

ANGULAR WORKSHOP

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Saturday, July 8, 2017

Agenda

- Need for Frameworks
- Introducing Angular
- Angular Building Blocks
- TypeScript
- Setting up Dev Environment
- Components & Templates
- Data Binding
- Directives
- Services
- Building SPAs using Routing
- Understanding Observables
- Forms & Validation
- Pipes
- Server Communication

Why Frameworks?

- Software Library
 - Collection of functions
 - Has well-defined interface
 - Reuse of behavior
 - Modular
- Software Framework
 - Provides
 - generic functionality
 - you the ability to customize the functionality according to your app needs
 - reusable environment
 - broad generic structure for your app

Why Frameworks?

- Library vs Framework
 - Library
 - Your code is in charge
 - Calls into the library when necessary
 - Framework
 - Framework is in charge
 - Calls into your code when needed
- Hollywood Principle
 - Do not call us, we will call you
- Inversion of Control

Why Frameworks?

- Single Page Apps (SPA)
 - Rich Internet Apps (RIA)
- Model-View-Controller (MVC) / Model-View-ViewModel (MVVM)
 - Data Binding
- Scalable, reusable, maintainable code
- Test Driven Development (TDD)
- Declarative programming

What is Angular?

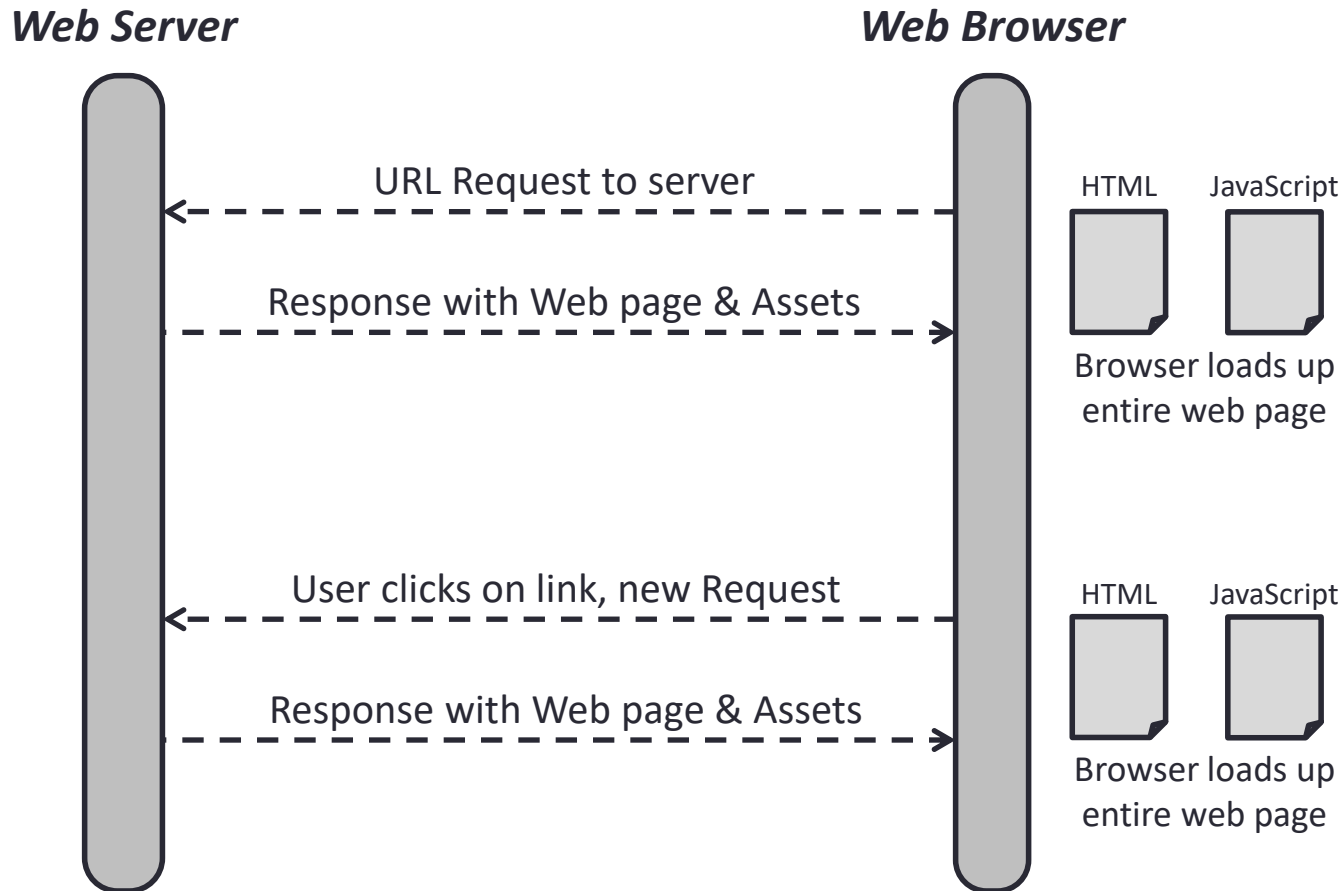
- Developed in 2009 by Misko Hevery
- Framework for building dynamic apps for different platforms – Web, Mobile, Desktop
- Create JS apps that are modular, maintainable, testable
- Angular 1
 - AngularJS, quite popular JS framework
- Angular 2
 - Complete re-write of Angular 1
 - Future of Angular
- Angular 4
 - Not a complete re-write of Angular 2
 - It is simply an update to Angular 2
 - No breaking changes

Angular Benefits

- Component based
 - Reusable
- Structures app code
 - Modular, Maintainable
- Mobile support
 - Target multiple devices & platforms
- Decouples DOM manipulation from app logic
 - Testable
- Increased developer productivity
 - Build apps faster
- Move app code forward in the stack
 - Reduces server load, reduces cost
 - Crowd sourcing of computational power

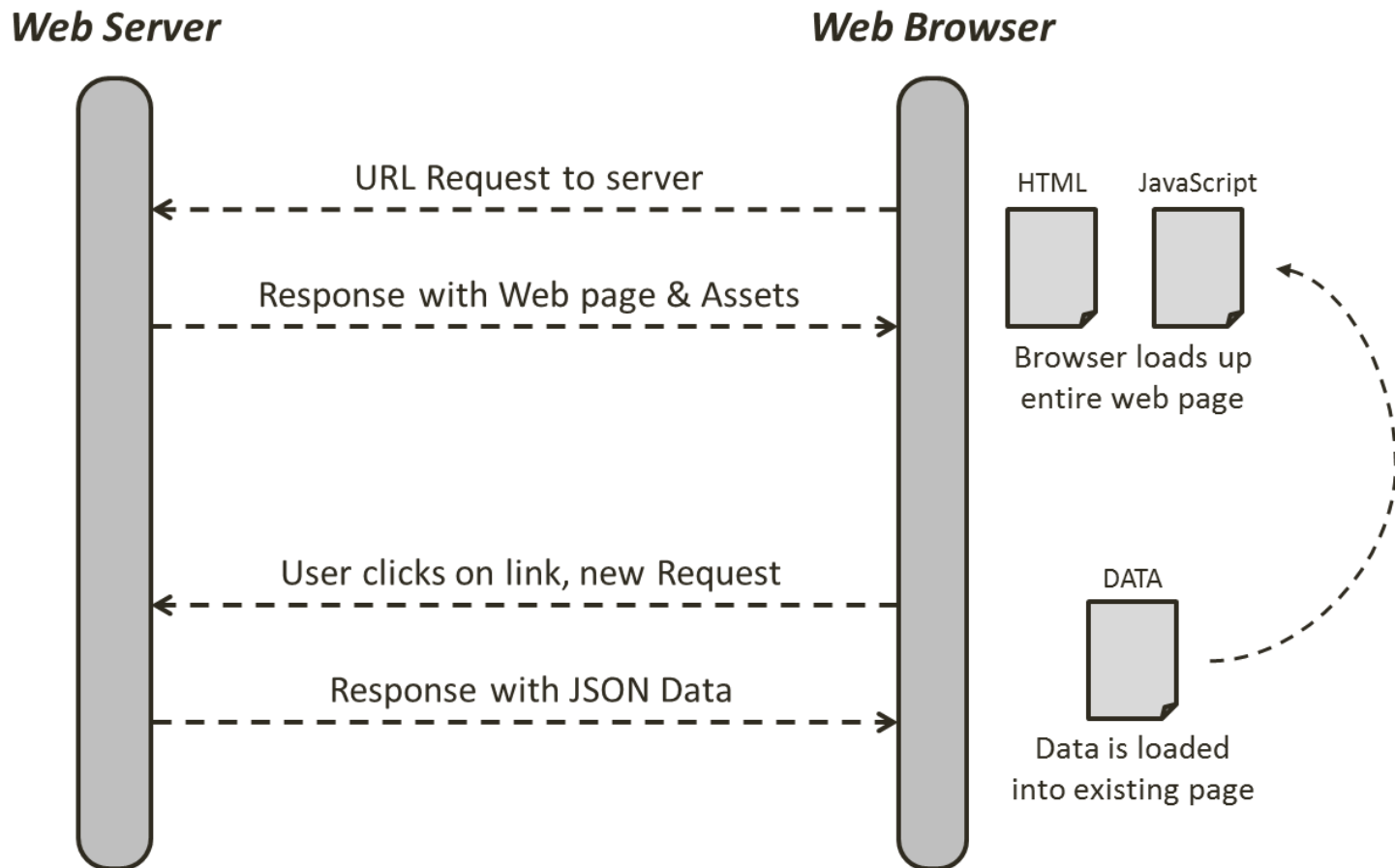
Traditional Web App

Request & Response

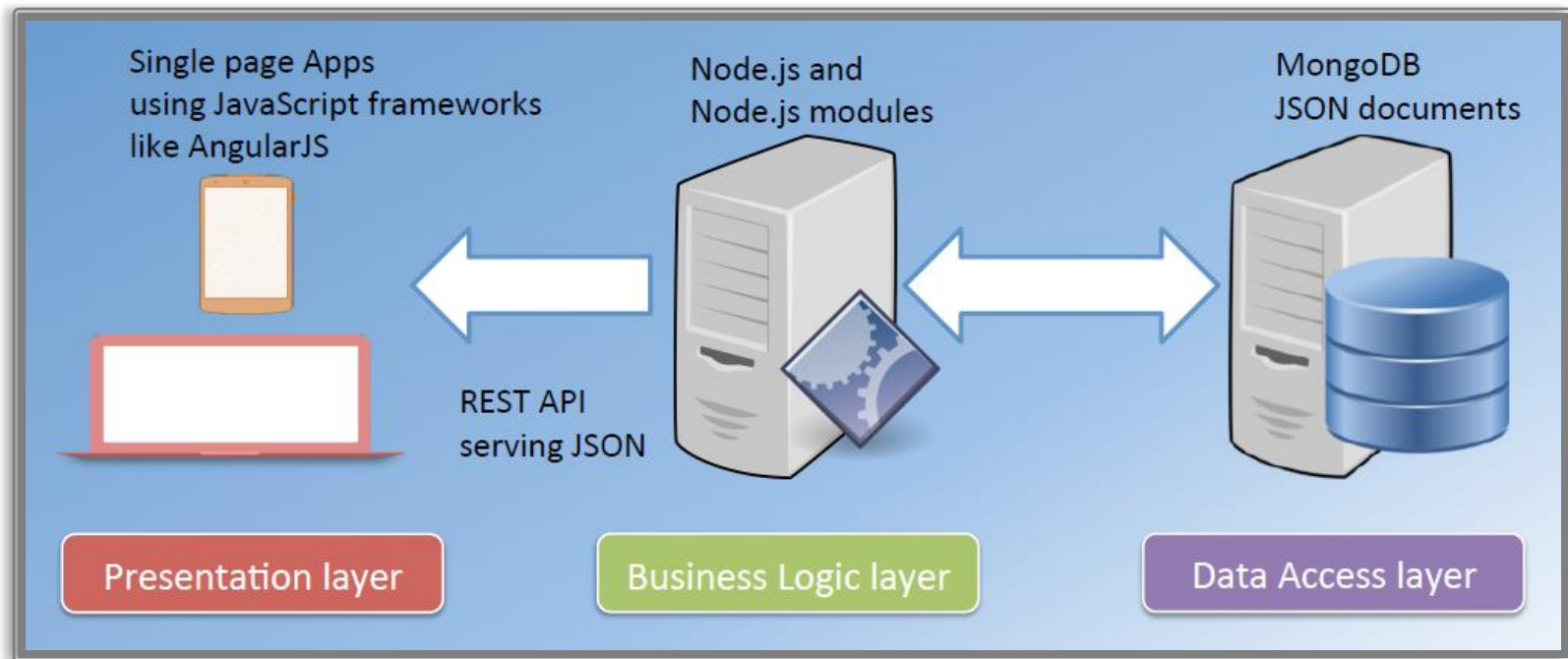


Angular App

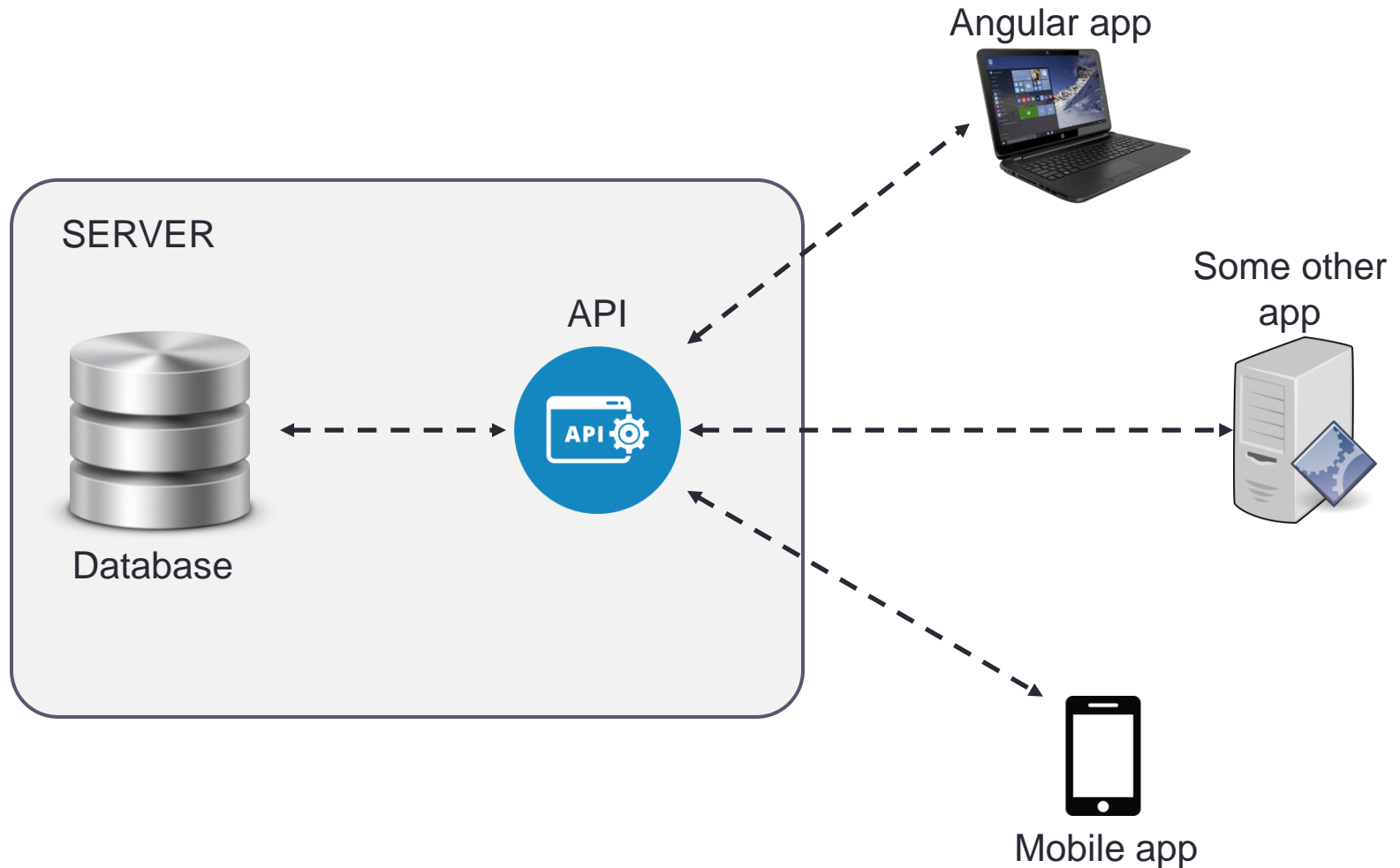
Request & Response



Where does Angular fit?



Where does Angular fit?



Angular CLI

- Toolset that makes creating, managing and building Angular apps very simple
- Great tool for big Angular projects
 - Website: <https://cli.angular.io>
 - Wiki: <https://github.com/angular/angular-cli/wiki>
- Requires Node.js
 - <https://nodejs.org>

```
> npm install -g @angular/cli  
> ng new my-first-app  
> cd my-first-app  
> ng serve
```

TypeScript

- Superset of JavaScript
- Offers more features over vanilla JavaScript
 - Types, Classes, Interfaces, Modules, etc.
- TypeScript does not run in the browser, it is compiled to JavaScript (by CLI)
- Chosen as main language by Angular
- By far most documentation & example-base uses TypeScript
- Why TypeScript?
 - Strong Typing
 - reduces compile-time errors, provides IDE support
 - Next Gen JS Features
 - Modules, Classes, Import, Export, ...
 - Missing JS Features
 - Interfaces, Generics, ...

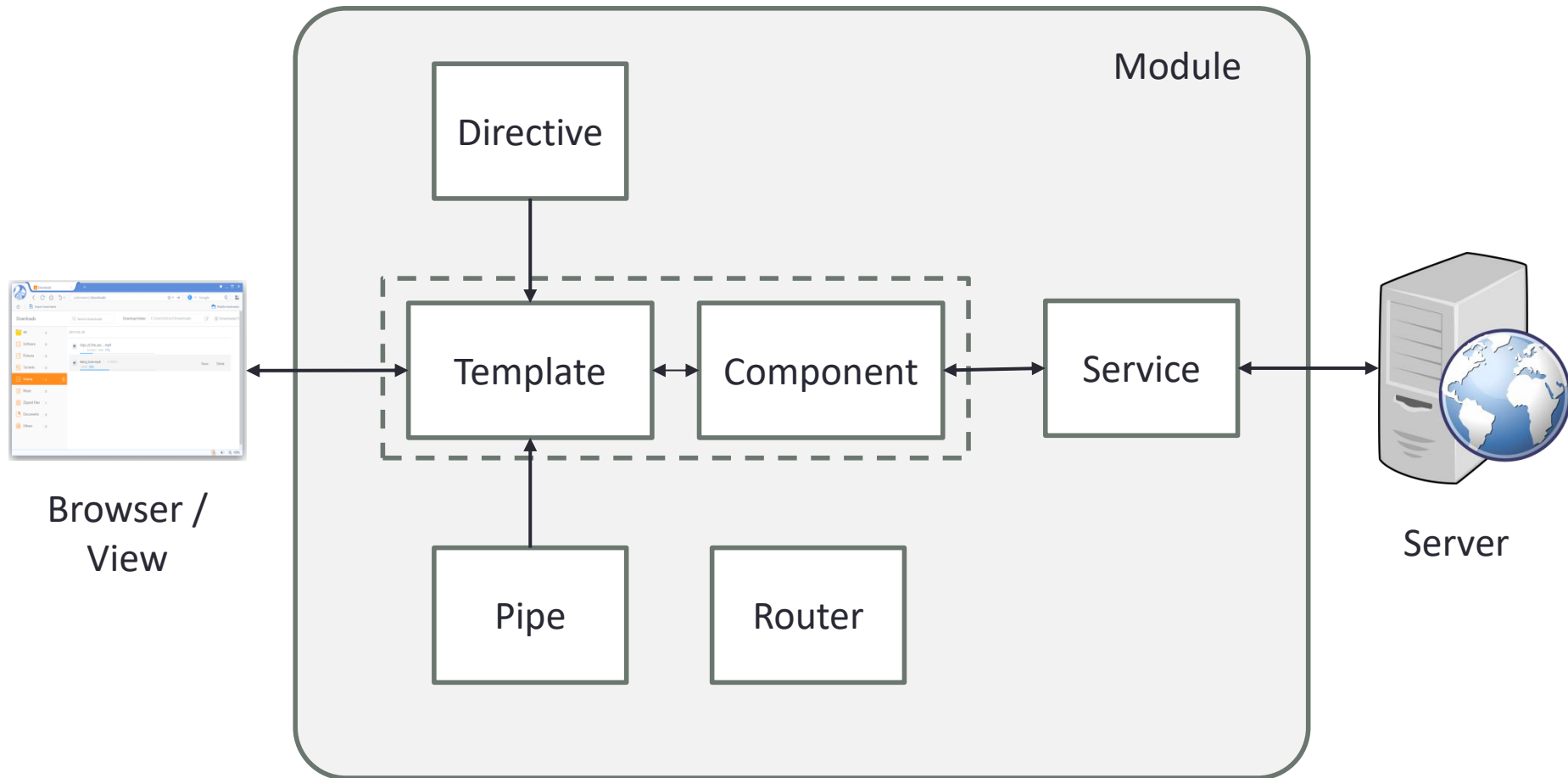
Bootstrap

- Add Bootstrap to the project
 - `npm install --save bootstrap`
- Add reference to bootstrap.css
 - `.angular-cli.json`
 - In “styles” array, add a reference to “bootstrap.min.css”
 - For e.g., `"../node_modules/bootstrap/dist/css/bootstrap.css"`
- How does an Angular app gets started?
 - `index.html` – Served by the server
 - `main.ts` – First file that gets executed
 - `app.module.ts` – Main loads this module
 - `app.component.ts`
 - Root component of the app
 - App module loads this component at the startup

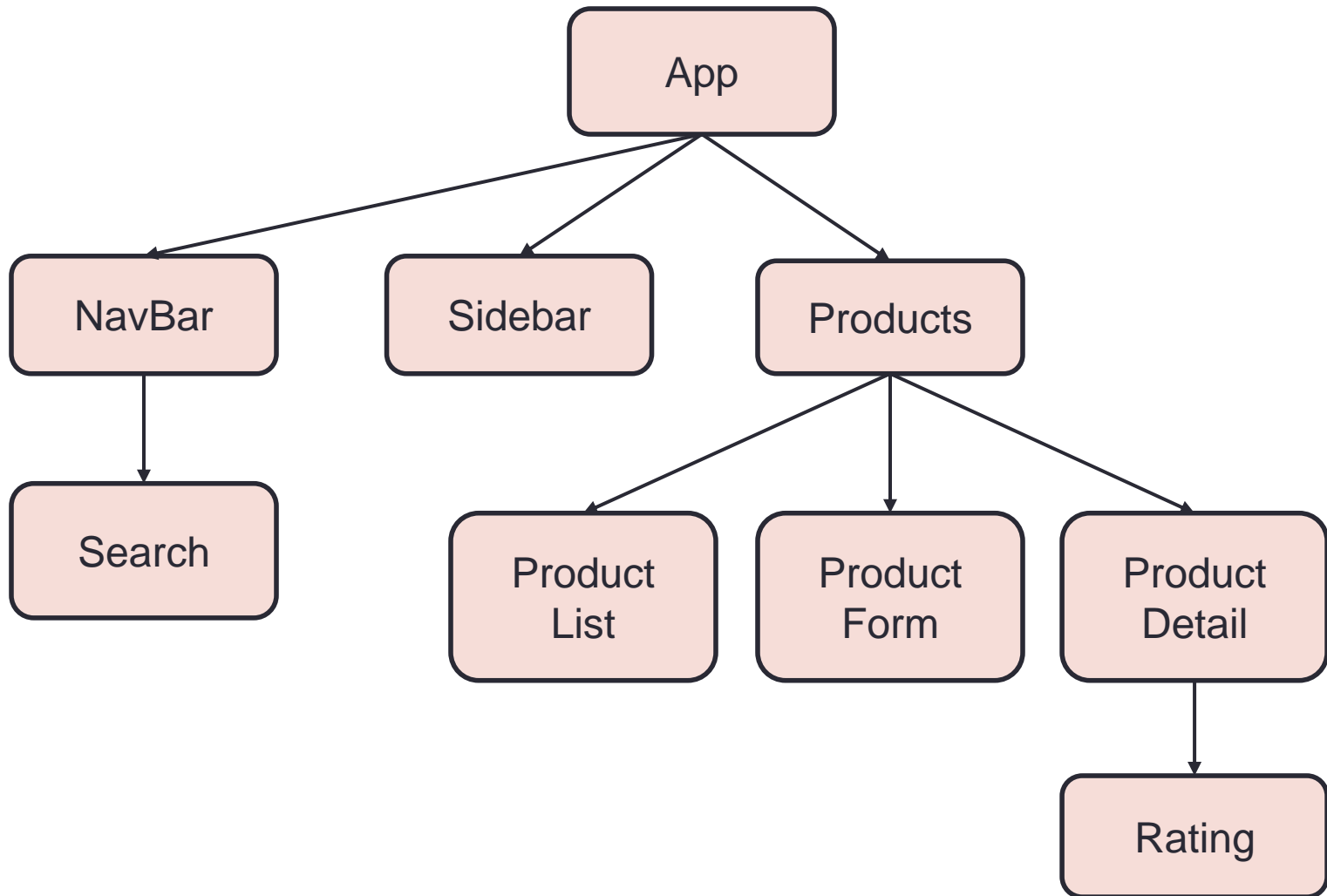
Angular Building Blocks

- Components
 - Encapsulates the template, data and the behavior of a view
 - Completely decoupled from DOM
- Directives
 - To modify DOM elements and/or extend their behavior
 - Built-in or custom
- Pipes
 - Takes in data as input and transforms it to a desired output
- Services
 - Encapsulates any non UI logic
 - Http calls, logging, business logic, etc
 - Any logic not related to a view is delegated to a service
- Routers
 - Responsible for navigation from one view to another
- Modules
 - A block of highly related classes

Angular Building Blocks



Components



Components

- Key feature of Angular
- Encapsulate the template, data and the behavior of a view
- Allows you to break a complex web page into smaller, manageable & reusable parts
- Plain TypeScript class
- App component
 - Root component
 - Holds our entire application
 - Other components are added to App component
- A Component has its own
 - Template – HTML markup
 - Style – CSS styles
 - Business logic (data and behavior) – TypeScript code
- Promotes
 - Reusability
 - Maintainability
 - Testability

Decorators

- Extends the behavior of a class / function without explicitly modifying it
- Attaches metadata to classes

```
import { Component } from '@angular/core';

@Component({
  selector: 'app-server',
  templateUrl: 'server.component.html'
})
export class ServerComponent {
}
```

Modules

- Organizes an app into cohesive blocks of functionality
- A class decorated with @NgModule metadata
- Every Angular app has at least one module class, the **root** module

```
@NgModule({  
  imports: [module1, module2, ...],  
  declarations: [  
    component(s), directive(s), pipe(s), ...  
  ],  
  providers: [service1, service2, ...],  
  bootstrap: [AppComponent]  
})  
export class AppModule{ }
```

Exercise

- Creating a new component
 - Create a new file, for e.g., products.component.ts
 - Create a class – ProductsComponent
- Understanding Decorator
 - Add decorator - @Component()
 - import { Component } from '@angular/core';
 - Provide metadata within @Component decorator
 - selector, templateUrl
- Understanding AppModule
 - Register ProductsComponent within 'declarations' array
 - Import ProductsComponent into AppModule
- Using a component
 - Use the selector <app-products></app-products> within app component template

Exercise

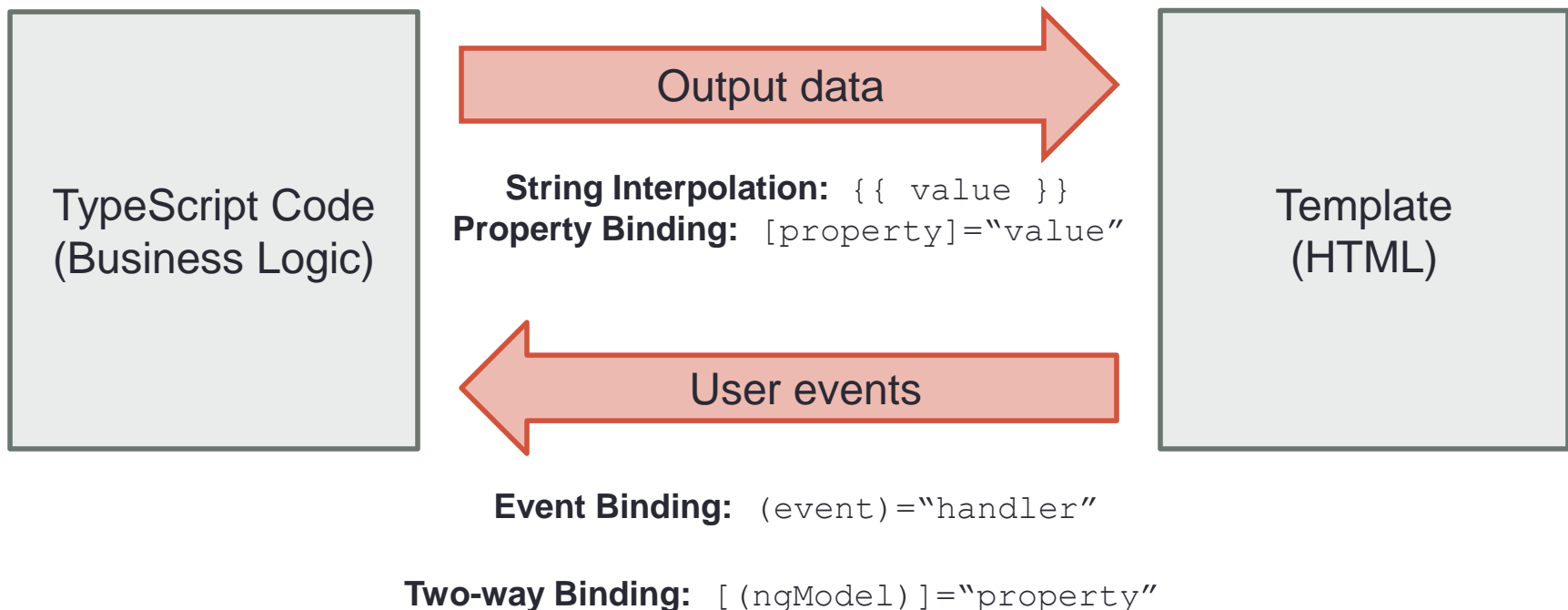
- Creating a component with CLI
 - ng generate component products
 - ng g c products

Component Templates & Styles

- Templates
 - templateUrl property – external template file
 - template property – inline template
- Styles
 - styleUrls property – external stylesheet file(s)
 - styles property – inline styles

Data Binding

- Communication between the TypeScript code and the HTML template



Data Binding

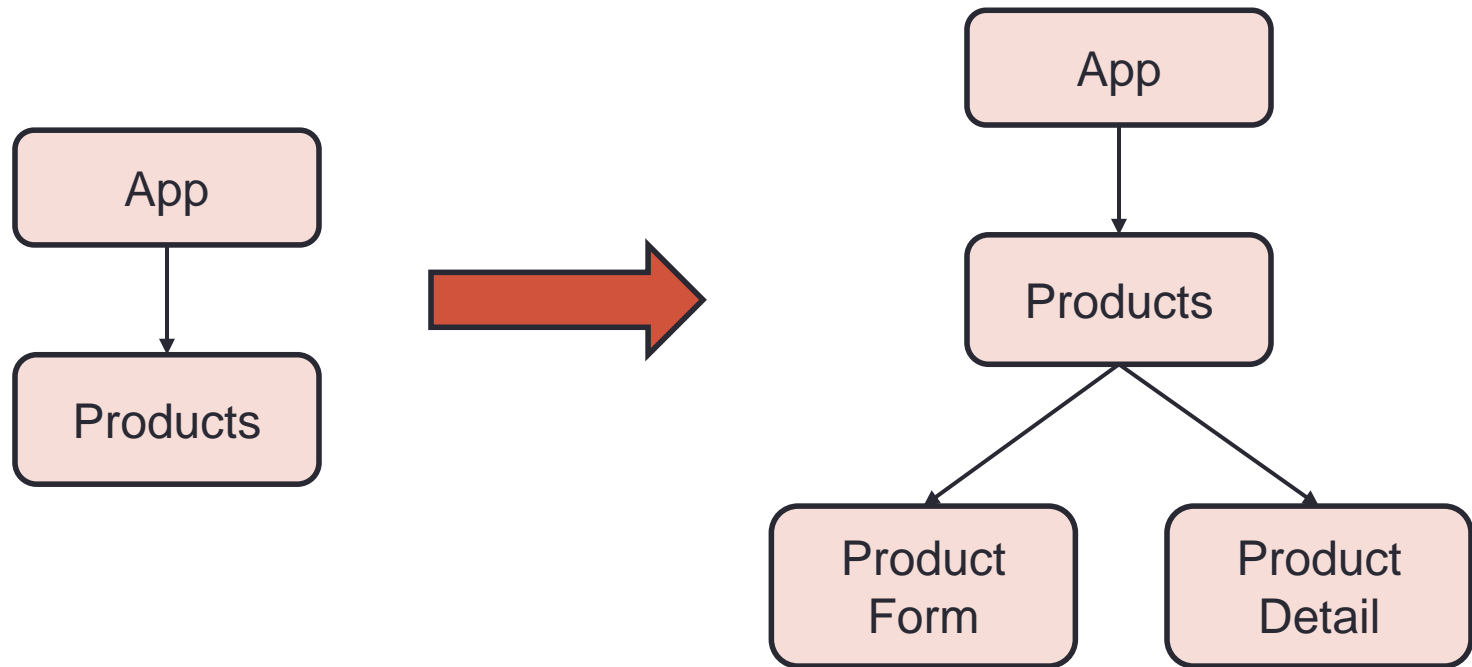
- String Interpolation
 - {{ }}
- Property Binding
 - []
- Event Binding
 - ()
 - \$event – Passing event data
- Two-way Data Binding
 - [(ngModel)]
 - Note: FormsModule should be imported in AppModule (imports[] array) to use ngModel

Directives

- Instructions in the DOM
- Components are directives with template
- Can be built-in or custom
- Built-in directives
 - Structural directives
 - Have a leading *
 - Alter layout by adding, removing, and replacing elements in DOM
 - E.g. *ngIf, *ngFor
 - Attribute directives
 - Look like a normal HTML attribute
 - Modifies the behavior of an existing element by setting its display value property and responding to change events
 - E.g. ngStyle, ngClass

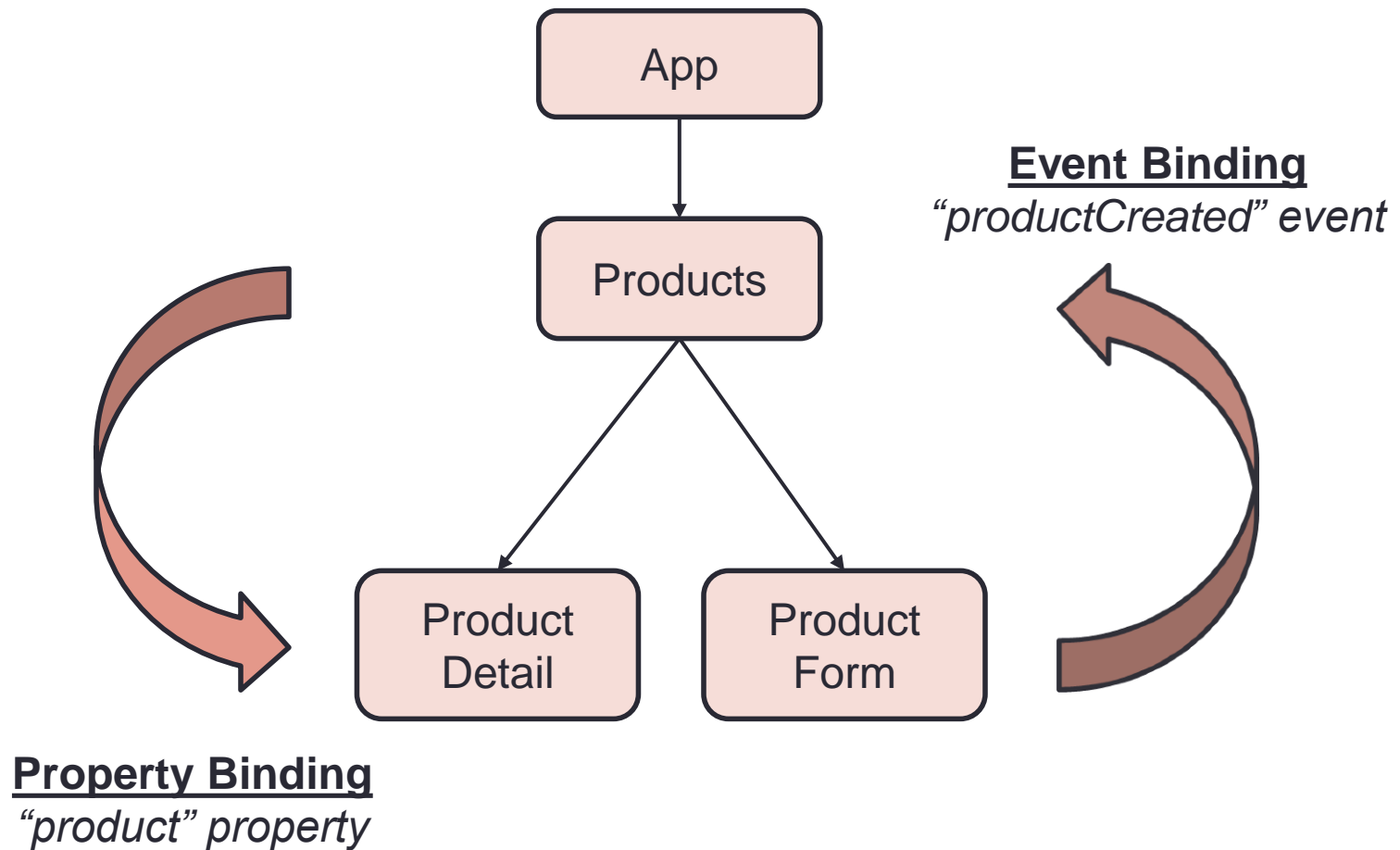
Component Interaction

- Splitting app into multiple components



Component Interaction

- Overview



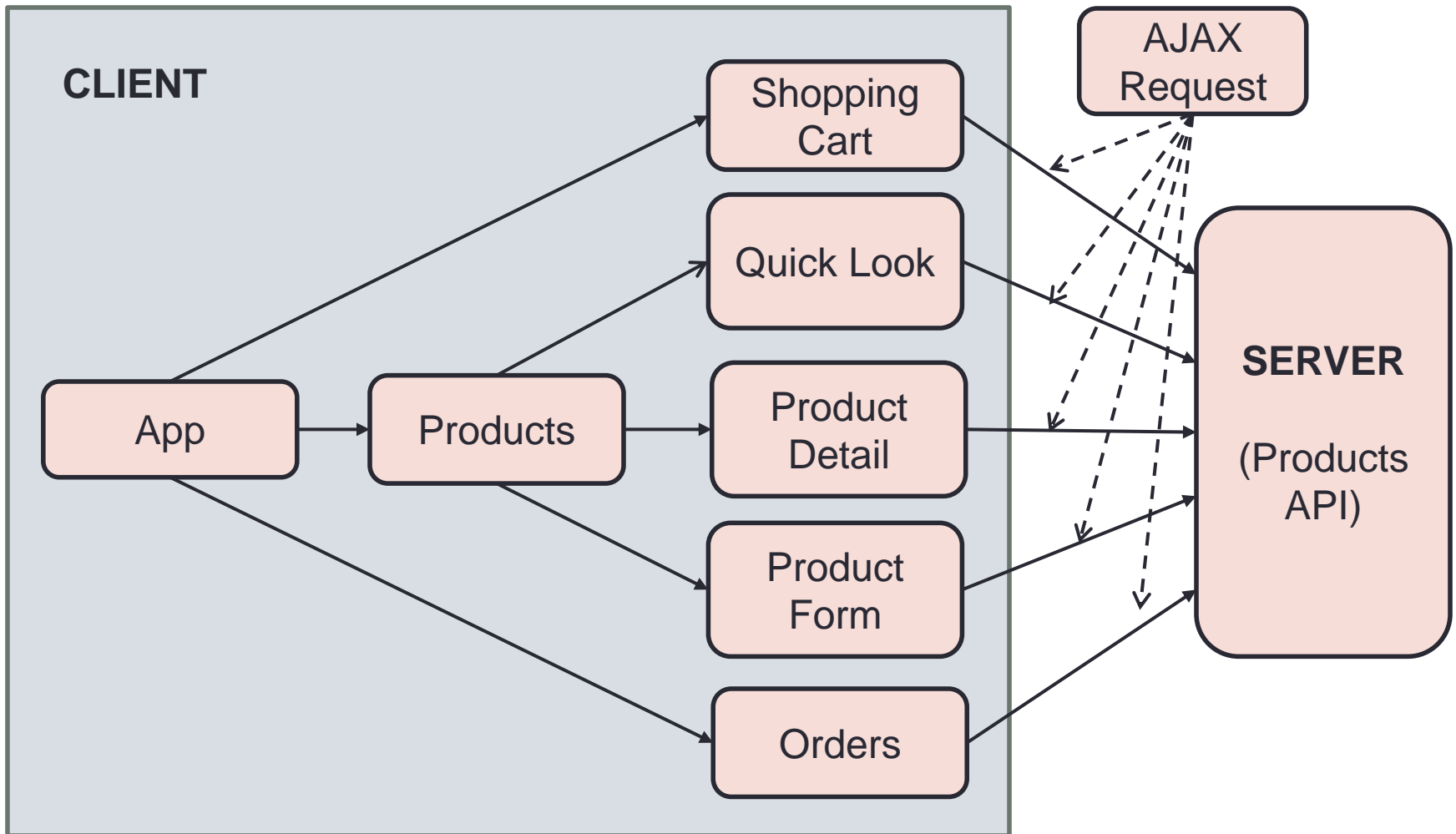
Component Interaction

- Binding to Custom Properties
 - Pass data from parent to child component
 - @Input() decorator
- Binding to Custom Events
 - Emitting event from child component
 - @Output() decorator
 - EventEmitter<T>
 - eventEmitterObj.emit()

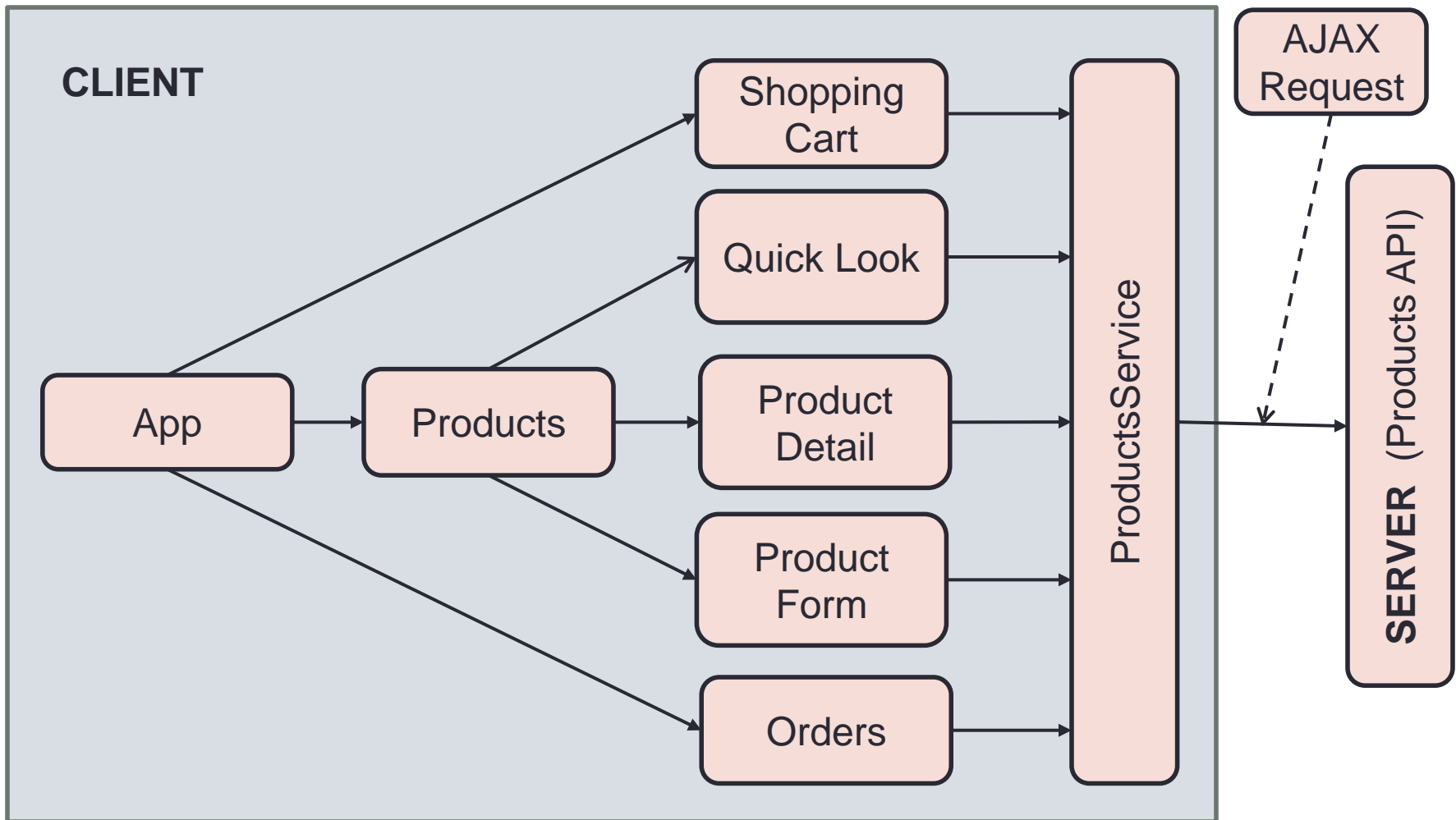
View Encapsulation

- Understanding View Encapsulation
- @Component()
 - encapsulation: ViewEncapsulation.None
- ViewEncapsulation
 - Emulated – default
 - Native
 - None

Services



Services



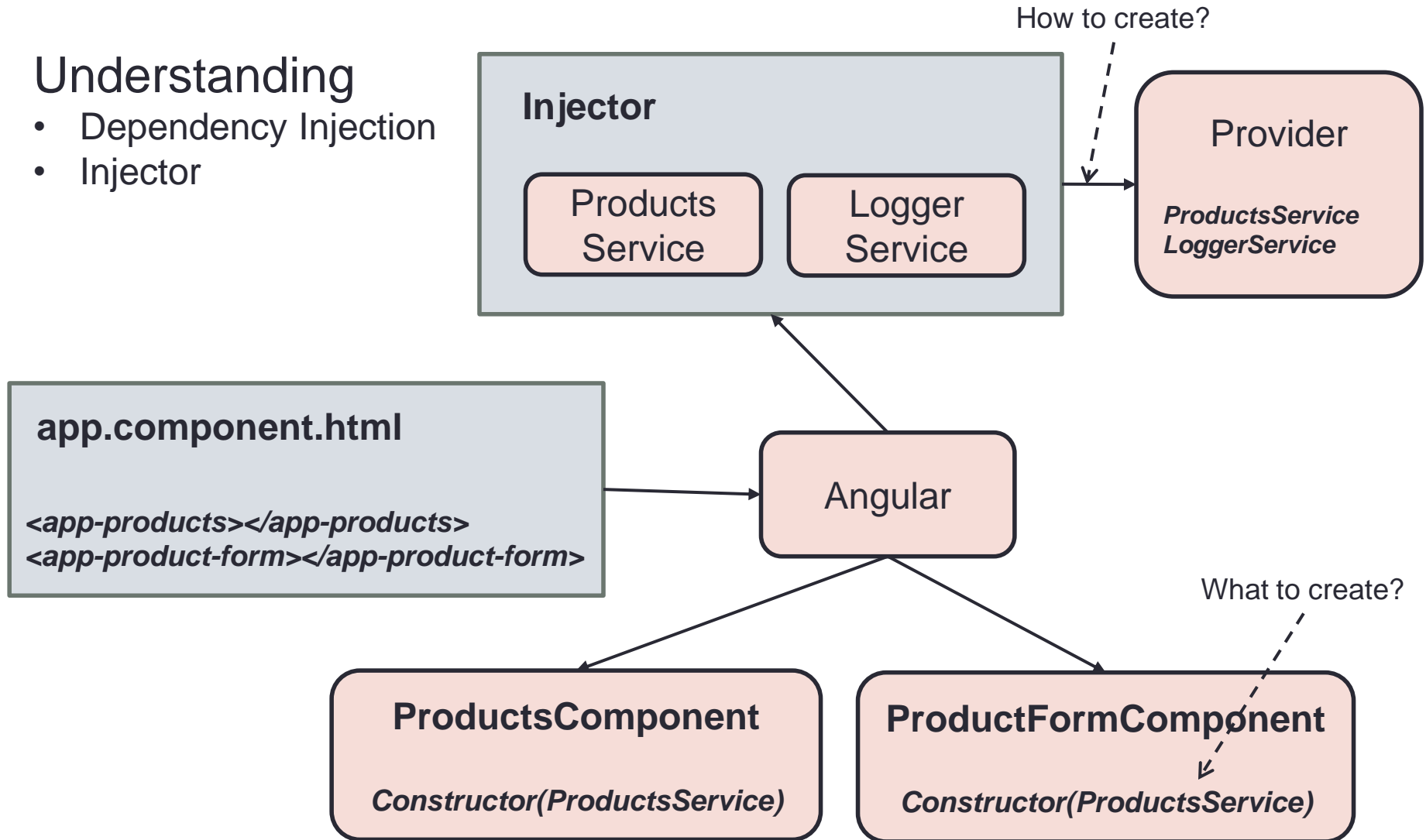
Services

- A class with a narrow, well-defined purpose
 - For e.g.
 - Logging service
 - Data service
 - Tax calculator
 - App configuration
 - Message bus
- Acts as a central repository/business unit
- Creating a service
- Injecting a service into a component
 - Constructor
 - Providers
 - Component level
 - Module level
- Injecting a service into another service
 - @Injectable()

Services

Understanding

- Dependency Injection
- Injector



Services

- Controlling the creation of instances of a Service

AppModule

Same instance of Service is available ***Application wide***

AppComponent

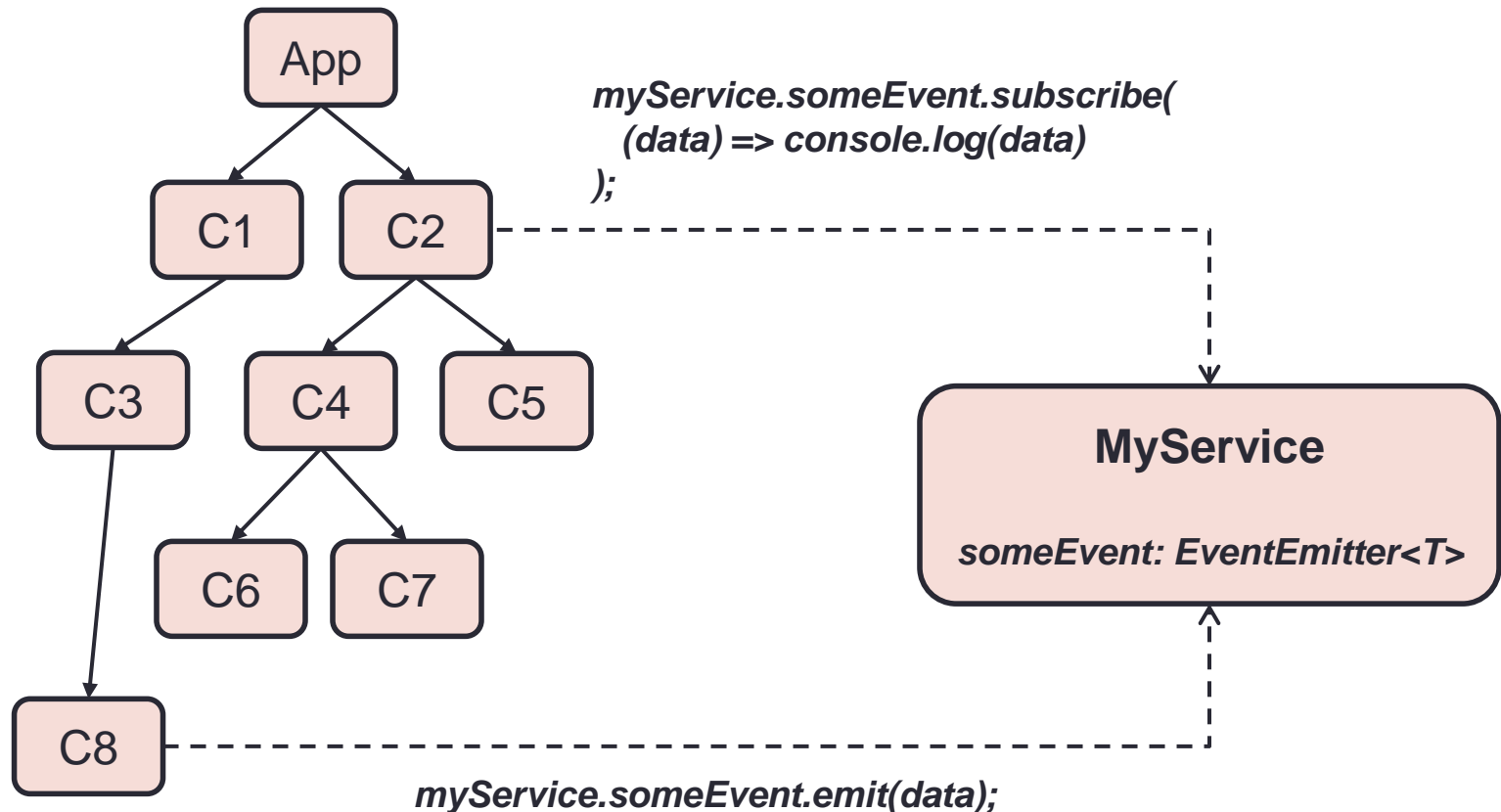
Same instance of Service is available for ***all Components*** (but not for other services)

**Any other
Component**

Same instance of Service is available for ***the Component*** and ***all its child Components***

Services

- Cross component communication using a service
 - In the service, expose an event object of type **EventEmitter**
 - From the source component, invoke **emit()** method, pass necessary data as an argument
 - From the destination component subscribe to the service's event object using **subscribe()** method, pass callback function as an argument



Routing

- Setting up routes (@angular/router module)
 - Routes
 - Define a constant appRoutes of type Routes
 - RouterModule.forRoot()
 - Register the routes with RouterModule.forRoot()
 - Include this in imports array of app module
- Loading Routes
 - <router-outlet> directive
- Navigating with Router Links
 - routerLink directive
- Styling active links
 - routerLinkActive="active"
 - [routerLinkActiveOptions]="{exact: true}"
- Navigating Programmatically
 - Import Router from @angular/router
 - Inject Router within the constructor
 - Router.navigate(['/products'])

Routing

- Passing Parameters to Routes
 - [routerLink] = “[/servers’, 10]”
- Fetching Route Parameters
 - ActivatedRoute.snapshot.params[‘id’]
 - ActivatedRoute.params.subscribe()
- Passing Query Parameters
 - [queryParams] = “{allowEdit: true}”
- Retrieving Query Parameters
 - ActivatedRoute.snapshot.queryParams[]
 - ActivatedRoute.queryParams.subscribe()
- Setting up Child Routes
- Redirecting and Wildcard Routes
- Outsourcing the Route Configuration

Observables

- Can be thought of as a data source
 - E.g. User input event, Http requests
- Used to handle asynchronous tasks
- Object we import from a third-party package – rxjs
- Follows Observable pattern
 - Observable
 - Stream – timeline
 - Multiple events/data packages emitted by the observable, depending on the data source
 - Observer – your code
 - 3 ways of handling data packages
 - Handle Data
 - Handle Error
 - Handle Completion

Observables

- Observable – rxjs/Observable
 - Observable.interval()
 - Observable.create()
 - Observer - rxjs/Observer
 - Observer.next()
 - Observer.error()
 - Observer.complete()
 - Observable.subscribe() – returns Subscription (rxjs/Subscription)
- Subject
 - Subject.next()
 - Subject.subscribe()
- <http://reactivex.io/rxjs/>

Forms

- Angular helps
 - To get form values entered by the user
 - To check if the form is valid
 - To conditionally change the way the form is displayed
- Two Approaches
 - Template-Driven Forms
 - Angular infers the form object from the DOM (Template)
 - Good for simple forms
 - Simple validation
 - Easier to create
 - Less code
 - Reactive Forms
 - Form is created programmatically and synchronized with the DOM
 - Good for complex forms
 - More control over validation logic
 - Unit testable

Forms

- Template-Driven Forms
 - Make sure that FormsModule is imported within the app
 - Creating a form
 - `<form>` tag need not have these attributes:
 - action
 - method
 - Registering the controls
 - Include “ngModel” directive
 - Include “name” attribute
 - Submitting the form
 - Include ngSubmit event
 - `<form (ngSubmit)="onSubmit(f)" #f="ngForm">`
 - Accessing the form with @ViewChild
 - `@ViewChild('f') productForm: NgForm;`
 - User Input Validation
 - Directives
 - required, email, minlength, maxlength, pattern
 - Form State
 - pristine / dirty, touched / untouched, valid / invalid
 - CSS
 - ng-pristine / ng-dirty, ng-touched / ng-untouched, ng-valid / ng-invalid

Forms

- Using Form State

- Disable submit button

```
<button type="submit" [disabled]="!f.valid">Save</button>
```

- Include CSS classes to provide better user feedback & experience

```
input.ng-invalid.ng-touched {  
  border: 1px solid red;  
}
```

- Display validation messages

```
<span class="help-block" *ngIf="!productName.valid && productName.touched">  
  Product name is required.  
</span>
```

- Using ngModel with one-way and two-way binding

- [ngModel]="productName"
- [(ngModel)]="productName"

- Using Form Data

- productForm.value

- Resetting Forms

- productForm.reset()

Forms

- Reactive Forms
 - The form is created programmatically
 - signupForm: FormGroup
 - FormGroup is imported from '@angular/forms'
 - AppModule
 - Import ReactiveFormsModule from '@angular/forms'
 - Add ReactiveFormsModule to 'imports' array within @NgModule decorator
 - Creating a form in code
 - Preferably use 'ngOnInit()' to create the form

```
this.signupForm = new FormGroup({  
  'username': new FormControl('default-value', validator),  
  'email': new FormControl('default-value', validator)  
});
```

Forms

- Reactive Forms
 - Linking HTML and Form
 - Use 'formGroup' directive to link `<form>` and form object
 - `<form [formGroup]="signupForm">`
 - Use 'formControlName' directive to link form control and form object's property
 - `<input type="text" id="username" formControlName="username">`
 - Submitting the form
 - Use 'ngSubmit' event
 - `<form [formGroup]="signupForm" (ngSubmit)="onSubmit()">`
 - Adding Validation
 - Pass validator(s) as second parameter to FormControl object

```
this.signupForm = new FormGroup({  
  'username': new FormControl(null, Validators.required),  
  'email': new FormControl(null, [ Validators.required, Validators.email ])  
});
```
 - Import Validators from '@angular/forms'

Forms

- Reactive Forms

- Getting access to controls

- `formObj.get('control-name')`

- E.g.

- ```

```

- ```
    Email is required.
```

- ```

```

# Pipes

- Transform output, do not modify the underlying data
- Format the value of an expression for display
- Built-in pipes
  - uppercase
  - date
- Using pipes
- Parameterizing pipes
- Chaining multiple pipes
- Creating a custom pipe
- Parameterizing a custom pipe

# Server Communication



# Q & A

- Thank you!