Component } from '@angular/core';
```

```

@Component({
    selector: 'app-test',
    templateUrl: './test.component.html',
    styleUrls: ['./test.component.css']
})
export class TestComponent {
    public name = "guest";

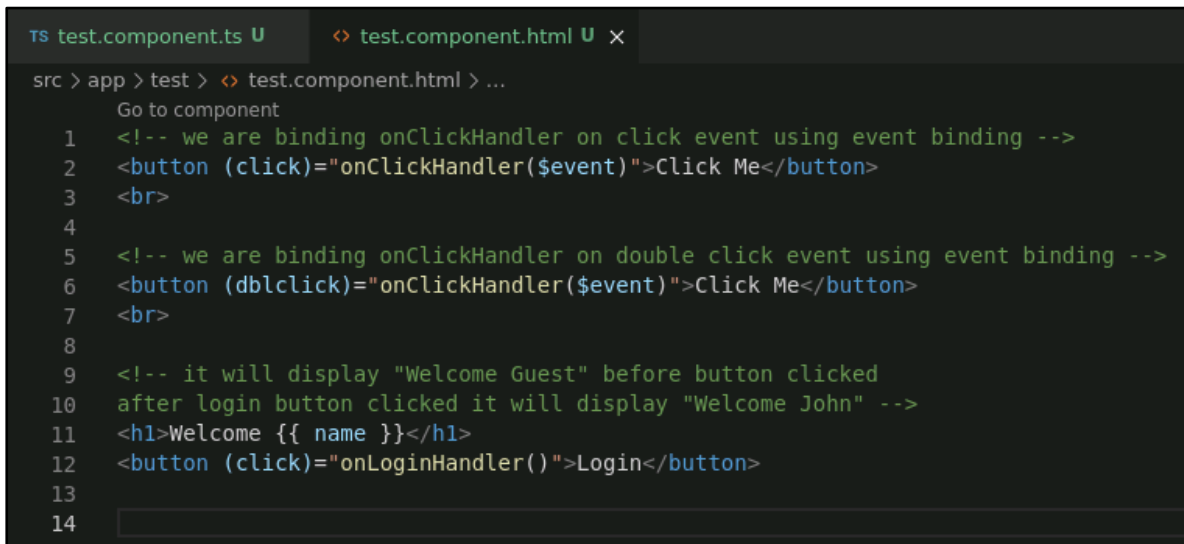
```

```

OnClickHandler (event: any){
  console.log('button clicked')
  console.log(event)
}

onLoginHandler{
  this.name = 'John'
}
}

```



The screenshot shows a code editor with two tabs: 'test.component.ts' and 'test.component.html'. The 'test.component.html' tab is active, displaying the following HTML code:

```

src > app > test > <> test.component.html > ...
  Go to component
  1 <!-- we are binding onClickHandler on click event using event binding -->
  2 <button (click)="onClickHandler($event)">Click Me</button>
  3 <br>
  4
  5 <!-- we are binding onClickHandler on double click event using event binding -->
  6 <button (dblclick)="onClickHandler($event)">Click Me</button>
  7 <br>
  8
  9 <!-- it will display "Welcome Guest" before button clicked
 10 after login button clicked it will display "Welcome John" -->
 11 <h1>Welcome {{ name }}</h1>
 12 <button (click)="onLoginHandler()">Login</button>
 13
 14

```

1.6 Copy and paste the below code into the **test.component.html** file

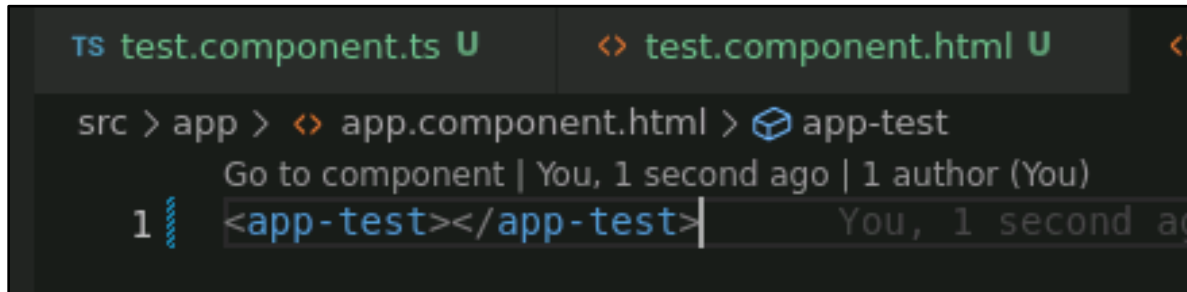
```

<button (click)="OnClickHandler($event)">clickme</button>
<br>
<button (click)="OnClickHandler($event)">clickme</button>
<br>
<h1>
  Welcome
</h1>
<button (click)="onLoginHandler()">Login</button>

```

1.7 Copy and paste the below code in **app.component.html**

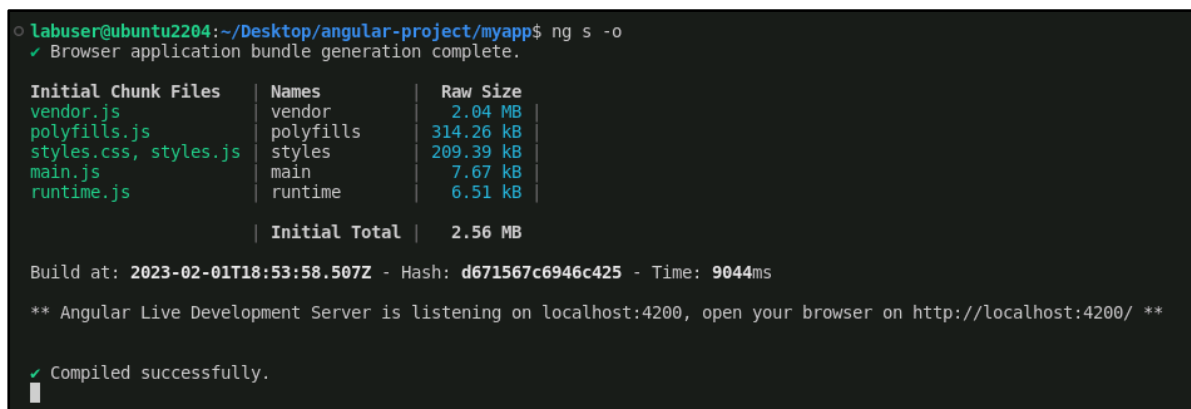
<app-test></app-test>



```

src > app > <> app.component.html > app-test
Go to component | You, 1 second ago | 1 author (You)
1 <app-test></app-test>
  
```

1.8 Start the server using the **ng s -o** command



```

labuser@ubuntu2204:~/Desktop/angular-project/myapp$ ng s -o
✔ Browser application bundle generation complete.

Initial Chunk Files | Names | Raw Size
vendor.js           | vendor      | 2.04 MB
polyfills.js        | polyfills   | 314.26 kB
styles.css, styles.js | styles     | 209.39 kB
main.js             | main        | 7.67 kB
runtime.js          | runtime     | 6.51 kB

Initial Total | 2.56 MB

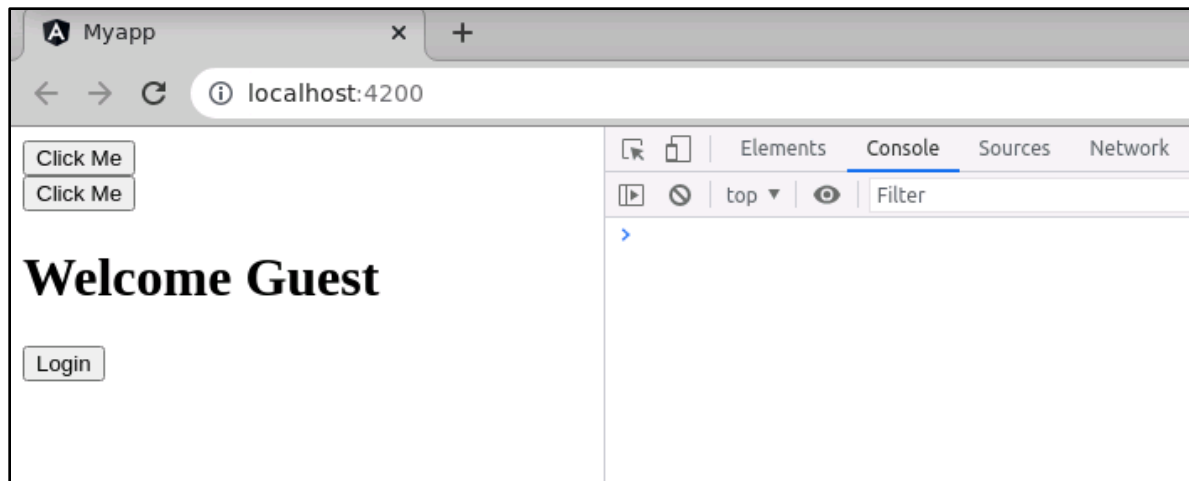
Build at: 2023-02-01T18:53:58.507Z - Hash: d671567c6946c425 - Time: 9044ms

** Angular Live Development Server is listening on localhost:4200, open your browser on http://localhost:4200/ **

✔ Compiled successfully.
  
```

1.9 Open the browser and verify the output

<http://localhost:4200/>



Note: When the user clicks the button, the console shows the user has triggered the button.

