

Getting Started With Angular Material 2

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Angular Material 2 brings Material Design components to Angular 2+ apps. The goal of the project is to build a full array of components to make it very easy to built Material Design interfaces for mobile and desktop.

The project recently reached its **10th beta release** and is in heavy development. That means that things may change rapidly. This post will be updated to reflect changes.

The latest release of Angular Material depends on Angular 4.

Here's how to get started with Angular Material 2:

1. npm install angular-material & hammerjs

First install Angular Material, Angular animations, and Hammer.js in your project with these commands:

```
$ npm install --save @angular/material @angular/animations @angular/cdk
```

```
$ npm install --save hammerjs
```

Hammer.js is an optional dependency and helps with touch support for a few of the components.

2. angular-cli.json

If you decide to use **Hammer.js**, and given that you've started your project with the Angular CLI, modify your angular-cli.json file to add the Hammer.js library. Look for the Json "scripts" array and add the following path for hammerjs:

```
"scripts": [  
  "../node_modules/hammerjs/hammer.min.js"  
],
```

You may need to restart your local server for the changes to angular-cli.json to take effect.

3. Custom Material Module

Prior to Angular Material 2 Beta 3, there was a global MaterialModule that could be imported in the app module to make the components available. The downside to that is that tree-shaking is not efficient enough to remove all the unused code.

MaterialModule has therefore been deprecated in favor of defining a project-specific custom material module where you import and export only the needed components. Here's what our module can look like:

↓ material.module.ts

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

import {
  MatButtonModule,
  MdMenuModule,
  MdToolbarModule,
  MdIconModule,
  MdCardModule
} from '@angular/material';

@NgModule({
  imports: [
    MatButtonModule,
    MdMenuModule,
    MdToolbarModule,
    MdIconModule,
    MdCardModule
  ],
  exports: [
    MatButtonModule,
    MdMenuModule,
    MdToolbarModule,
    MdIconModule,
    MdCardModule
  ]
})
export class MaterialModule {}
```

You'll then import this module in the root app module.

