# Angular (formerly Angular 4)

One framework.

Mobile & desktop.







### Agenda

- Introduction of Angular.
- Features of Angular.
- Development environment setup.
- Project setup
- Structure of Angular project.
- How to install packages.
- What is TypeScript .
- How Angular application start.
- Components.
- How to create component.
- Styling component.
- Component selector.
- Databinding

### Angular

- Angular is an open source JavaScript framework that is used to build single page based web applications.
- Developed by Google
- Release Date March 2017
- One framework. Mobile & Desktop.

### Features of Angular









### **Cross Platform**

☐ Angular use modern web platform capabilities to deliver app-like experiences.

☐ High performance and zero-step installation.

☐ Build native mobile apps with Ionic Framework, NativeScript, and React Native.

☐ Create desktop - installed apps across Mac, Windows, and Linux.

### **Speed and Performance**

- ☐ Angular turns our templates into code that's highly optimized for today's JavaScript machines.
- ☐ Serve the first view of your application on node.js, .NET, PHP, and other servers for rendering in just HTML and CSS. .
- ☐ Angular apps load quickly with the new Component Router.

### **Productivity**

- ☐ Quickly create UI views with simple and powerful template syntax.
- ☐ Command line tools:
  - ☐ Start building fast
  - □ Add components and tests
  - ☐ Then instantly deploy.
- ☐ Get intelligent code completion, instant errors in popular editors and IDEs.

### Full Development Story

☐ Karma for unit tests.

☐ Protractor makes our scenario tests run faster and in a stable manner.

☐ Create high-performance, complex choreographies and animation timelines

with very little code through Angular's intuitive API.

### **Development Environment Setup**

#### Node.js

https://nodejs.org/en/download/

- Node.js is an <u>open-source</u>, <u>cross-platform</u> <u>JavaScript</u> <u>run-time environment</u> for executing JavaScript code <u>server-side</u>.
- Download latest version i.e. node v6.10.3



### Check node.js version

Syntax: - node -v

 This command is used for checking current installed version of node.

```
Node.js command prompt

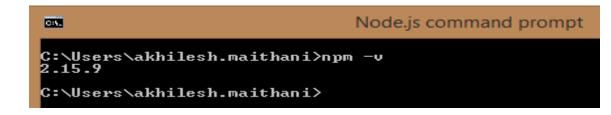
C:\Users\akhilesh.maithani>node -v
v4.6.0

C:\Users\akhilesh.maithani>
```

### Check npm version

Syntax: - npm -v

 This command is used for checking current installed version of Node Package Manager (npm).



#### **Text Editor**

Visual Studio Code, WebStrome, Sublime or any other text editor IDE

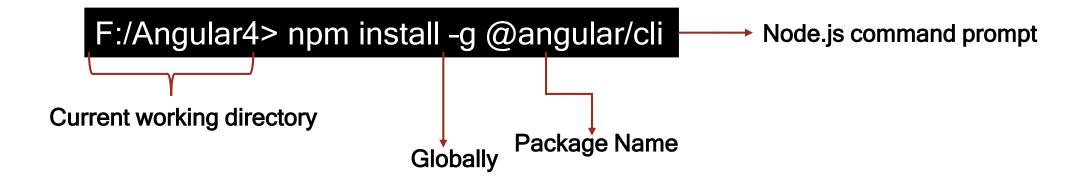
### **Project Setup**

#### **Install Angular CLI**

Angular CLI is command line interface for Angular

Open node js command prompt in admin mode.

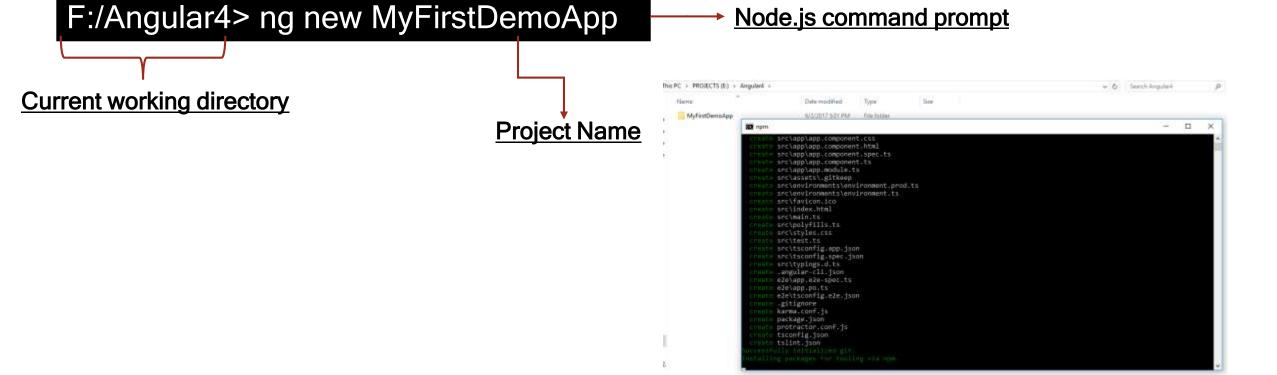
Syntax:-npminstall-g<packagename>



### Step 2

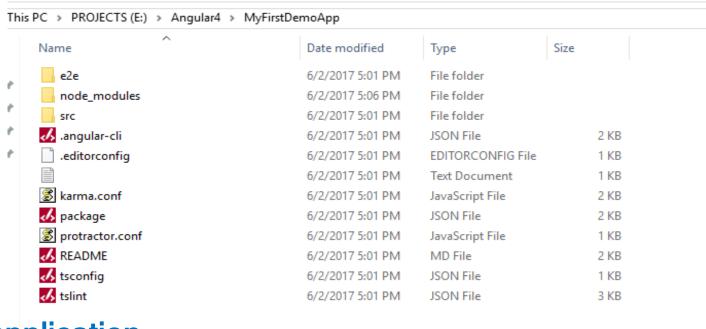
#### Creating project using Angular CLI

### Syntax: - ng new <project\_name>



#### Step 3

#### Enter into newly created project folder i.e. MyFirstDemoApp



#### Step 4

#### Run application

ng serve command is used for to run application.

Syntax: - ng serve

```
F:/Angular4/MyFirstDemoApp> ng serve
```

```
E:\Angular4\MyFirstDemoApp>ng serve

** NG Live Development Server is running on http://localhost:4200 **

Hash: fa2c2f381ea08662a3d2

Time: 22731ms

chunk {0} polyfills.bundle.js, polyfills.bundle.js.map (polyfills) 158 kB {4} [initial] [rendered]

chunk {1} main.bundle.js, main.bundle.js.map (main) 3.69 kB {3} [initial] [rendered]

chunk {2} styles.bundle.js, styles.bundle.js.map (styles) 9.77 kB {4} [initial] [rendered]

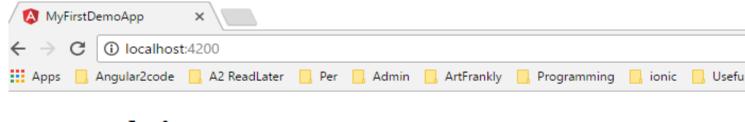
chunk {3} vendor.bundle.js, vendor.bundle.js.map (vendor) 2.4 MB [initial] [rendered]

chunk {4} inline.bundle.js, inline.bundle.js.map (inline) 0 bytes [entry] [rendered]

webpack: Compiled successfully.
```

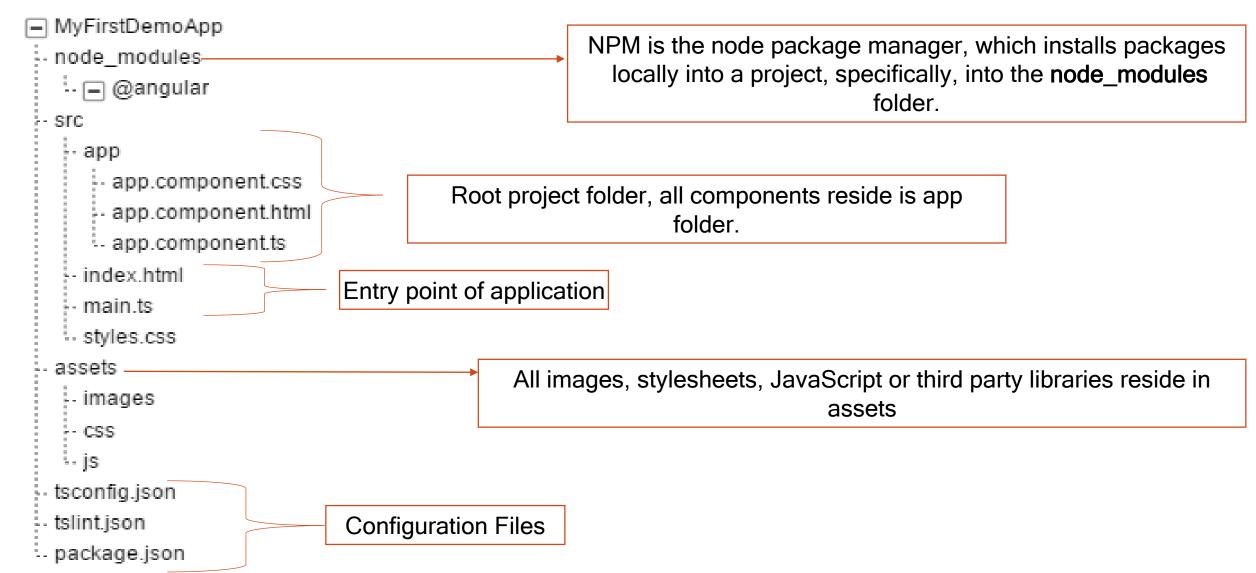
### Step 5

#### Open web browser - *localhost:4200*



app works!

### Structure of project



### Installing Packages

npm install command is used for installing packages.

Syntax npm install <package\_name>

#### **Example**

F:/Angular4/MyFirstDemoApp> npm install bootsrap

```
G:\Angular4\MyFirstAppDemo>npm install bootstrap
my-first-app-demo@0.0.0 G:\Angular4\MyFirstAppDemo
'-- bootstrap@3.3.7

npm WARN optional SKIPPING OPTIONAL DEPENDENCY: fsevents@^1.0.0 (node_modules\chookidar\node_modules\fsevents):
npm WARN notsup SKIPPING OPTIONAL DEPENDENCY: Unsupported platform for fsevents@
1.1.1: wanted {"os":"darwin","arch":"any"} (current: {"os":"win32","arch":"x64"}
)
```

### **How App Start**

main.ts

- Main.ts file is entry point of our application.
- Main.ts file bootstrap app.module.ts file

app.module.ts

This file bootstrap our first component i.e app.component.ts

app.component.ts

• This file render app.component.html file.

app.component.html

Final HTML template

### **TypeScript**

☐ TypeScript is a free and open source programming language.

☐ It is developed and maintained by Microsoft.

☐ It is syntactical superset of JavaScript and adds optional static typings and class

based object oriented programming to the language.

### Components

Components are a logical piece of code for Angular application.

A Component consists of the following -

### Component

### Template

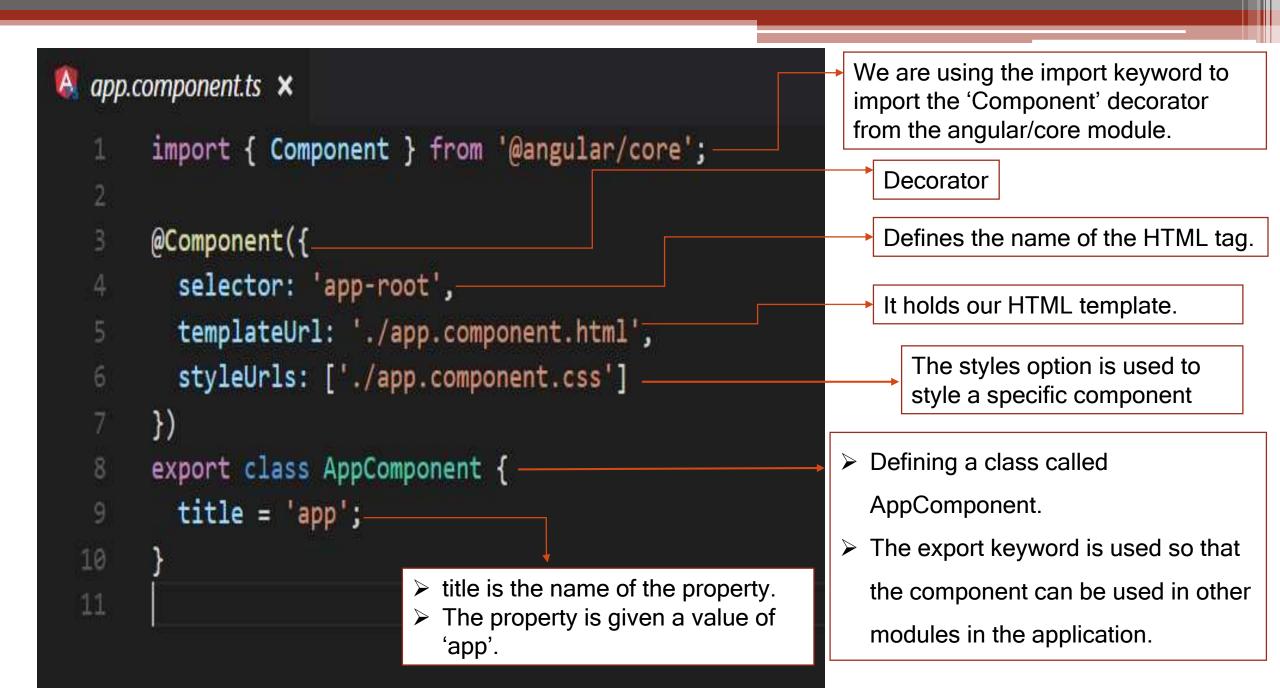
- ✓ Template is used to render the view for the application.
- ✓ This contains the HTML that needs to be rendered in the application.

### Class

- ✓ This is like a class defined in any language such as C#.
- This has the code which is used to support the view.
- ✓ It is defined in TypeScript.

### Metadata

- ✓ This has the extra data defined for the Angular class.
- ✓ It is defined with a decorator.



### **Creating Component**

ng generate command is used for create component.

#### **Syntax**

ng generate component < component\_name > or ng g c < component\_name >

#### **Example**

F:/Angular4/MyFirstDemoApp>
ng g c server

```
F:\angular4\MyFirstDemoApp1>ng generate component server installing component create src\app\server\server.component.css create src\app\server\server.component.html create src\app\server\server.component.spec.ts create src\app\server\server.component.ts identical src\app\app.module.ts
```

### **Component Selector**

By Element

Define by square brackets [] in selector name.

### **Syntax**

```
@Component({
```

selector: '[selector-name]',

templateUrl: 'html - template',

styleUrls: ['stylesheet']

**}**)

### **Example**

```
@Component({
```

selector: '[app-root]',

templateUrl: './app.component.html',

styleUrls: ['./app.component.css']

**}**)

```
<div selector name> </div>
```

<div app-root> </div>

#### By Class

#### Define by dot ( . ) in selector name.

### **Syntax**

@Component({

selector: '.selector-name',

templateUrl: 'html - template',

styleUrls: ['stylesheet']

**}**)

#### <div class ="selector-name">

### **Example**

@Component({

selector: '.app-root',

templateUrl: './app.component.html',

styleUrls: ['./app.component.css']

**}**)

<div class="app-root"> </div>

### **Data binding**

Data binding is communication between business logic and views.

Typescript Code (Business Logic) **Data binding = Communication** 

### **Output Data**

String Interpolation => {{ data }}

Property Binding => [property] = " data "

Template (HTML)

```
Syntax
export class <class_name>
{
   variableName = 'any string';
}
```

```
Example
export class AppComponent
{
    title = 'This is my demo app';
}
```

<div {{variableName }} >

<div {{ title }} > </div>

#### **Property Binding**

Property binding allow us to bind values to properties of an element to modify their behavior or appearance. This can include properties such as class, disabled, href or textContent.

#### **HTML**

<button [disabled]="!isActive"</pre>

class="btn">ADD</button>

### **Typescript**

```
export class ClientComponent {
  isActive = false;
  constructor() {
  setTimeout(() =>
  {    this.isActive = true;   }, 2000);  }
  ngOnInit() { }
```

### Contact handles

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## Thank you