

Angular 2 First Look

ANGULAR 2 IN ACTION



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First Look at Angular 2

The big picture of Angular 2. How you can write apps with it and how your Angular 1 skills translate to it



Streamlined Learning Experience

The screenshot displays the Plunker web IDE interface. On the left, a file explorer shows the project structure with files like `api/characters.json`, `api/vehicles.json`, and `app/app.component.ts`. The main editor area contains TypeScript code for an Angular 2 application. The code defines a `Character` class, a `Vehicle` class, and a `CharacterSolvedComponent` that uses the `@Component` decorator. The component's `selector` is `'story-character-solved'`, and its `templateUrl` is `'./app/solution/character-solved.component.html'`. The `vehicles` array contains three vehicle objects: `Slave 1`, `Imperial Star Destroyer`, and `Escape Pod`. The `constructor` initializes the `character` property with `Boba Fett` and the `color` property with `'dark'`. The `select` method logs the selected character's name and toggles the `isSelected` property. On the right, a live preview shows the rendered application. It features a pink `SWITCH TO STARTER` button, the title `BOBA FETT`, and a form with input fields for `Name` (containing `Boba Fett`) and `Color` (containing `#EEE`). Below the form is a circular image of Boba Fett and a pink `SELECT` button. At the bottom, a message states: "Your character Boba Fett has these vehicles:" followed by a list of the three vehicles.

```
1 import { Component } from 'angular2/core';
2
3 class Character {
4   constructor(public id: number, public name: string, public side: string) {}
5 }
6 class Vehicle {
7   constructor(public id: number, public name: string) {}
8 }
9
10 @Component({
11   selector: 'story-character-solved',
12   templateUrl: './app/solution/character-solved.component.html',
13   styleUrls: ['./app/solution/character-solved.component.css']
14 })
15 export class CharacterSolvedComponent {
16   character: Character;
17   color = '';
18   isSelected = false;
19   selectLabel = 'Select a Character';
20   vehicles = [
21     new Vehicle(1, 'Slave 1'),
22     new Vehicle(2, 'Imperial Star Destroyer'),
23     new Vehicle(3, 'Escape Pod')
24   ];
25
26   constructor() {
27     this.character = new Character(100, 'Boba Fett', 'dark', 'assets/man.png');
28   }
29
30   select(name: string) {
31     let msg = `You selected ${name}`;
32     console.log(msg);
33     this.isSelected = !this.isSelected;
34   }
35 }
36
37
```

Write code here

See results immediately

TypeScript

We can use ES5, ES2016, or TypeScript to write Angular 2. We will write all code samples with TypeScript.



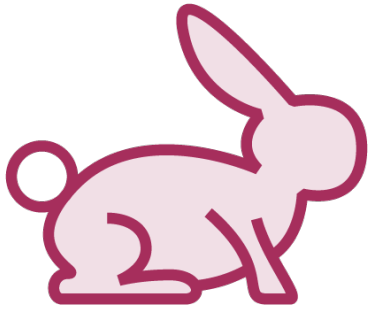
JavaScript Basics



Why Angular 2?



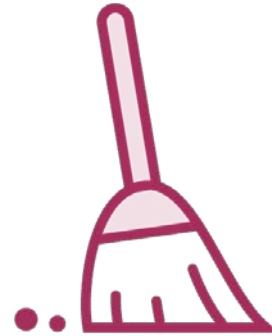
Angular 2



Fast



Powerful



Clean



Easy





iOS

 Internet
Explorer

9, 10, 11 and Edge



4.1+



Google AdWords

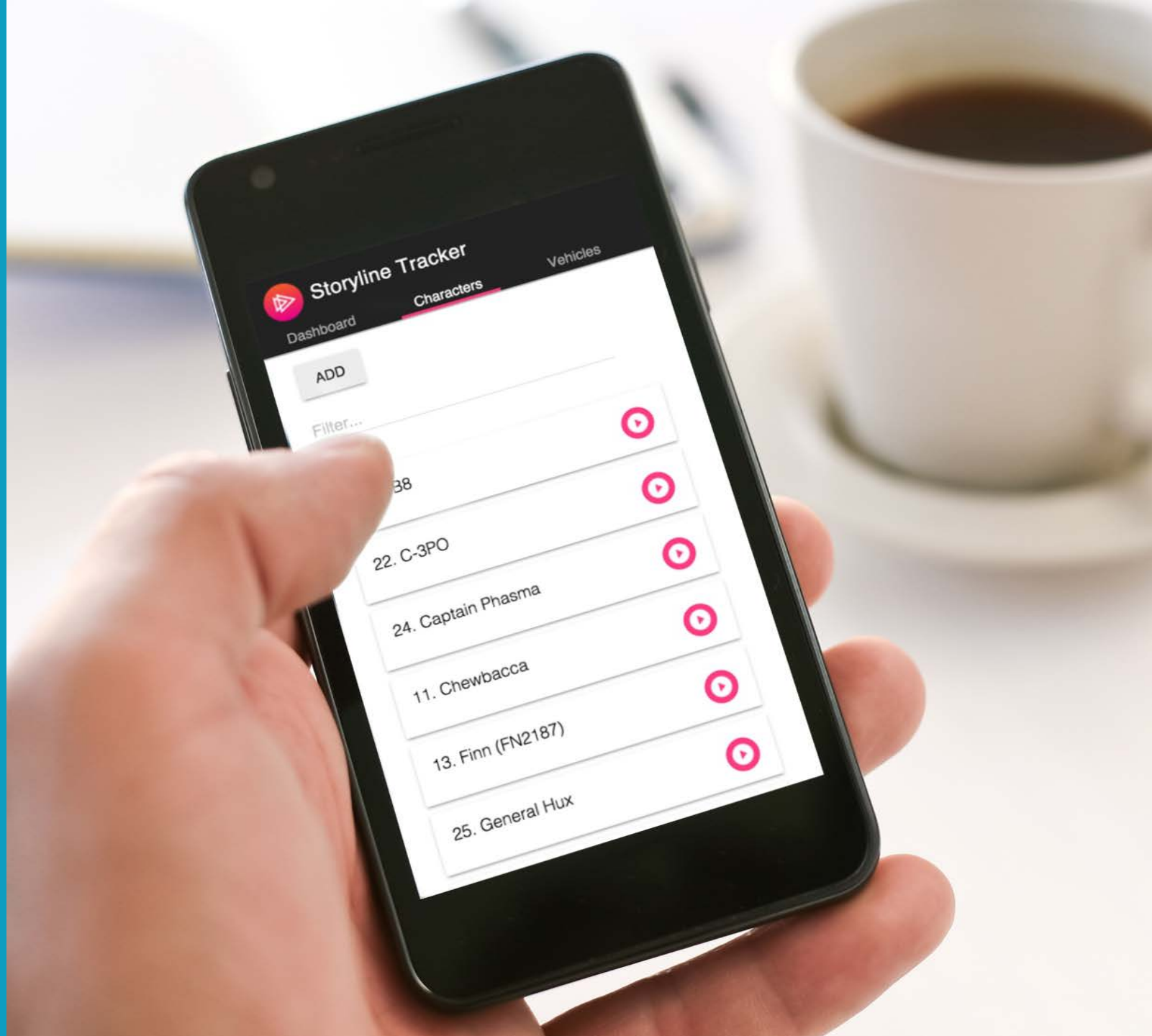
100s of Developers, Millions of lines of code



Demo



Storyline Tracker



Running the Sample Code



Live Samples on the Web

Code along and run all samples live on the web.

No setup required.

<http://jpapa.me/a2firstlook>



Beyond the First Look

Follow the QuickStart and tutorial on <http://angular.io>

Getting Started and Fundamentals courses on Pluralsight

