ngSwitch does not work with string

I'm trying to get ngSwitch to dynamically show and hide component, however ngSwitch does not seem to be working.

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I've created a simplifed version of this issue with this plunker

This is the component Html:

```
<div [ngSwitch]="componentType">
  <div *ngSwitchCase="input">
    <div>Rendered</div>
    <ion-item [hidden]="editOptions.isEditing">
      <ion-note color="primary">{{label}}</ion-note>
      <ion-note class="inline-edit"> {{value}} </ion-note>
    </ion-item>
    <ion-item [hidden]="!editOptions.isEditing">
      <ion-label color="primary">{{label}}</ion-label>
      <ion-input [(ngModel)]="value" [required]="required" [type]="type" [name]="value">
</ion-input>
    </ion-item>
  </div>
  <div *ngSwitchCase="Lama"><div>Rendered</div></div>
</div>
```

This is my TypeScript file:

```
import {
    Component,
    Input,
    ElementRef,
    ViewChild,
    Renderer,
    forwardRef,
    OnInit
} from '@angular/core';
import { CommonModule } from '@angular/common';
```

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```typescript
        multi: true
    };

    @Component({
      selector: 'inline-edit',
      templateUrl: 'inline-edit.html',
      providers: [INLINE_EDIT_CONTROL_VALUE_ACCESSOR],
    })
    export class InlineEditComponent implements ControlValueAccessor, OnInit {

        @ViewChild('inlineEditControl') inlineEditControl: ElementRef;
        @Input() label: string = '';
        @Input() type: string = 'text';
        @Input() componentType: string = 'input';
        @Input() required: boolean = false;
        @Input() disabled: boolean = false;
        @Input() editOptions: EditOptions;
        private _value: string = '';
        private preValue: string = '';
        public onChange: any = Function.prototype;
        public onTouched: any = Function.prototype;

        get value(): any {
            return this._value;
        }

        set value(v: any) {
            if (v !== this._value) {
                this._value = v;
                this.onChange(v);
            }
        }

        writeValue(value: any) {
            this._value = value;
        }

        public registerOnChange(fn: (_: any) => {}): void {
            this.onChange = fn;
        }

        public registerOnTouched(fn: () => {}): void {
            this.onTouched = fn;
```

```
        }

    }
```

The weird thing is my switch is looking for the value 'input' and even though it's defined in the case it still generated null binding

```
Memory   Elements   Sources   Network   Performance   Application   Security   Audits   Console
<div class="fixed-content" style="margin-top: 44px; margin-bottom: 49px;"></div>
▼<div class="scroll-content" style="margin-top: 44px; margin-bottom: 49px;">
    ::before
  ▶<ion-grid class="grid">…</ion-grid>
  ▼<inline-edit label="First Name:" type="text" ng-reflect-required="true" ng-reflect-label="First Name:" ng-reflect-
    type="text" ng-reflect-edit-options="[object Object]" required class="ng-untouched ng-pristine ng-valid" ng-
    reflect-model="Testy">
        "&#65279;" == $0
    ▼<div ng-reflect-ng-switch="input">
        <!--template bindings={
          "ng-reflect-ng-switch-case": null
        }-->
        <!--template bindings={
          "ng-reflect-ng-switch-case": null
        }-->
      </div>
    </inline-edit>
  ▶<inline-edit label="Last Name:" type="text" ng-reflect-required="true" ng-reflect-label="Last Name:" ng-reflect-
    type="text" ng-reflect-edit-options="[object Object]" required class="ng-untouched ng-pristine ng-valid" ng-
    reflect-model="McTestFace"> </inline-edit>
```

`javascript` Ⓐ `angular` `ng-switch`

edited Jul 21 '17 at 1:39

asked Jul 21 '17 at 1:22

johnny 5
8,217 13 46 94

Try `*ngSwitchCase="'Lama'"` . – user663031 Jul 21 '17 at 1:42

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```
<div *ngSwitchCase="'input''>
<div *ngSwitchCase="'Lama'"><div>Rendered</div></div>
```

answered Jul 21 '17 at 2:04

Sajeetharan
134k   31   199   257

Thanks I just realized this a second ago I wish it would warn me – johnny 5   Jul 21 '17 at 2:06

@johnny5 The problem is it doesn't know whether you meant to use a string literal, or whether you meant to use a variable but forgot to define it. –
John Montgomery Jul 21 '17 at 2:13

Yeah, I wish it would give me a warning that I'm using an undefined variable – johnny 5   Jul 21 '17 at 2:15

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