Angular: framework for building client applications in html/css and javascript/TypeScript

Why we need angular: because with vanilla Js and jQuery is har to maintain and teste in a big project

structure of angular app:

* e2e : end to end test for application
* node\_modules : this is where we store all the third party libraries that application made depend on

when we compile our application parts of this third-party libraries are put in a bundle and deployed with our application

* src : actual source code of the application.
  + app : contain model and component, each application has at list on model and one component.
  + assets : here we store all images file, text files ,icons …
* environments:
  + store configuration setting of environments
* main file

starting point of the application / bootstrapping the main module

* polyfills.ts

import some file required for angular

* styles.css

the global style of our application

* test.ts

setting test of the application

webpack:

* angular CLI use webpack tool to build automatization tool.
* Get all script and stylesheet and combine them in a bundle and then minified them for optimization
* Web pack recompile the application and refresh the bundle / hot module replacement (HMR)
* All stylesheets are compiled in javascript bundel

Angular Histories :

AngularJs - Angular2 - Angular4

1. **Typescript Fundamentals**

* Any java script code is a Typescript /Type script has additional feature than JavaScript.
* Typescript: Strong Typing (Opt) , OOP, Compile-time errors, Great tooling

typescript -- transpile 🡪 JavaScript

* tsc main.ts génère un fichier java script.
* node main.js
* Modules : in type script each file is a module

**export**

export class Point {

**import**

import { Point } from './point';

1. **Angular Fundamentals**

Building Blocks of angular Apps

* **Component**: Data, Html Template, Logic
* App component is a root component
* **Modules**: is container of group of related components every angular app has at list one module which we call angular Module

Ex: courses model, Messaging model, instructor model, admin model…

To use a component there is tree steps to follow:

* 1. **Create** a component
  2. **Register** it in a module
  3. Add an element in a **HTML markup**
* **String Interpolation**

<h2>{{ getTitle() }}</h2>'

* **Directive:**

 <li \*ngFor="let course of courses"> {{course}} </li>

* **Service:**

ng d s [nom de service]

* **Property Binding**
* Bind a property of the DOM to a filed in a component.
* One-way binding from component to the dom.
* Property binding work only for DOM object NOT HTML element.
* To target a DOM attribute with property binding we use the following syntax

<h1 [textContent]=”title”></h1>

* **Attribute Binding**
* To target html attribute with property binding we use the following syntax

<td [attr.colspan]=”colspan”></td>

* **Bootstrap**

ˆ3.3.7: major.minor.patch

**Download all dependency**: npm install

* **Class Binding**

[class.active]="\_isActive"

* **Style Binding**

<button class="btn btnprimary" [style.background]="\_isActive ? 'blue' : 'white'">btn</button>

* **Event binding**

onSave($event){

    $event.stopPropagation();

    console.log("Button was clicked",$event.clientX);

}

* **Event filtering**

   <input (keyup.enter)="enter()"/>

enter($event){

console.log($event.target.value);

}

* **Template variables**

 <input #email (keyup.enter)="getEmail(email.value)"/>

getEmail(text){

    console.log(text);

}

* **Two-way binding**

     <input [(ngModel)]="\_email" (keyup.enter)="printEmail()"/>

\_email="mohamedamjoud1@gmail.com";

courses;

printEmail(){

console.log(this.\_email);

}

* **Pipes**

{{ course.title | uppercase}} <br/>

{{ course.students | number }} <br/>

{{ course.rating | number: '2.1-2' }} <br/>

{{ course.price | currency: 'AUD':true:'3.2-2' }} <br/>

{{ course.releaseDate | date }} <br/>

1. **Building Re-usable Components**

In order to make a component reusable you want add input and output property.

input property: to pass input or state to a component

output property: to raise event from this custom component

the combination between input and output property make up the public API a component

* **Input**

import { Component, OnInit, Input } from '@angular/core';

@Input() isFavorite :  boolean = false;

* **Aliasing Input Properties (give to a property a nickName)**

@Input('is-Favorite') isFavorite :  boolean = false;

* **Output**

*component*

import { Component, OnInit, Input, Output, EventEmitter } from '@angular/core;

@Output() change = new EventEmitter();

 onClick(){

    this.isFavorite = !this.isFavorite;

    this.change.emit();

  }

*Call the component*

<course [isFavorite]="post.isFavorite" (change)="onFavoriteChange()"></course>

* **Output - Passing event data**

*Component*

import {Component, OnInit, Input, Output, EventEmitter } from '@angular/core';

@Output() change = new EventEmitter();

onClick(){

  this.isFavorite = !this.isFavorite;

  this.change.emit({ newValue : this.isFavorite });

}

export interface FavoriteChangedEventArgs{

  newValue : boolean;

}

*Call the component in html page*

<course [isFavorite]="post.isFavorite" (change)="onFavoriteChange($event)">

</course>

*Definition of* ***onFavoriteChange***

onFavoriteChange(eventArgs : FavoriteChangedEventArgs){

  console.log("Favorite changed" + eventArgs.newValue);

}

* **Styles**

We define style of component in three ways:

By using styleUrls,By using styles Or by using style markup in html file

@Component({

  selector: 'course',

  templateUrl: './course.component.html',

  styleUrls: ['./course.component.css'],

  styles:[

  `

  .fa-star{

    color : red;

    font-size : 50px;

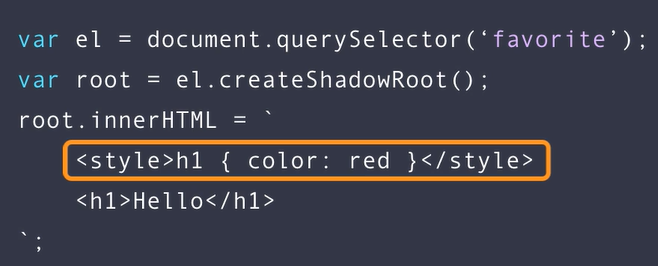
  }

  `]

})

* **Shadow DOM**

Allows us to apply scoped styles to elements without bleeding out to the outer world.



*Apply shadow behavior*

 encapsulation: ViewEncapsulation.Emulated

 encapsulation: ViewEncapsulation.Non

*to avoid*

 encapsulation: ViewEncapsulation.Native

* **ng-content**

Allow to consumer of the component to provide custom content

Definition of component

<div class="card">

    <div class="card-header">

        <ng-content select=".heading"></ng-content>

    </div>

    <div class="card-body">

        <ng-content select=".body"></ng-content>

    </div>

</div>

Call component and custom content

<bootstrap-panel>

    <div class="heading">Heading</div>

    <div class="body">

        <h1>Body</h1>

        <p>Some content here ...</p>

    </div>

</bootstrap-panel>

* **ng-container**

we use it to costume a component when we don’t need to add extra markup

(div , span …)

    <ng-container class="heading">Heading</ng-container>

1. **Directives**

* Structural: Modify the structure of the DOM
* Attribute: Modify the attribute of DOM element
* **Ng-if (structural)**

**We use it if we use a large tree**

<div \*ngIf="courses.length > 0 ; then coursesList else noCourses"></div>

<ng-template #coursesList>

    List of courses

</ng-template>

<ng-template #noCourses>

    There is no courses

</ng-template>

* **Hidden Property (attribute)**

**For small element tree**

<div [hidden]="courses.length == 0">

    List of courses

</div>

* **ngSwitchCase**

<ul class="nav nav-pills">

    <li>

<a (click)="viewMode = 'map'" class="nav-link" [class.active]="viewMode == 'map'">Map View</a></li>

    <li >

<a (click)="viewMode = 'list'" class="nav-link" [class.active]="viewMode == 'list'">List Views</a></li>

</ul>

<div [ngSwitch]="viewMode">

    <div \*ngSwitchCase="'map'">Map View Content</div>

    <div \*ngSwitchCase="'list'">List View Content</div>

    <div \*ngSwitchDefault>Otherwise</div>

</div>

* **ngFor**

<ul>

    <li \*ngFor="let team of teams; index as i">

        {{ i }} - {{team.name}}

    </li>

</ul>

* **Change Detection**

<ul>

    <li \*ngFor="let team of teams">

        {{team.name}} <button (click)="onRemove(team)" >Rmove</button>

    </li>

</ul>

When the object is removed from the model the view is notified.

Change Detection track object by reference in memory or we can costume how it will track object

By tracking object, we avoid updating DOM elements every time and by this we optimize performances.

* **Costume change detection**

<li \*ngFor="let team of teams; trackBy: trackCourse">

        {{team.name}} <button(click)="onRemove(team)" >Rmove</button>

    </li>

trackCourse(index,course){

    return course ? course.id : undefined;

 }

loadObject(){

  this.teams = [

    {id:1,name:'Fcb'},

    {id:2,name:'Real Madrid'},

    {id:3,name:'Liverpol'},

    {id:4,name:'Man City'},

  ];

}

* **ngClass**

<span class="fa"

[ngClass]="{

    'fa-star-o' : isSelected,

    'fa-star' : !isSelected

}"

(click)="onClickStar()">

</span>

* **ngStyle**

<button

 [ngStyle]="{

     'backgroundColor': isSelected ? 'blue' : 'gray',

     'color' : isSelected ? 'white' : 'black'

 }"

>

Save

</button>

* **Safe Traversal Operator**

<span>{{document.signatorie?.name}}</span>