

# Modern Web Development for Java Programmers

Unit 3. AngularJS in Depth. Build automation with Grunt.  
Package Management with Bower.



# Unit 3 Timeline

- Homework 2 Review 30 min
- AngularJS Recap 10 min
- AngularJS Scopes 20 min
- AngularJS Routing 15 min
- *Walkthrough 1*: Enabling routing for the auction app 20 min
- Break 10 min
- AngularJS Directives 30 min
- AngularJS Filters 15 min
- *Walkthrough 2*: Decomposing the auction app UI using directives 20 min
- Tools: Yeoman, Bower, Grunt 30 min



# AngularJS Recap

# Major Players

- Modules
- Controllers
- Directives
- Filters
- Services

# Modules

- Each app is at least one module
- Help to organize the code
- Can have other modules as dependencies
- DI container per module
- Declaratively bootstrap application
- To create a module - two parameters:
- To get existing module - one parameter:

```
angular.module('auction', []);
```

```
angular.module('auction');
```



# Controllers

- Handle user interactions
- Orchestrate models and services
- Do not interact with HTML directly
- Use **\$scope** to display data on view
- Registered in DI container using *controller()*

# Directives

- Attach behaviour to HTML elements
- Can have visual as well as non-visual effect (*ngRepeat* vs *ngApp*)
- Represented as HTML element's attributes (e.g. *ng-app*)
- Can interact with view directly
- Enable UI decomposition (*ng-include*)
- Enable reusable UI components (will learn more later this class)
- Registered in DI container using *directive()*



# Filters

- Formats expression's value
- Registered in DI container using *filter()*
- Example:

```
<span>{{ product.price | currency }}</span>
```



# Expressions

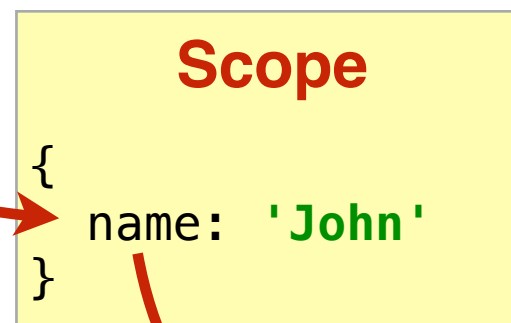
- Code snippets placed in curly braces within HTML template - `<span>{{ name }}</span>`
- Similar to JavaScript, but:
  - Executed within **scope** context
  - Forgiving to **undefined** and **null**
  - Not control flow statements (consider directive)
  - You can pipe filters to expression value like this - `<span>{{ name | uppercase }}</span>`

# AngularJS Scopes

# What is Scope?

Scope is a JavaScript object that keeps application models available as the data binding source on views.

```
app.controller('MainCtrl', function ($scope) {  
    $scope.name = 'John';  
});
```



```
<div ng-controller="MainCtrl">  
  <p>{{ name }}</p>  
</div>
```

# Scope Hierarchies

- Each application has only one **rootScope**
- Directives can create **child scopes** (e.g. ng-controller, ng-repeat)
- Child scopes **prototypically** inherit from their parents
- Directives can create **isolated scopes** (more on this later in this unit)

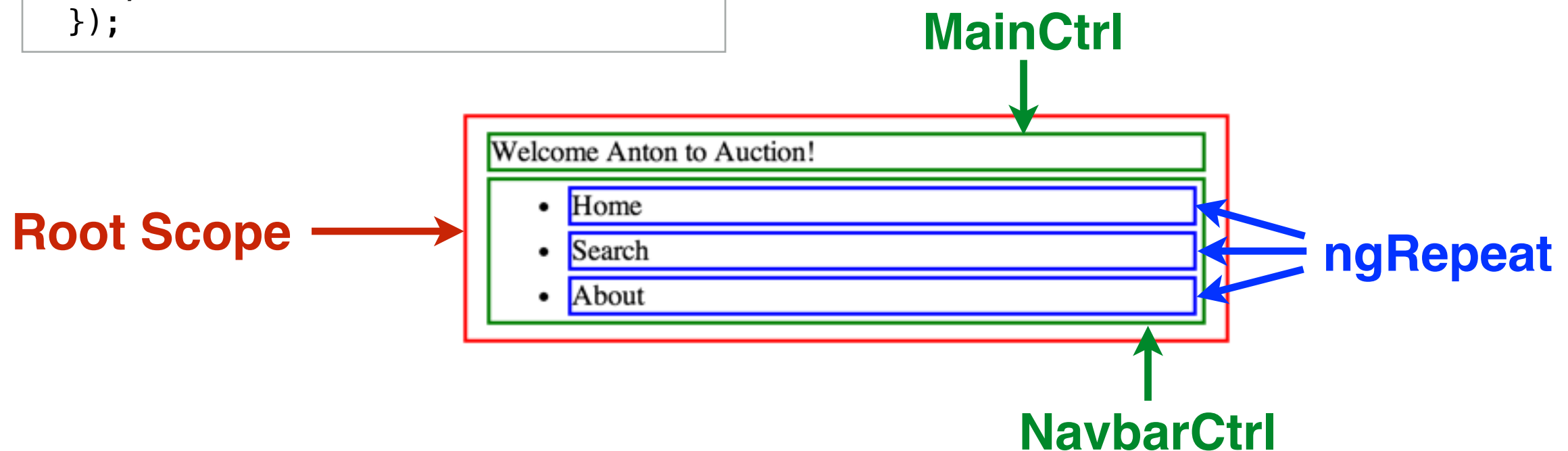


# Scope Hierarchy Example

```
app.controller('MainCtrl',
  function ($scope, $rootScope) {
    $scope.appName = 'Auction';
    $rootScope.currentUser = 'Anton';
  });

app.controller('NavbarCtrl',
  function ($scope) {
    $scope.menuItems = [
      'Home',
      'Search',
      'About'
    ];
  });
```

```
<div ng-controller="MainCtrl">
  Welcome {{ currentUser }} to {{ appName }}!
</div>
<ul ng-controller="NavbarCtrl">
  <li ng-repeat="item in menuItems">
    {{ item }}
  </li>
</ul>
```



# Scope Hierarchy Example

- Scopes Hierarchy mimics the DOM structure
- To get the scope for any element (for **debugging only**):

`angular.element(domEl).scope();`

```
<!DOCTYPE html>
▼ <html ng-app="auction" class="ng-scope">
  ▶ <head>...</head>
  ▼ <body class="auction-app">
    <p ng-controller="MainCtrl" class="ng-scope ng-binding">Welcome Anton to Auction!</p>
    ▼ <ul ng-controller="NavbarCtrl" class="ng-scope">
      <!-- ngRepeat: item in menuItems -->
      <li ng-repeat="item in menuItems" class="ng-scope ng-binding">Home</li>
      <!-- end ngRepeat: item in menuItems -->
      <li ng-repeat="item in menuItems" class="ng-scope ng-binding">Search</li>
      <!-- end ngRepeat: item in menuItems -->
      <li ng-repeat="item in menuItems" class="ng-scope ng-binding">About</li>
      <!-- end ngRepeat: item in menuItems -->
    </ul>
  </body>
```

# Events Propagation

- Scope can fire 2 types of events:
  - **\$emit(name, args)** - bubbling event, goes through the hierarchy of parent scopes up to the rootScope
  - **\$broadcast(name, args)** - propagates event down through the entire hierarchy of child scopes
- Scope can listen to events - **\$on(name, listener)**



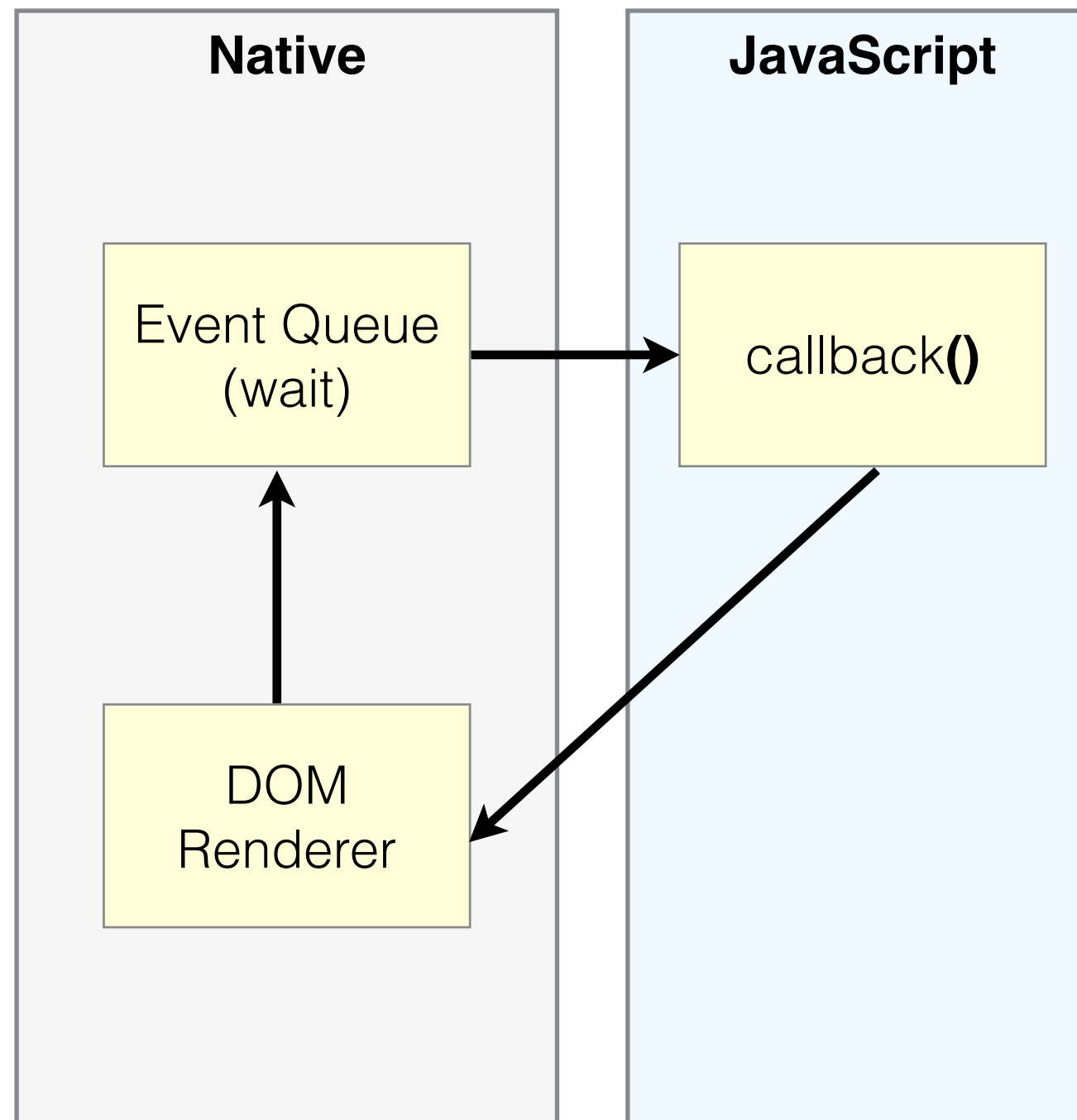
# How Scopes Work

- To make data-binding work AngularJS needs to:
  - observe model changes
  - modify DOM
  - observe DOM changes
  - modify models



# How Scopes Work

Native browser's event loop

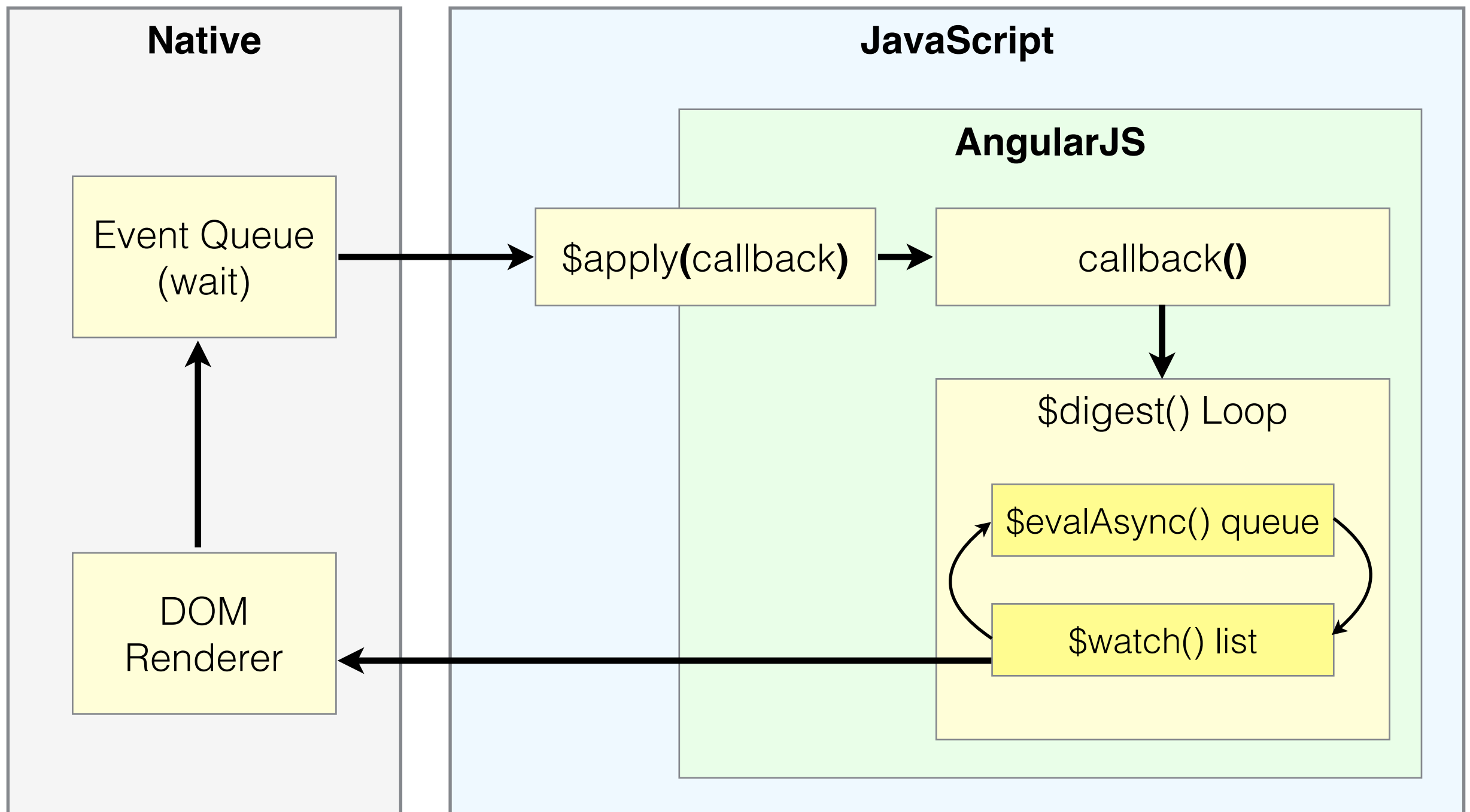


# WARNING: Next two slides can cause headaches



# How Scopes Work

AngularJS modified event loop



# How Scopes Work: Example

```
<body ng-controller="MainCtrl">
  <input ng-model="name" type="text">
  <p>Hello {{ name }}!</p>
</body>
```

```
angular.module('auction', [])
.controller('MainCtrl', function($scope) {
  $scope.name = '';
});
```

World

Hello World!

1. App launches, passes *configuration* phase and enters *run* phase.
2. **ng-model** and **input** directive set up *keydown* listener on the **<input>** element
3. AngularJS compiles HTML and sets up **\$watch** on **{{ name }}** changes
4. App enters *browser's event loop*
5. Pressing 'W' causes browser fire *keydown* event on the **<input>**
6. **input** directive captures the change and calls **scope.\$apply()**. Execution enters *AngularJS modified event loop*.
7. Inside **scope.\$apply()** input directive calls **ngModelController.\$setViewValue()** which updates internal state of view value and applies new value to **name** property. No **\$digest** at this time.
8. **scope.\$apply()** finishes execution and **\$digest** loop begins.
9. **\$watch** list detects a change on name property and notifies interpolation responsible for **{{ name }}** expression, which in turn updates DOM.
10. Execution exits AngularJS event loop, exits the *keydown* event and the JavaScript execution context.
11. The browser re-renders the view with update text.




# AngularJS Routing

# What is Routing?

- Routing enables deep-linking for single-page applications.
- Supports HTML5 History API as well as “hashbang” (/#!)
- In AngularJS represented as **\$route** service:
- Maps URLs to views (HTML templates) and controllers

Leaves on a separate module

  
*angular*.module('ngRoute', ['ng']).provider('\$route', \$routeProvider);

  
Registered with provider(), hence  
\$routeProvider available at configuration phase



# \$routeProvider

- Allows configuring mapping at configuration phase

Added as dependency to the app

Config phase →

```
angular.module('auction', ['ngRoute'])  
  .config(['$routeProvider', function ($routeProvider) {  
    $routeProvider  
      .when('/', {  
        templateUrl: 'views/main.html',  
        controller: 'MainCtrl'  
      })  
      .when('/search', {  
        templateUrl: 'views/search.html',  
        controller: 'SearchCtrl'  
      })  
      .otherwise({  
        redirectTo: '/'  
      });  
  }]);
```

Provider suffix

Path to partial view (HTML template)

Single mapping →

Controller's name as it's registered in DI container

Default route →

Notice, never contains "hashbang"

# Where Display HTML View?

- Inside HTML element marked with ng-view directive
- Single ng-view for the entire app
- ng-view always in sync with URL according to \$routeProvider's mapping

```
<div class="container" ng-view></div>
```





# How Navigate to a Route?

- Clicking on a link:

```
<a href="#/search">Submit</a>
```

- Using **\$location** service:

```
$location.url('/search');
```

- No named routes.

# Route parameters

## 1. Define named placeholder

```
$routeProvider.when('/product/:id', {  
  templateUrl: 'views/search.html',  
  controller: 'SearchCtrl'  
});
```

Name should match

## 2. Substitute placeholder in a template

```
<a href="#/product/{{ productId }}">Show Product</a>  
<a ng-href="#/product/{{ productId }}">Show Product</a>
```

## 3. Access parameter in a controller

```
angular.module('auction')  
  .controller('ProductCtrl', function ($routeParams) {  
    var productId = $routeParams.id;  
  });
```



# Promises

- Promise is an object that wraps a value that will be available later on as the result of an asynchronous operation.
- Represented in AngularJS as **\$q** service.

```
getFeatured() {  
    var deferredProducts = this.$q.defer();  
  
    this.$http.get('data/featured-products.json')  
        .success((data) => deferredProducts.resolve(data.items))  
        .error(() => deferredProducts.reject());  
  
    return deferredProducts.promise;  
}
```



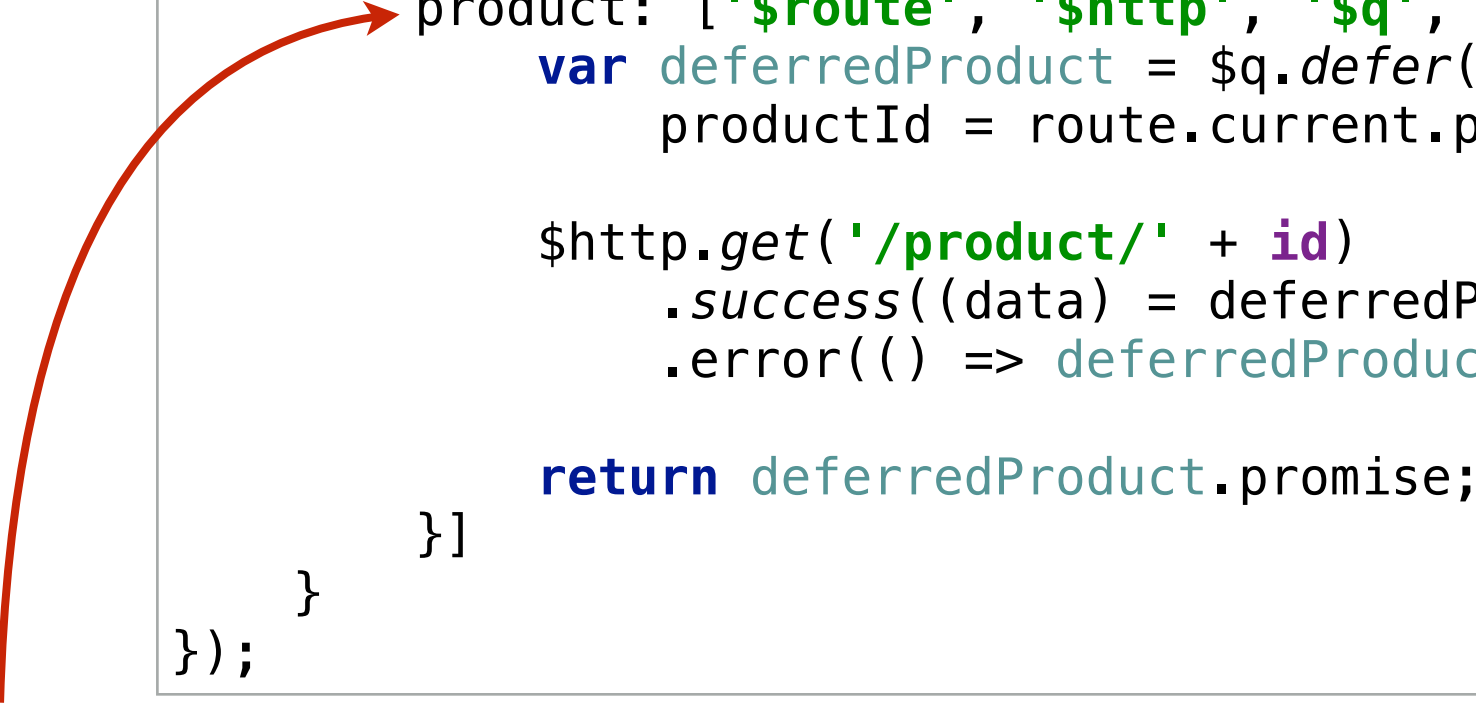
# Route's Dependencies

- Route can define dependencies it must to obtains before navigating to view.
- Dependencies defined using route's **resolve** property.
- Dependencies will be injected into target controller.
- If a dependency is promise, \$route service will wait until the promise is either resolved or rejected.



# *resolve* Example

```
$routeProvider.when('/product/:id', {  
  templateUrl: 'views/product.html',  
  controller: 'ProductCtrl',  
  resolve: {  
    product: ['$route', '$http', '$q', function ($http, $q) {  
      var deferredProduct = $q.defer(),  
          productId = route.current.params.id;  
  
      $http.get('/product/' + id)  
        .success((data) => deferredProduct.resolve(data))  
        .error(() => deferredProduct.reject());  
  
      return deferredProduct.promise;  
    }]  
  }  
});
```



**Name should match**



```
angular.module('auction')  
  .controller('ProductCtrl', function (product) {  
    });
```

# TypeScript Trick

```
class ProductController {  
  //...  
  public static resolve = {  
    product: ['$route', '$http', '$q',  
      function ($http, $q) {  
        var deferredProduct = $q.defer(),  
            productId = route.current.params.id;  
  
        $http.get('/product/' + id)  
          .success((data) => deferredProduct.resolve(data))  
          .error(() => deferredProduct.reject());  
  
        return deferredProduct.promise;  
      }]  
  };  
}
```

```
$routeProvider.when('/product/:id', {  
  templateUrl: 'views/product.html',  
  controller: 'ProductCtrl',  
  resolve: controller.MainController.resolve  
});
```



# Walkthrough 1

Enabling routing for the auction app



# Walkthrough 1: Steps

- Import IntelliJ IDEA modules `unit2` and `unit3` provided in the handouts.
- Use application in directory `unit2/homework` as starting point for the walkthrough.
- Refactor the app in order to use routing and `mg-view` instead of `ng-if` and `ng-include`.
- Solution for the walkthrough located in the directory `unit3/walkthroughs/w1`.





# AngularJS Directives

# Directives

- Attach behaviour to the DOM elements
- Can have visual and non-visual effect (*ng-controller* vs *ng-repeat*)
- Solve two problems:
  - UI decomposition
  - Reusable components



# How They Look Like

- Can be represented in several forms:
  - HTML element's attribute: `ng-app`, `data-ng-app`
  - HTML element's: `<auction-navbar>`
  - CSS classes `<div class="auction-navbar">`

# UI Decomposition

```
angular.module('auction')  
  .directive('auctionNavbar', function () {  
    return {  
      scope: true,  
      restrict: 'E',  
      templateUrl: 'views/partial/navbar.html'  
    };  
  });
```

Available as auction-navbar in HTML

New child scope is created for directive. Default - false.

Must be used as HTML element: <auction-navbar>

Path to the HTML template (partial view)

# Restrict Property

- Determines how we can use directive in HTML
- Can be one of the following:

'A' – `<span auciton-navbar></span>`

'E' – `<auciton-navbar></auciton-navbar>`

'C' – `<span class="auciton-navbar"></span>`

'M' – `<!-- directive: auciton-navbar -->`

# Scope Property

- Use **isolated** scope for reusable UI components
- To create **isolated** scope:

```
scope: {  
    user      : '=', // Bind the user to the object given  
    onLogin   : '&', // Pass a reference to the method  
    welcomeMsg: '@'  // Store the string associated by welcomeMsg  
}
```

```
<login-widget user="model.currentUser"  
              onLogin="model.hide()"   
              welcomeMsg="Welcome to the Auction App!">  
</login-widget>
```

# Reusable Components

- Must use isolated scope
- Use `link` function to bind to DOM events and update the DOM.
- `link` function is invoked as soon as the directive is linked to the DOM
- Use `controller` property if need to provide public API (e.g. `ng-model`)



# Reusable Component Example

```
angular.module('auction')
.directive('auctionNavbar', function () {
  return {
    scope: {
      reviews: '='
    },
    restrict: 'E',
    templateUrl: 'views/partials/AuctionRatingBreakdown.html',
    link: (scope) => {
      var groupedByRating = _.groupBy(scope.reviews, r => r.avgRating),
          bars = [];

      for (var i = 5; i >= 1; i--) {
        var nStarReviews = groupedByRating[i] || [],
            nStarCount = nStarReviews.length,
            totalReviews = scope.reviews.length;

        bars.push({
          rating: i,
          count: nStarCount,
          share: (nStarCount / totalReviews * 100) + '%'
        });
      }

      scope.bars = bars;
    }
  };
});
```





# AngularJS Filters

# Filter Features

- Transforms format of an expression value
- Can be used in HTML and directly invoked from code.
- Take at least one parameter - the value to transform.
- Can take arbitrary number of parameters.



# Filter Example

```
var names = ['John', 'Mike', 'Kate'];
```

```
<span>{{ names | join : ', ' }}</span>
```

```
angular.module('auction')  
  .filter('join', function (array, separator) {  
    return array.join(separator);  
  });
```

```
'John, Mike, Kate'
```

# Walkthrough 2

Decomposing the auction app UI using directives



# Walkthrough 2: Steps

- Use application in directory `unit3/walkthroughs/w1` as starting point for the walkthrough.
- Refactor the app in order to use custom directives for UI decomposition. Move navigation bar and footer from `index.html` to separate directives. Directives should be represented as custom HTML elements.
- Solution for the walkthrough located in the directory `unit3/walkthroughs/w2`.





# Node.js

- Platform for executing JavaScript code outside the web browser
- Built on top of Chrome's JavaScript engine - V8
- Event-driven non-blocking I/O model
- Allows writing server-side JavaScript applications
- We will use as the engine for JavaScript development tools
- Pre-built installers for all popular platforms [here](#)
- Instructions for installing from package managers - [here](#)



# npm

- npm is Node.js package manager
- We use npm for development-tools dependencies
- Huge collection of packages
- Use Node.js installation instructions to install npm
- Available on the PATH as `npm`





# npm: package.json

- package.json describes npm package. The most important for us - dependencies.
- Two types of dependencies:
  - **dependencies** - we won't use since we don't publish production-ready npm package
  - **devDependencies** - available only during development (e.g. TypeScript compiler, Grunt, development web server, etc.)
- To install all dependencies listed in package.json: `npm install`
- To install new dependency: `npm install grunt-ts`
- Use `--save` and `--save-dev` to automatically update package.json along with installing a new package.



# npm: version range styles

- Full list here - [The semantic versioner for npm](#)

```
{
  "name": "auction",
  "version": "0.1.0",
  "dependencies": {},
  "devDependencies": {
    "grunt": "^0.4.2", >=0.4.2-0 <1.0.0-0
    "grunt-concurrent": "~0.4.1", "Reasonably close": >=0.4.1-0 <0.5.0-0
    "load-grunt-tasks": "0.2.1" Exactly 0.2.1 version
  }
}
```



YO



**GRUNT**



BOWER

# Yeoman

- Scaffolding tool
- Installed with `npm install -g yo`
- Available on the PATH as `yo`
- Rich collection of *generators*
- Generators assemble best-practices in provided templates
- To install generator: `npm install -g generator-angular`
- To use generator: `yo angular`



# Bower

- Bower is a package manager
- Package can have any layout and any type of assets
- We use bower for runtime dependencies (the ones we actually use in code)
- Huge collection of packages
- To install bower: `npm install -g bower`
- Available as **bower** on the PATH



# Bower: bower.json

- bower.json describes app's package. The most important - *dependencies*.
- Two types of dependencies:
  - **dependencies** - packaged with production version of the app
  - **devDependencies** - available only during development (e.g. unit testing libraries)
- To install all dependencies listed in bower.json: **bower install**
- To install new dependency: **bower install angular-resource**
- Use **--save** and **--save-dev** to automatically update bower.json along with installing a new package.



# Bower: version range styles

- Full list here - [The semantic versioner for npm](#)

```
{  
  "name": "auction",  
  "version": "0.1.0",  
  "dependencies": {  
    "angular": "1.2.14", Exactly 1.2.14 version  
    "angular-route": "~1.2.14", >=1.2.14-0 <1.3.0-0  
    "bootstrap": "^3.1.1" >=3.1.1-0 <4.0.0-0  
  },  
  "devDependencies": {  
    "DefinitelyTyped": "*" any version  
  }  
}
```



# GRUNT

The JavaScript  
Task Runner



# Grunt

- Grunt is a universal automation tool for web apps
- We use it to automate all development processes
- Grunt comes as dependency in package.json
- We need to install command-line interface to grunt:  
`npm install -g grunt-cli`
- Available on the PATH as `grunt`
- Grunt plugins installed with npm:  
`npm install grunt-ts --save-dev`



# Gruntfile

- Loads Grunt plugins containing tasks
- Defines all configuration for tasks Grunt can execute
- Creates new tasks
- Each task can be invoked with `grunt task`
- Optionally target can be specified: `grunt task:target`



# Gruntfile.js Example

Node.js way to  
encapsulate modules

→ `module.exports = function(grunt) {`

← Initializes grunt configuration

Task's configuration.  
Has the same name as task.

`grunt.initConfig({`

`pkg: grunt.file.readJSON('package.json'),`

← Read package.json to be able  
to refer to its properties

`concat: {`

`options: {`

← Common name for all tasks

`separator: ';'}`

← Unique set of available options  
for each task

`},`

`dist: {`

`src: ['src/**/*.js'],`

`dest: 'dist/<%= pkg.name %>.js'`

`}`

`},`

`qunit: {`

`files: ['test/**/*.html']`

`<%= %>` - refers to a property in the config

`<% %>` - executes arbitrary JavaScript code

`},`

`watch: {`

`files: ['Gruntfile.js', 'src/**/*.js', 'test/**/*.js'],`

`tasks: ['qunit']`

`}`

`});`

`grunt.loadNpmTasks('grunt-contrib-concat');`

`grunt.loadNpmTasks('grunt-contrib-qunit');`

`grunt.loadNpmTasks('grunt-contrib-watch');`

← Creates custom task available  
in the command-line

`grunt.registerTask('test', ['qunit']);`

`grunt.registerTask('default', ['qunit', 'concat']);`

← default task can be invoked with grunt

`};`

Loads the plugin installed with npm

Target can have  
an arbitrary name

# Files

- Most Grunt tasks operate on files
- Grunt supports several source/destination formats:

## Compact format

```
dist: {  
  src: ['src/bb.js', 'src/bbb.js'],  
  dest: 'dest/b.js'  
}
```

## Example from auction app

```
less: {  
  dist: {  
    files: [{  
      expand: true,  
      cwd: '<%= yeoman.app %>/styles',  
      src: '{,*/}*.less',  
      dest: '.tmp/styles',  
      ext: '.css'  
    }]  
  }  
}
```

## Compact format

```
dist: {  
  files: {  
    'dest/a.js': ['src/aa.js', 'src/aaa.js'],  
    'dest/a1.js': ['src/aa1.js', 'src/aaa1.js']  
  }  
}
```

## Files Object Format

```
dist: {  
  src: ['src/bb.js', 'src/bbb.js'],  
  dest: 'dest/b.js'  
}
```

# Additional Resources

- [Grunt And Gulp Tasks For Performance Optimization](#)
- [AngularJS Scopes](#)
- [AngularJS Directives](#)
- [AngularJS Forms](#)
- [Restangular on Angular](#)



# Homework 3

- Using AngularJS routing refactor the auction app in a way to use routing.
- Using AngularJS directives decompose the auction app's UI into separate directives.
- Develop Product Details page that displays a single product. Mockup provided in the handouts - *Single Item.png*. The route to the Product Details page, should contain a product ID.
- Leverage TypeScript features while developing the app (classes, optional type annotations, generics, etc.)
- Structure your code using Models, Services, Controllers and Directives.
- Read AngularJS topics from Additional Resources section.
- Read documentation for the Grunt directives used in the auction app's Gruntfile.js

