ng-app

ng-controller

***list***

ng-repeat

ng-start 🡪to specify the (index+1) as in where to start in a list

ng-if🡪e.g. =”$index>0” 🡪so it only performs the action if this condition is fulfilled

$first🡪first item in the list

$last🡪last item in the list

{{$middle}}

{{$even}} comes true or false

{{$odd}}

ng-repeat-start

for table

ng-repeat-end

ng-include 🡪 to include html fragments in the page

ng-switch

ng-switch-when

ng-switch default

**event based**

**!!initialize these in the .js file and use them**

**e.g. <input ng-blur=”blur=blur+1”/>**

ng-blur 🡪$scope.blur

ng-click 🡪$ng-click

ng-dblclick

ng-copy

ng-paste

ng-cut

ng-focus

ng-model

ng-change

ng-keydown

ng-mouseenter

ng-mouseleave

**ng-keydown**

ng-keydown=”keydown($event)”

in js

$scope.keydown = function(e){

$scope.kdKey = String.fromCharCode(e.keyCode);

};

ng-disabled 🡪 Enable/disable different elements

use a vaiable (say disabledbutton) which returns true/false to disable/enable

<button ng-disabled=”disabledbutton”>btn</button>

In js🡪$scope.disabledbutton = true

ng-hide 🡪works similar to ng-disable

<select>

<option> </option>

<option> </option>

</select>

Ng-class

Ng-class-even

Ng-dirty 🡪if the the input box where it is used….some value is entered…it turns to true

ng-click

form submission

ng-submit 🡪define where the data is being submitted

ng-required

ng-minlength🡪data entered has minimum length of 2

ng-show 🡪 show the …whatever used in…. only when the condition in ng-show is fullfiled