Angular - Basic Terminologies

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* ANGULAR

- **WHAT:** One of the Frontend UI Framework LIKE REACT, VUE
- Purpose: Code using vanilla JS becomes difficult to maintain for big applications.
- SIMPLE ARCH: UI (ANGULAR/HTML/CSS) <======> BACK END (DATA/API/LOGIC) HTTP ENDPT or PORT / HTTP REQUEST or SHIP / DATA or LOADS
- TOOLS: NODEJS Installation, will be installed automatically Then, npm install -g @angular/cli Verify the version : ng -v
- ✓ New App Creation : ng new <projectname> , npm install, ng serve
- ✓ Version: Angular 1.x to Angular 4. No version number please.

TYPESCRIPT - Superset of JavaScript

Install: npm install -g typescript **Verify** the version : tsc -v

- LET keyword can be used instead of varin js let n; //By default the type is any..,

 DATATYPES let n: number;/let b: boolean;/let s: string;/let a: any;/let na: number[];/let aa: any[];/enum
 Color {blk=0,wht=1}

 TYPECAST (<string>mynameAny) or (mynameAny as string)

 ARROW (msg1, msg2) => { console.log(msg1); console.log(msg2); };

 INTERFACES can act as object type to pass parameter inputs inside a function

 CLASSES useful to group the parameters and all the related functions

 CONSTRUCTORS ass parameter input inside a function
- ✓ ACCESS MODIFIERS Private / Public .. Just declare the variables in constructors whey will be accessible at class automatically
- / PROPERTIES Also think about using either " age / get AGE() " or " _age / get age() ".
- ✓ MODULES export class LikeComponent {....} / import { LikeComponent } from './like.component'

ANGULAR BUILDING BLOCKS

- ✓ COMPONENT Encapsulates Data & Logic & HTML
 - Create a component
 - Register it in a module
 - Use it /Refer it in a HTML

Easiest way to do the above steps is by,,

ng g c <component name> ------ Validate **declarations** whether it is injected properly in the app.module.ts / manually add it in the required module
ng g s <servicename> ------ Validate **providers** whether it is injected properly in the app.module.ts / manually add it in the

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- **MODULES** Collection of Related Components. (Think of grouping/collection of items in a Super Market like Groceries/Meat/Veggies)
- ✓ INTERPOLATION {{ }}
- DISPLAY DATA -
 - Property Binding, Alternative of String Interpolation {{}}
 - Attribute Binding ,
- / APPLY CLASSES/STYLES -
 - Class Binding, [class.active]="isactive"
 - Style Binding, [style.backgroundColor] = "isactive ? '#87ceeb' : 'WHITE'"
- EVENT HANDLING -

- Avoid Event Bubbling effect when coding event handler.
- <button (click) = onSaveEvent()>
- <input (keyup.enter) = "onKeyEnter()"/>

VARIABLE BINDING -

- [(Banana in the box)] The present better way to bind the variables between the view & component
- / PIPES Are useful for formatting the different data types in the view to display in a presentable way.

```
- NAME:{{user.name | uppercase}}
- AGE :{{user.age | number }}
- SAL :{{user.salary | currency : 'INR' : true}}
- DOB :{{user.dob | date: 'shortDate'}}
- TAX :{{user.taxrate | number : '3.1-2'}}
- PROFILE: {{user.profiledesc | summary : 100}}
```

* ANGULAR COMPONENTS API

- Component becomes reusable when they are able to accept Inputs & provide Outputs based on User action
- The flow would be STATE --> INPUT --> {COMPONENT} --> OUTPUT --> EVENT
- / @Input('favoriteflag') isFavorite = true; -- Use Alias names to reduce the dependency between the view & component
- ✓ @Output('favoriteclick') change = new EventEmitter(); -- EventEmitter used to trigger the event on a specific user action
- / Now the above two attributes can be used to pass the input and trigger the corresponding event as a Ouput.
- / <favoritestar [favoriteflag]="favFlag" (marked)="printChange(\$event)"
 (favoriteclick)="favoriteChange(\$event)"></favoritestar>
- Thus, this component can be reused through-out the application by providing different inputs and doing different output actions based on demand.
- SHADOW DOM: Allows to scope the css style only inside a specific component.

* ANGULAR DIRECTIVES

DIRECTIVES TYPES

- ngFor, ngIf, ngSwitchCase, ngModel, hidden etc..,
- STRUCTURAL DIRECTIVES, Modify the DOM Structure nglf, ngFor
- ATTRIBUTE DIRECTIVES, Modify the attributes of DOM elements ngModel
- Decide whether to use **ngIf** or hidden based on need & performance impact.
- CHANGE DETECTION -- DOM Events, AJAX , TIMERS etc triggers a change detection event in angular to restructure the DOM accordingly.
- SAFE TRAVERSAL -- Useful to handle null objects. :: object?.value .., Avoid exception in view console
- TRACKBY Remember to use trackby while using For Loops to avoid multiple memory allocation for the same list of objects.

* ANGULAR FORMS

FORM TYPES

- ✓ TEMPLATE DRIVEN For simple forms and common validation purpose.
- / ngForm FormGroup value, touched, untouched, dirty, pristine, valid, errors Collection of FormControls
- ngModel FormControl value, touched, untouched, dirty, pristine, valid, errors
- ngModelGroup
- ngModelGroup doesn't have ngSubmit like ngForm, it's only purpose is use to group similar form elements and check their validity/status as a whole.
- / REACTIVE FORMS For complex forms which requires specific user defined validations. Unit Testable..,
- Creating controls and add Validation
- / Implement custom user defined validation
- / Implement async validation which goes to server side for validation purpose
- Try to build forms that include an array of objects for practice purpose
- ✓ ASYNC VALIDATIONS makes use of Promise/Observable
- FormControl, FormGroup, FormControlName, FormGroupName(sub-groups/forms), FormArrays(array of FormControls), FormBuilder,

* ANGULAR HTTP SERVICES

- CRUD Operations
- Creating Reusable Data Service
- / How to Handle Errors Error Code from Response, Creating Application Error classes.
- Define Proper Separation of Concerns
 - Create a service layer to handle the HTTP requests instead of overloading the component.
 - Create Application error classes and throw them instead of handling different error codes inside the components.
 - Create a common generalized data service which can be reused by other service classes.
- Setup local JSON-Server in your machine using npm install -g json-server or add required dependency in package.json
 - ✓ Configure it "json": "json-server --watch db.json" in package.json
 - Execute it by **npm run json** before triggering the **ng serve** to access the local json-server which acts as a backend

- Configuring proxy.conf.json to map a URL with the required server.
- Perform CRUD operations using ADD, PUT, PATCH, GET, DELETE
- Lifecycle Hooks: Onlnit, OnChanges, DoCheck, AfterContentInit etc....,
- / Error Handling: Unexpected (Server down, Network issue etc...) & Expected (Client Input Validation failure, Business logic failure etc...)
- Throwing Application Specific Errors and creating instance of different error classes based on error codes.

✓ OBSERVABLES vs PROMISES

- Observable lazy call, the request will not be sent until there is a subscribe part.
 - Collection of asynchronous data that arrives over time
- Promises eager call, the request will be forwarded even if the response is not handled/subscribed.

ANGULAR ROUTING & NAVIGATIONS

- Routing Configuration
- ✓ Dynamic/Programmatic Navigation
- Developing SPA Single Page Application
- Step1: Configure Route , Step2: Add Router outlet, Step3: Add Links
- ✓ ROUTERLINK
 - Simple Routes GIT Followers
 - Attribute Binding is sufficient
 - Simple Routes <a [routerLink]="['/followers', follower.login]">{{follower.login}}
 - Property Binding has to be done

ANGULAR AUTHENTICATION

- / JWT Json WebTokens [Header, Payload, Signature/Secret Key] All three in encrypted format
- Use angular2-jwt library to access/decode these tokens.
- ✓ Based on Authentication/login details & Authorization/role information we can
 - Show/Hide Elements
 - Protect Routes using Guards
 - Protect API endpoints in the server using WebToken informations. We can send the token in the Request Header

ANGULAR DEPLOYMENT - #TODO Have a lot of pending activity in this topic

- ✓ Old Deployment Method Copy Paste the Source code to Prod/Deployment environment
 - Lots of files, Big Bundle size
- / Minification, Uglification, Bundling, Dead Code removal, Ahead of Time
- Solution : User ng build -prod
- JIT (Just In Time) & AOT (Ahead of Time)
 - Faster Startup
 - Small Bundle
 - Template error is noticed earlier
 - Security as the template is not sent to client as it is and it will be in a compiled JS format. (Like a class file)
- Either install the TSLINT plugin in VSCODE or use ng lint --fix command to resolve Typescript minor refactoring issues.

Deploy in GITHUB PAGES /GITHUB.IO

```
#Useful Commands to Deploy
   STEP1: Create a Github Repo in the Git website (Ex:- RepoName: angular-app)
   STEP2: Navigate to your project folder and follow the execute the below commands.
   STEP3: #Add the Origin to Remote Repo.git remote add origin https://github.com/murugan425/angular-app
   STEP4: #Push the Remote to Master Branch git push origin master
   #Enable the Github Pages in Settings of Github.com.
   STEP5: #Install the angular-cli-pages Globally npm i -g angular-cli-ghpages
   STEP6: #Execute a build ng build --prod --base-href='https://murugan425.github.io/angular-app/'
   STEP7: #Trigger the angular-cli-gh command 'ngh'
   #We can merge Step6 & 7 in a single command by adding a script in Package.json
   "ghdeploy": "ng build --prod --base-href='https://murugan425.github.io/angular-app/' && ngh"
   #Then Execute npm run ghdeploy
```

Deploy in FIREBASE

```
#Useful Commands to Deploy
   STEP1: Install Firebase : npm i -g firebase-tools
   STEP2: Navigate to the application folder and run 'firebase login'
   STEP3: Use the Googel Oauth verification to authenticate.
   STEP2: Build the application : ng build --prod
   STEP3: Configure the Firebase JSON file added in the application.
```

STEP4: Deploy in Firebase

Deploy in HEROKU

#Useful Commands to Deploy

STEP1: Install Heroku: Better to download and install Heroku based on your OS instead of npm

* ANGULAR WITH REDUX

- Used to store or manage the state of the application
- / Too much useful to avoid data sharing between multiple components that are independent of each other.
- ✓ STORE ACTIONS REDUCERS
 - STORE: Single JS object which contains the data.
 - ACTION: In general terms events tells some change has happened in the state.
 - REDUCER: Event Handler based on the change happened

Advantages:

- Testability
- Go back in Time by debugging and check the state/events for analysis
- Thereby, we can perform undo/redo

/ Action ----> Store ---> Reducer ----> New State to Store

- Component dispatches the action
- Based on action type, the Reducer triggers the required action method and updates the state.
- Then the new state is returned back to Component
- Using the @select & async pipe the new change reflects in the UI
- / Try to refactor the reducers, store and action by grouping them and use combineReducers to merge them together to create a single store.
- / Make use of redux-devtools extension in devmode which enables to save states and reload them, very helpful to reproduce events

* ANGULAR ANIMATIONS

- CSS (animate.css) & JAVASCRIPT (Web Animations API)
- Function available: trigger, transition, state, animate etc etc..,
- Basic Principle: State1 ----transits/changesto----> State2
- / Different States: Void (ex.., add/remove) ===> Default(current state) ===> Custom(ex.., collapse/expand)
- void => * or * => void can be combined as void <=> * or we can use alias :enter , :leave
- Easing: linear, ease-in, ease-out, ease-in-out and cubic-bezier curve...

ANGULAR MATERIAL

- Reusable UI component built with Typescript & Angular
- Internationalized, Clean, Simple, Customizable, No much performance impact, etc...