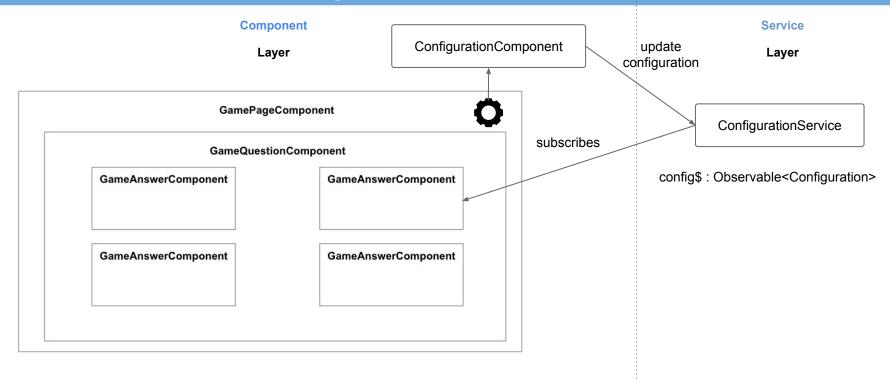
Questions & Answers



Exemple: Besoin: Changer la taille du texte dynamiquement

```
<span class="text-big"> My text </span>
```

```
.text-big {
    font-size: 20px;
}
.text-small {
    font-size: 10px;
}
```

CSS dynamique

NgClass

HTML

```
<span [ngClass]="{'text-big': true, 'text-small': false}"> My text </span>
<span [ngClass]="{'text-big': isTextBig, 'text-small': isTextSmall}"> My text </span>
<span [ngClass]="getFontConfiguration()"> My text </span>
<span [ngClass]="configurationService.getFontConfiguration()"> My text </span>
```

Typescript (composant/service)

```
getFontConfiguration() {
  return {'text-big': true, 'text-small': false};
}
```

Documentation

ngStyle

HTML

```
<some-element [ngStyle]="{'font-size': '12px', 'color': 'black'}">...</some-element>
<some-element [ngStyle]="{'font-size': fontSize, 'color': fontColor}">...</some-element>
<some-element [ngStyle]="getFontConfiguration()">...</some-element>
```

Typescript (composant/service)

```
getFontConfiguration() {
  return { 'font-size': this.fontSize, color: this.fontColor };
}
```

<u>Documentation</u>

Créer sa propre directive

CSS dynamique

Créer sa propre directive

```
@Directive({
  selector: '[appAdaptFontSize]',
export class AdaptFontSizeDirective {
  constructor(
    private el: ElementRef,
    private configurationService: ConfigurationService
    this.configurationService.quizConfigurations$.subscribe(
      (quizConfiguration) => {
        this.el.nativeElement.style.fontSize = quizConfiguration.fontSize;
```

 Déclarer sa directive dans app.module.ts

```
declarations: [
    declarations: [
        AppComponent,
        QuizListComponent,
        QuizComponent,
        AdaptFontSizeDirective
],
    imports: [
```

CSS dynamique

Créer sa propre directive

 My text

MyApp Quiz Users

My text

Changer config

Documentation

Typage @Input

```
Property 'quiz' has no initializer and is not definitely assigned in the constructor. ts(2564)

export cl

(property) TestComponent.quiz: Quiz

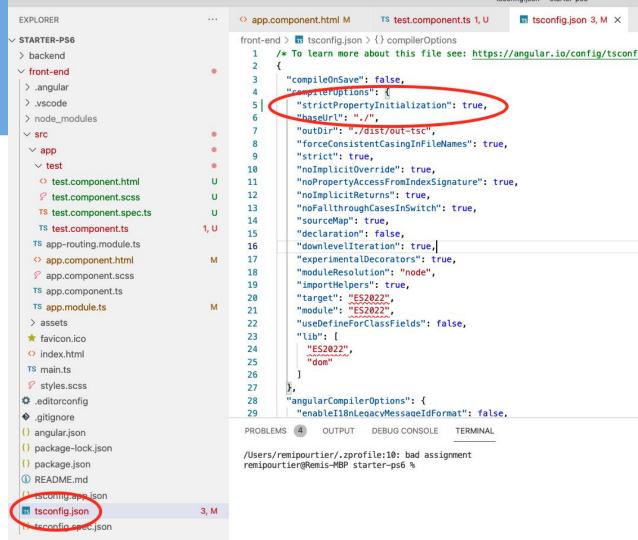
@Input( View Problem Quick Fix... (#.)

public quiz: Quiz;

constructor() {
}
```

Solution 1: Initialiser l'@Input dans le constructor

Solution 2/non idéale



Typage @Input

Solution 3/idéale

```
export class QuizComponent implements OnInit {
   @Input()
   quiz: Quiz | undefined;
```

12 Drag & Drop

ng add @angular/cdk

```
TS app.module.ts M X
front-end > src > app > TS app.module.ts > ...
                methoritainance i irom Gangarari communitiret ;
  5
       import { DragDropModule } from '@angular/cdk/drag-drop';
      imports: [
        BrowserModule,
        ReactiveFormsModule,
        AppRoutingModule,
        HttpClientModule,
        DragDropModule,
      providers: [],
      bootstrap: [AppComponent],
```

```
MyApp Quiz Users
           Je guis bloqué...
 Je vais partout!
```

```
<div class="example-boundary">
  <div class="example-box" cdkDragBoundary=".example-boundary" cdkDrag>
   Je suis bloqué..
  </div>
</div>
```

<div class="example-box" cdkDrag>Je vais partout !</div>

Documentation

Gestion sons/images/vidéos

```
const fileUrl = "http://commondatastorage.googleapis.com/codeskulptor-assets/Epoq-Lepidoptera.ogg";
```

Jouer un son

```
const fileUrl = "http://commondatastorage.googleapis.com/codeskulptor-assets/Epoq-Lepidoptera.ogg";
const audioFile = new Audio(fileUrl);
audioFile.play();
audioFile.pause();
```

16 Mouse/Keyboard

```
document.addEventListener('keydown', function(event) {
 if (event.code == 'KeyZ' && (event.ctrlKey || event.metaKey)) {
   console.log('Undo!')
});
```

Mouse/Keyboard

```
export class AppComponent {
  @HostListener('mousemove', ['$event'])
  onmousemove(event: MouseEvent) {
    console.log('mouse event x position: ', event.x);
    console.log('mouse event y position: ', event.y);
 @HostListener('document:keydown', ['$event'])
  onkeydown(event: KeyboardEvent) {
    console.log('event: ', event.key);
```

18 Mouse/Keyboard

Keyboard Events: keydown, keyup, keypress

Mouse Events: click, dblclick, mousedown, mouseup, mousemove, mouseover, mouseout, etc...

Documentation keyboard
and mouse events
Documentation Hostlistener
Documentation MouseEvent
Documentation KeyboardEvent

