



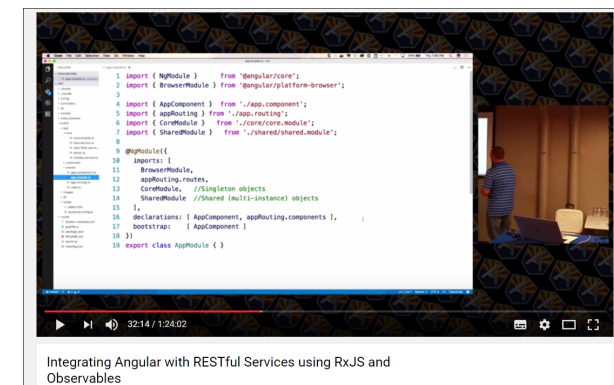
Multiple modules

Splitting your application into separate, reusable modules

Modules

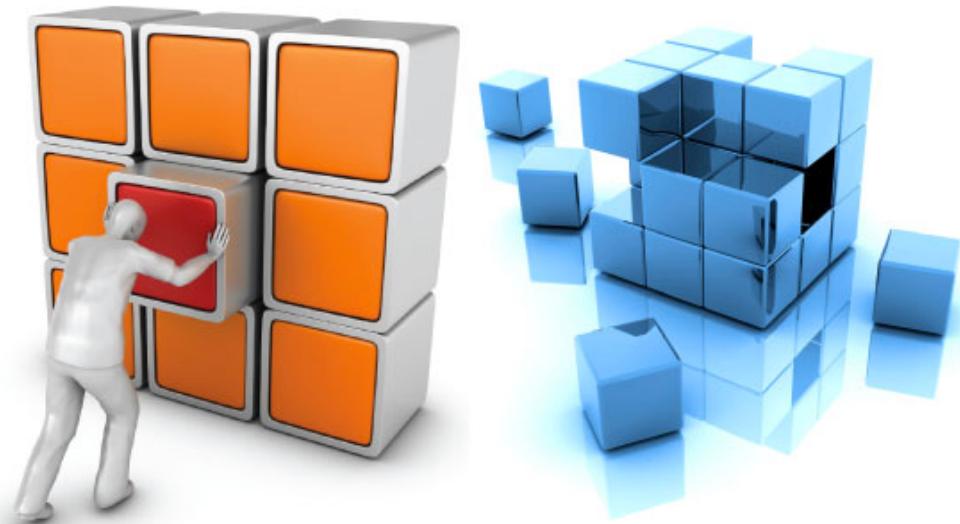
- Introduced in Angular 2-rc.5
- Successor of Angular 1 `angular.module('myApp', [...])`
- Divide your app into *logical* and often *reusable* pieces of code
- Keyword : **code organization**

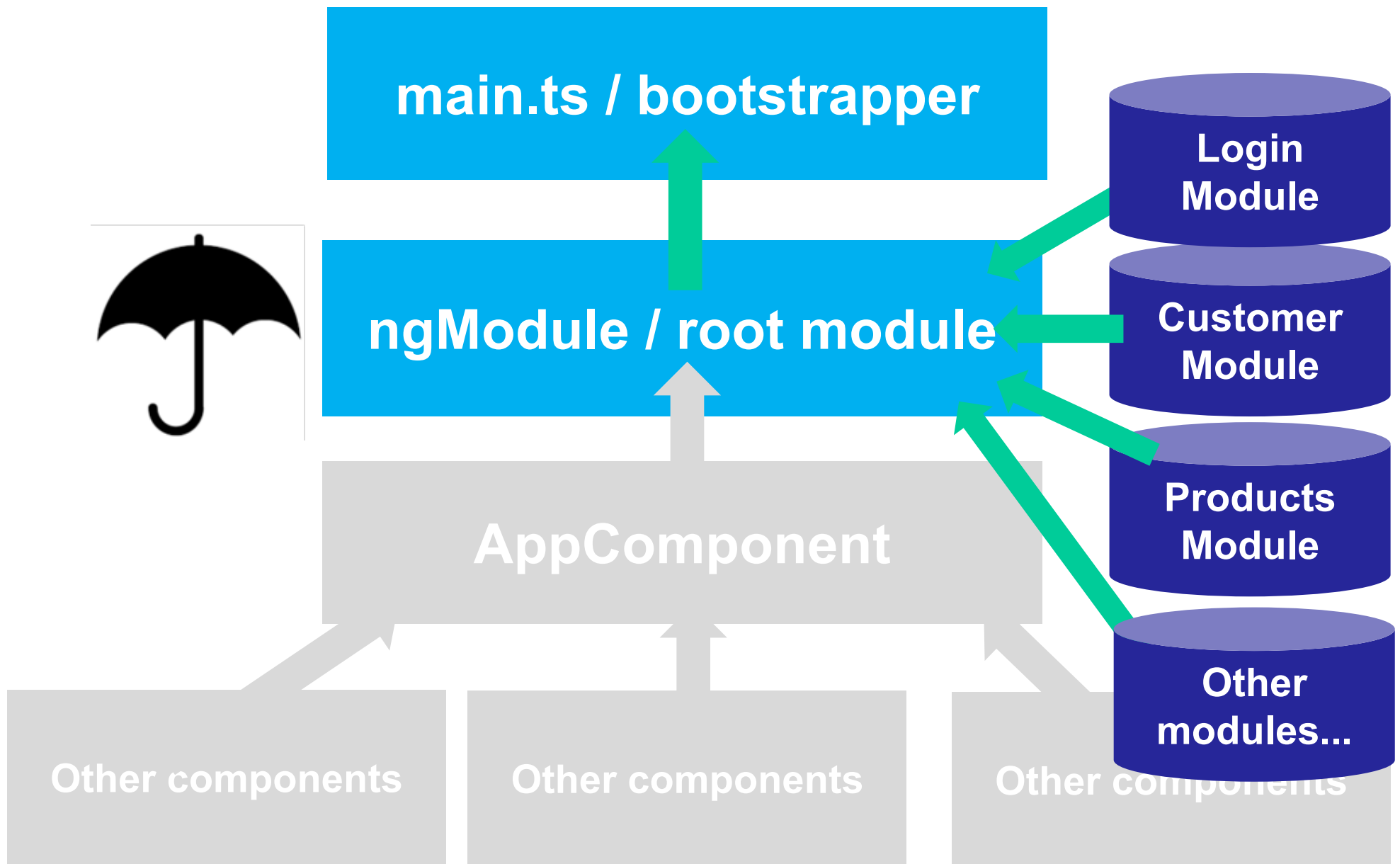
- Recommendation by John Papa/Dan Wahlin for larger projects:
- Use one `AppModule` - the root of your app
- Use one `CoreModule` - containing all *singletons* in your app
- Use one `SharedModule` - containing all shared resources, possible multiple instances
- Use additional modules *per feature*
- <https://www.youtube.com/watch?v=YxK4UW4UfCk>



Application – multiple Modules

- *Reuse* of Components, Pipes, Routes and Services etc. over different apps
- *Wrap* each set of logical related components, services, etc. in its own module.





Steps

1. Create a new module

- Optional: test first with `--dry-run`
- `ng generate module customers --dry-run`

2. Create component(s) inside that module

- Again: test first with `--dry-run`
- `ng generate component customers --module customers --dry-run`

3. Apply UI, logic, etc. to your component

4. Export your component inside `customer.module.ts`

- `exports : [CustomerComponent],`
- Otherwise it can't be used in other components!

5. Provide new module to `app.module.ts`

- `imports: [CustomerModule]`

Optional : SharedModule

- Reuse components in multiple modules? Use a SharedModule
 - `ng g m shared` – shorthand notation
- Create components inside SharedModule
- Import SharedModule in other modules
- It doesn't have to be in AppModule if you don't use it directly!
- It *does* add size to module bundles AFAIK
 - Modules need to be able to run on their own.

