



WHAT?

WHERE?

WHO?

WHEN?

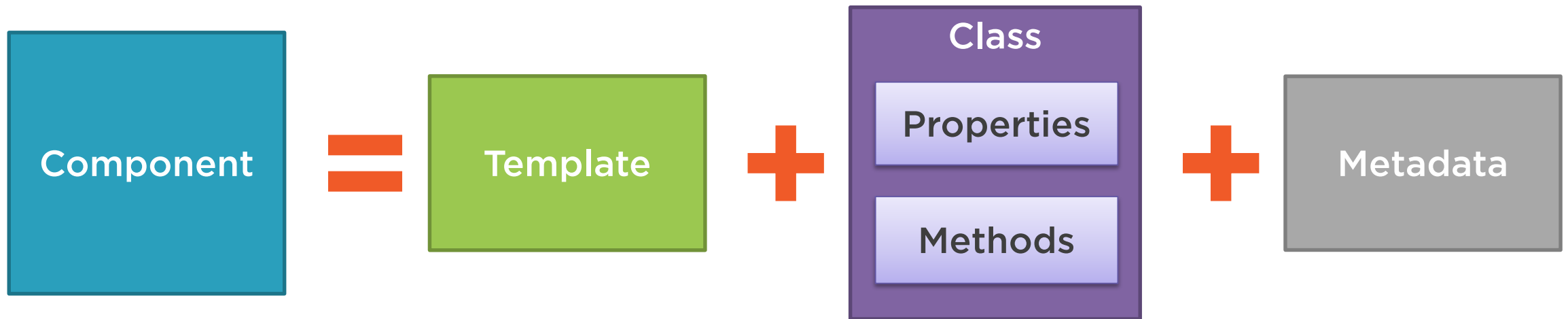
WHY?

HOW?





What Is a Component?





Where Do We Put the Html?

Inline Template

```
template:  
"<h1>{{pageTitle}}</h1>"
```

Inline Template

```
template: `  
  <div>  
    <h1>{{pageTitle}}</h1>  
    <div>  
      My First Component  
    </div>  
  </div>  
`
```

ES 2015
Back Ticks

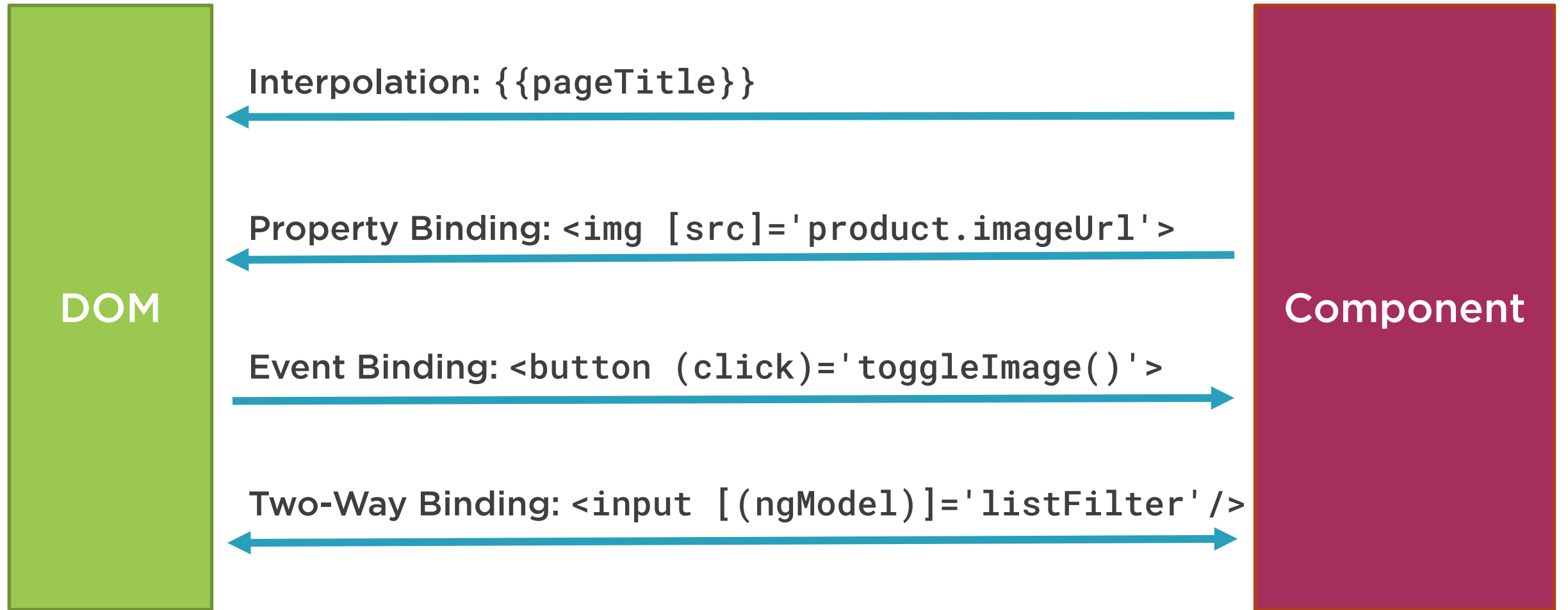
Linked Template

```
templateUrl:  
'product-list.component.html'
```



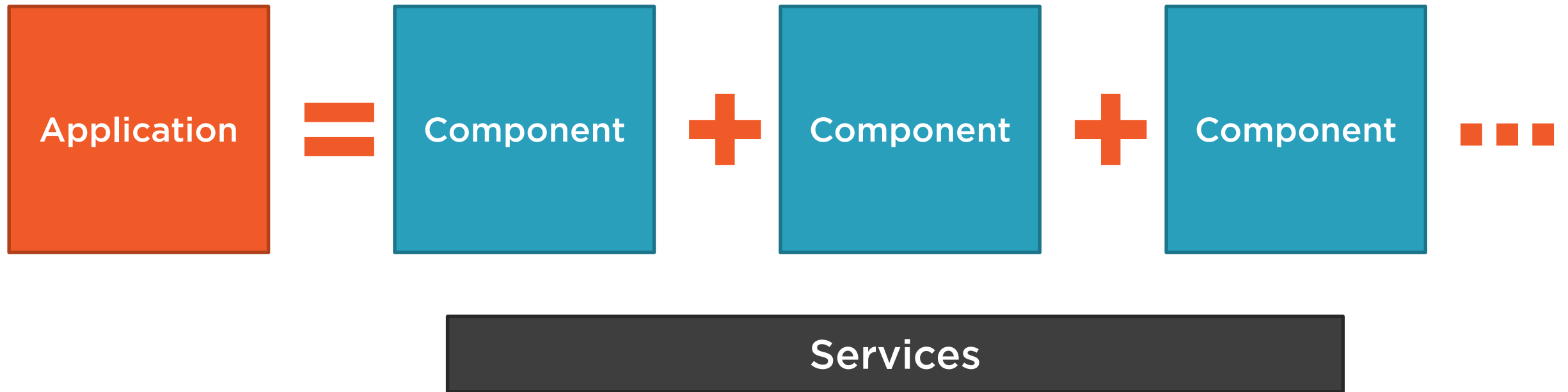


When Should We Use Data Binding?





Why Do We Need a Service?





How Do We Build?

product-list.component.ts

```
import { Component } from 'angular2/core';

@Component({
  selector: 'pm-products',
  templateUrl: 'app/products/product-list.component.html'
})
export class ProductListComponent {
  pageTitle: string = 'Product List';
}
```



Checklist



Steps and tips

Revisit as you build



Learning More



Pluralsight Courses

- "Angular 2: First Look"
- And more to come!

Angular 2 Documentation

- [Angular.io](https://angular.io)

GitHub Repository

The screenshot shows the GitHub repository page for **DeborahK / Angular2-GettingStarted**. The repository has 2 stars, 1 fork, and 0 issues. The main content area shows the repository description: "Sample Angular 2 application — Edit". Below this, there are statistics: 42 commits, 1 branch, 0 releases, and 1 contributor. A progress bar is visible. The repository is currently on the **master** branch. A green button labeled "New pull request" is prominent. Below the branch information, there is a list of recent commits:

Commit Message	Time Ago
DeborahK Renamed the APM folder for clarity	15 hours ago
.vscode Updated the settings.	20 days ago
APM - Final Renamed the APM folder for clarity	15 hours ago
APM - Start Adjustments to the starter files.	18 hours ago

<https://github.com/DeborahK/Angular2-GettingStarted>

Angular2-Getting Started



Angular Is ...



A JavaScript framework

For building client-side applications

Using HTML, CSS and JavaScript



Angular Is ...



A platform supporting

- Multiple languages (ES5, TypeScript)
- Multiple templating syntaxes (HTML, XML)
- Multiple rendering targets (DOM, native)

Mobile Web

- Material design
- Angular Universal
- Web Workers

Native Mobile Apps



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