

# Angular 2 – dag 2

## Korte herhaling

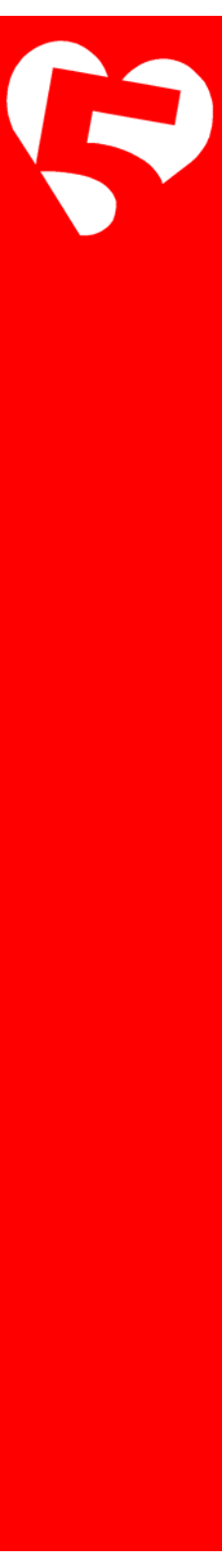


Peter Kassenaar –  
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# Framework to Platform

	Scaffolding	Code completion & Refactoring	Debugging
Tooling	Angular CLI	Language Services	Augury
Libraries	Material 2	Mobile	Universal
	Compile	Change Detection	Renderer
Core	Components & Dependency Injection	Decorators	Zones



# Angular 2

Components

Data binding

Services

TypeScript

Routing

Classes

Form

Event binding

Observables

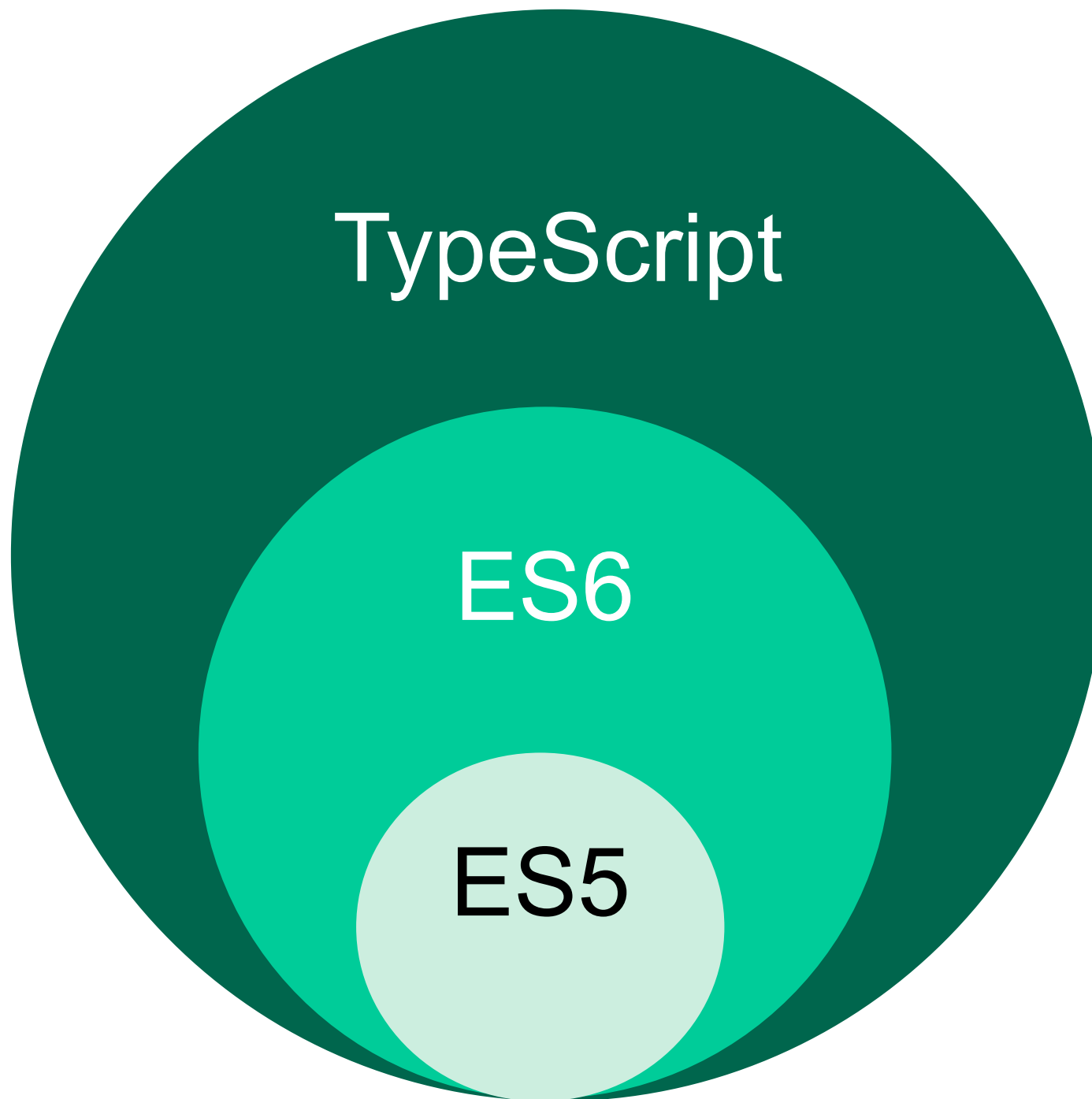
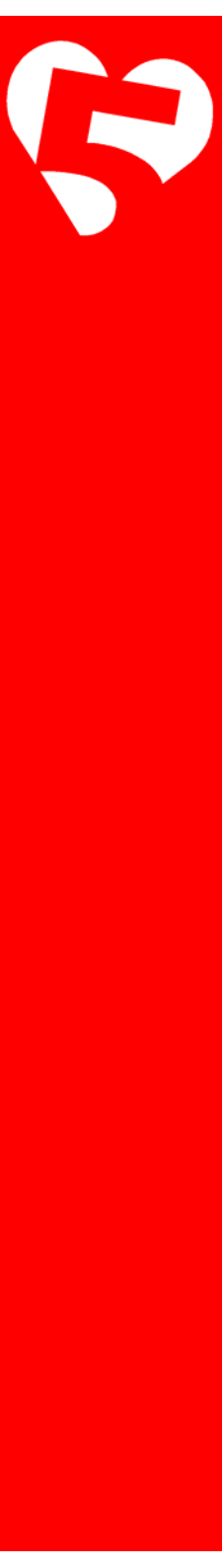
Templates

Pipes

Views

...







# Boilerplate code - stappenplan

1. Set up environment, boilerplate & libraries

– `npm install`

2. Schrijf Angular Root Component & Module voor de app

3. Bootstrap

4. Schrijf HTML-pagina (`index.html`)

5. Test applicatie

– `npm start`



# Data binding

- Nieuwe notatiewijzen in HTML-views/partials.
  1. Simple data binding `{{ ... }}`
  2. Event binding `(...)="..."`
  3. One-way data binding `[...]="..."`
  4. Two-way data binding `[(ngModel)] = "..."`



# Angular CLI

The screenshot shows the Angular CLI website. The top navigation bar is red with the Angular CLI logo, links for 'CLI COMMANDS' and 'GITHUB', and a 'GET STARTED' button. The main content area has a red background. On the left, a terminal window displays the following commands: `> npm install -g angular-cli`, `> ng new my-dream-app`, `> cd my-dream-app`, and `> ng serve`. To the right of the terminal, the text 'Angular CLI' is displayed in white, followed by 'A command line interface for Angular' and another 'GET STARTED' button. Below the red section, the website transitions to a white background. The first section is titled 'ng new' and contains the text: 'The Angular2 CLI makes it easy to create an application that already works, right out of the box. It already follows our best practices!'. The second section is titled 'ng generate'.

ANGULAR CLI CLI COMMANDS GITHUB GET STARTED

```
> npm install -g angular-cli
> ng new my-dream-app
> cd my-dream-app
> ng serve
```

## Angular CLI

A command line interface for Angular

GET STARTED

### ng new

The Angular2 CLI makes it easy to create an application that already works, right out of the box. It already follows our best practices!

### ng generate



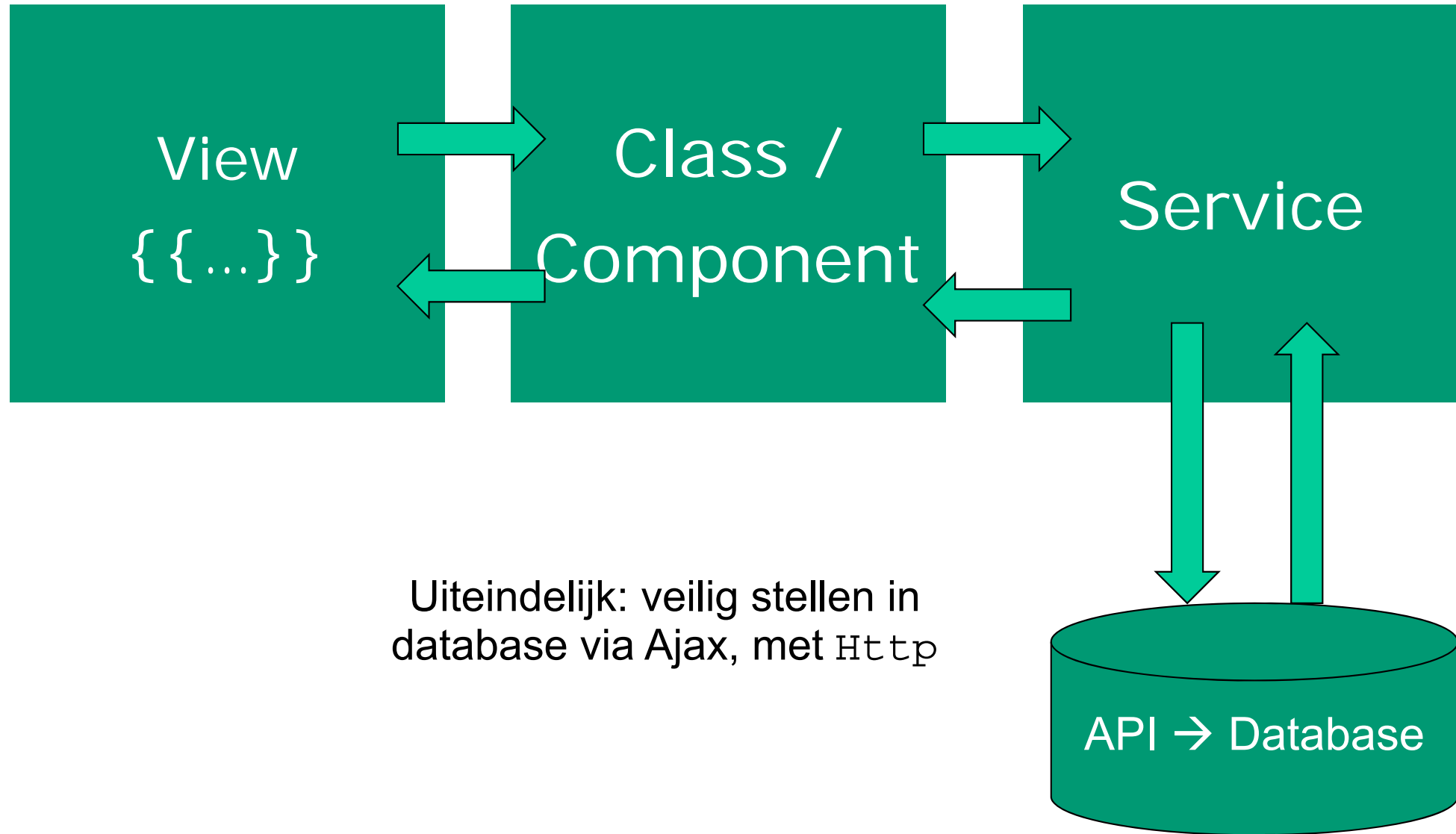
# Gisteren - vervolg

- Services
  - Static services
  - Observables / rxJS
  - GET-ing data



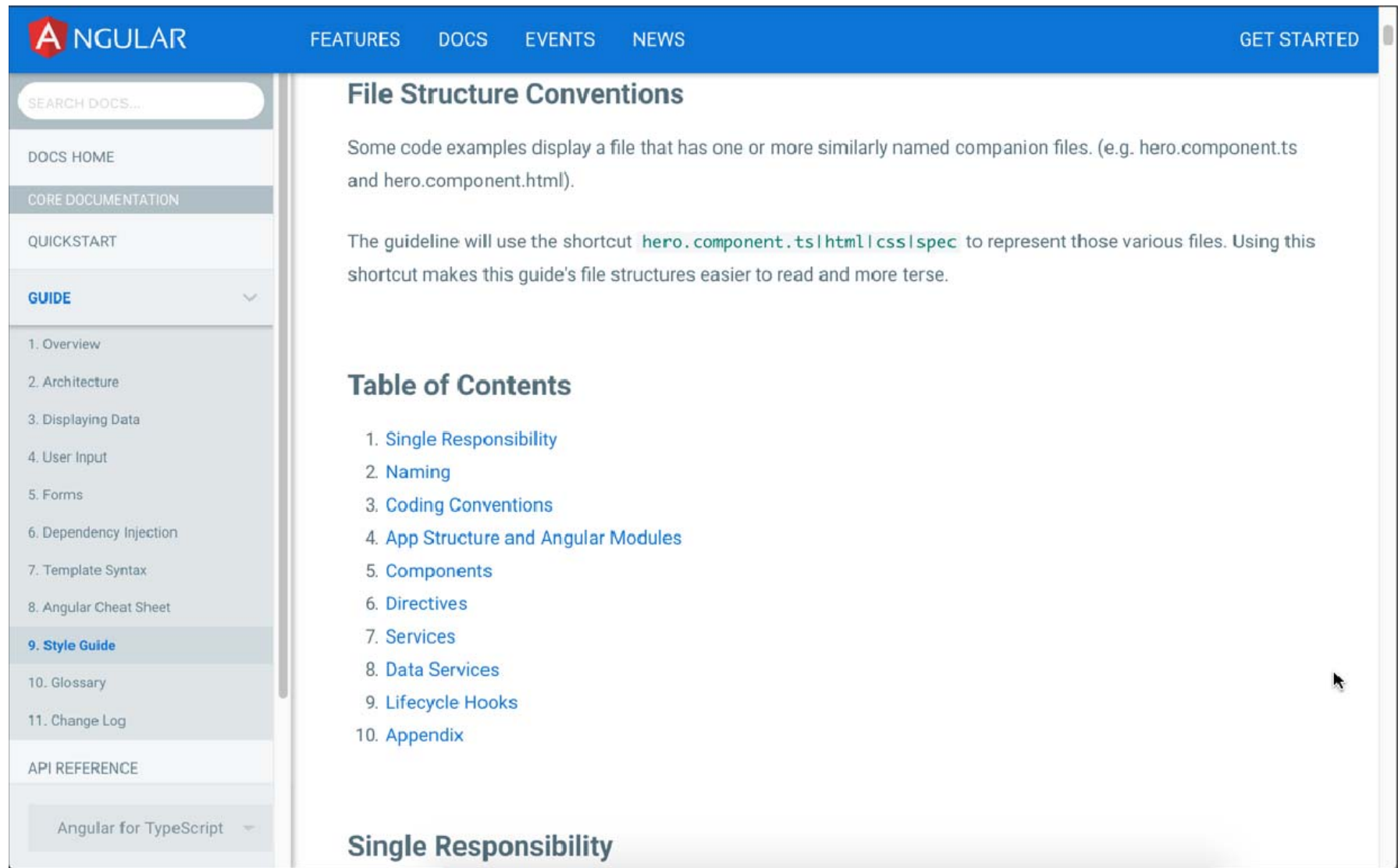


# Data flow





# Style Guide - conventions



The screenshot shows the Angular documentation website. The top navigation bar is blue with the Angular logo and links for FEATURES, DOCS, EVENTS, NEWS, and GET STARTED. A search bar is on the left. The left sidebar contains a list of documentation sections: DOCS HOME, CORE DOCUMENTATION, QUICKSTART, GUIDE (expanded), and API REFERENCE. The GUIDE section is further divided into 11 items, with '9. Style Guide' highlighted. The main content area is titled 'File Structure Conventions' and contains two paragraphs of text. Below this is a 'Table of Contents' with a list of 10 items. The bottom of the page shows the start of the 'Single Responsibility' section.

## File Structure Conventions

Some code examples display a file that has one or more similarly named companion files. (e.g. `hero.component.ts` and `hero.component.html`).

The guideline will use the shortcut `hero.component.ts|html|css|spec` to represent those various files. Using this shortcut makes this guide's file structures easier to read and more terse.

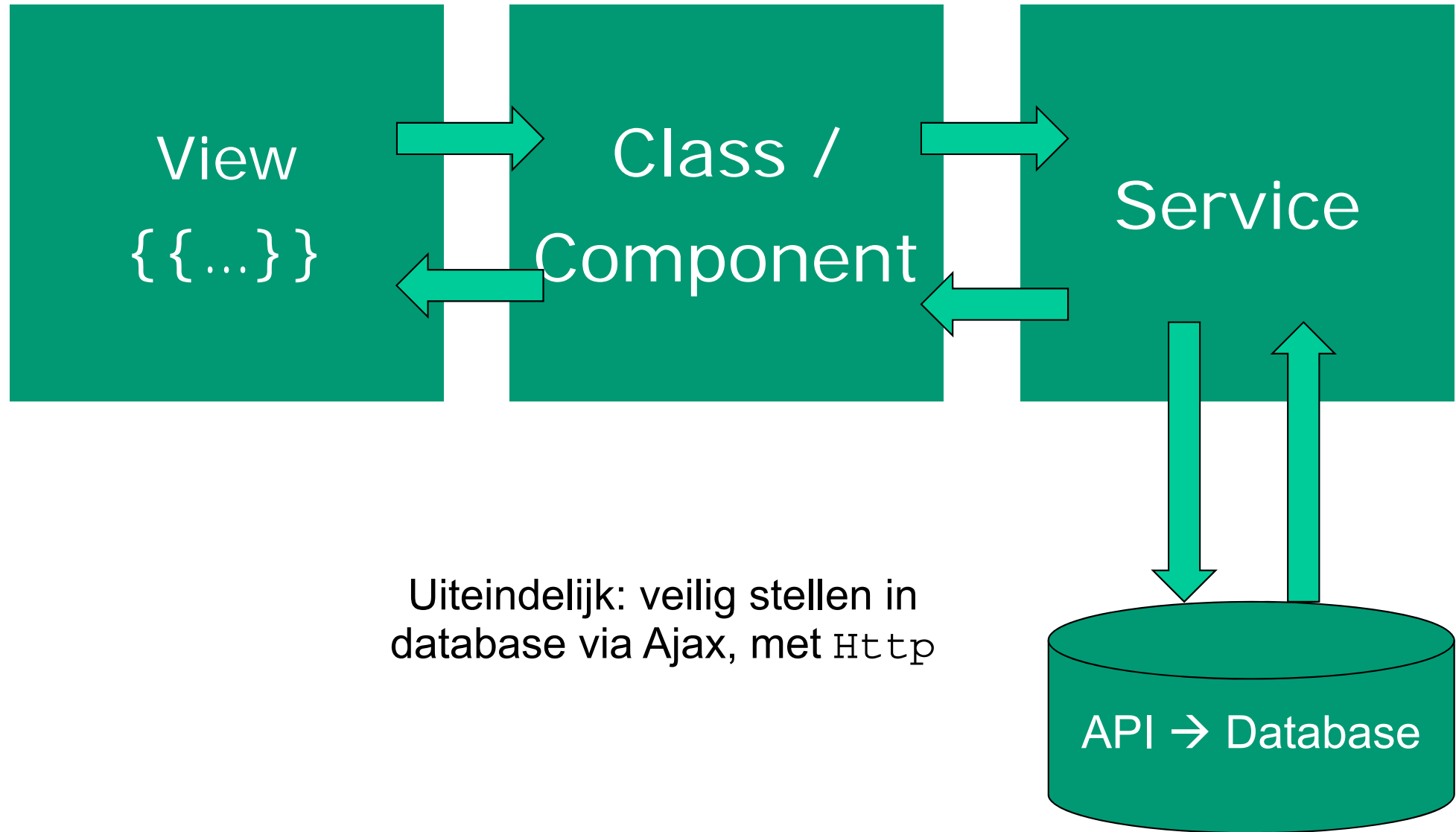
### Table of Contents

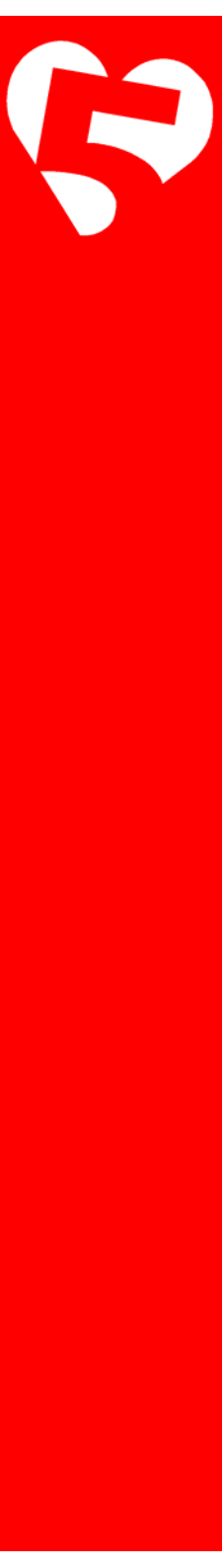
1. Single Responsibility
2. Naming
3. Coding Conventions
4. App Structure and Angular Modules
5. Components
6. Directives
7. Services
8. Data Services
9. Lifecycle Hooks
10. Appendix

### Single Responsibility



# Service Data Flow





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ANGULAR CONNECT

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REWRITING THE W

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eSynergy

prohire

MONACA

Chakra UI

ANGULAR BOOT CAMP! STL - SF - DC - NYC LONDON - ONLINE

Welcome to go beast mode with realtime interactive interfaces in Angular and Firebase.

0:06 / 25:21

Go beast mode with realtime reactive interfaces in Angular 2 & Firebase | Lukas Ruebbelke

<https://www.youtube.com/watch?v=5CTL7aqSvJU>



# Observable Cheat Sheet

genius to understand.

You can download the full-sized infographic at <http://bit.ly/observable-cheat-sheet>.

I really hope that you find the infographic helpful. Be sure to drop me a line below if you have any questions or comments. #highFive

**OBSERVABLE CHEAT SHEET**

Learning to work with observables is much like learning a new super power in that the entire process can be overwhelming! When you set aside all of the super shiny RxJS operators that you have at your disposal and start with a few key concepts, things suddenly start to come into focus and become fun.

**BASIC OBSERVABLE SEQUENCE**

The basic observable sequence is the foundation of everything we do with observable streams. In its simplest form, we have an **initial output** of data that we capture and then determine where we will **input** it into the application in its **final** form. We refer to data that arrives in the subscribe block as **final input** because it is no longer under control of the stream as it is being inputted in its final form to the application.

*I AM OUTPUTTING DATA!*

```
Observable.fromEvent(this.btn, 'click')
```

<http://onehungrymind.com/observable-cheat-sheet/>



# Vandaag

- Extra – Testing / ~ Augury
- Vervolg Observables
  - Live API's
  - Subscribing to streams
- Tree of components
  - Applicaties opbouwen met meerdere componenten
  - Data flow tussen de componenten
- Custom events en Custom attributes schrijven
- Routing
- (forms)



# Testing - some shortcuts



# Goed introductie artikel

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## Testing With Angular 2: Some Recipes (Talk and Slides)

Juri Stumpflohner reflects on his recent talk about diving deeper into testing Angular 2 apps. He also links to a dedicated code repository on GitHub with the purpose of collecting testing recipes for various scenarios one might encounter while testing Angular applications.

 by Juri Stumpflohner  MVB · Jan. 16, 17 · Web Dev Zone

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*Start coding today to experience the powerful engine that drives data application's development, brought to you in partnership with [Qlik](#).*

I recently wanted to dive deeper into testing Angular applications, in specific on how to write proper unit tests for some common scenarios you might encounter.

Dave, the organizer of [the Angular Hamburg Meetup group](#), asked me whether I'd be interested in

Subscribe 

<https://dzone.com/articles/talk-testing-with-angular-some-recipes>





# Repo – Angular Testing recipes

The screenshot shows the GitHub repository page for 'juristr/angular-testing-recipes'. The repository is described as 'Simple testing patterns for Angular version 2+'. It has 43 commits, 1 branch, 0 releases, and 1 contributor. The repository is on the 'master' branch. The file list includes:

File	Commit Message	Time
e2e	chore: base setup with CLI	a month ago
src	fix: missing parentheses	a month ago
.gitignore	chore: add .vscode to gitignore	a month ago
.travis.yml	chore: add travis config file	a month ago
README.md	docs: adjust intro	a month ago
angular-cli.json	chore: base setup with CLI	a month ago
karma.conf.js	feat: add karma mocha reporter	a month ago
package.json	chore(packages): upgrade TypeScript reference	a month ago
protractor.conf.js	chore: base setup with CLI	a month ago

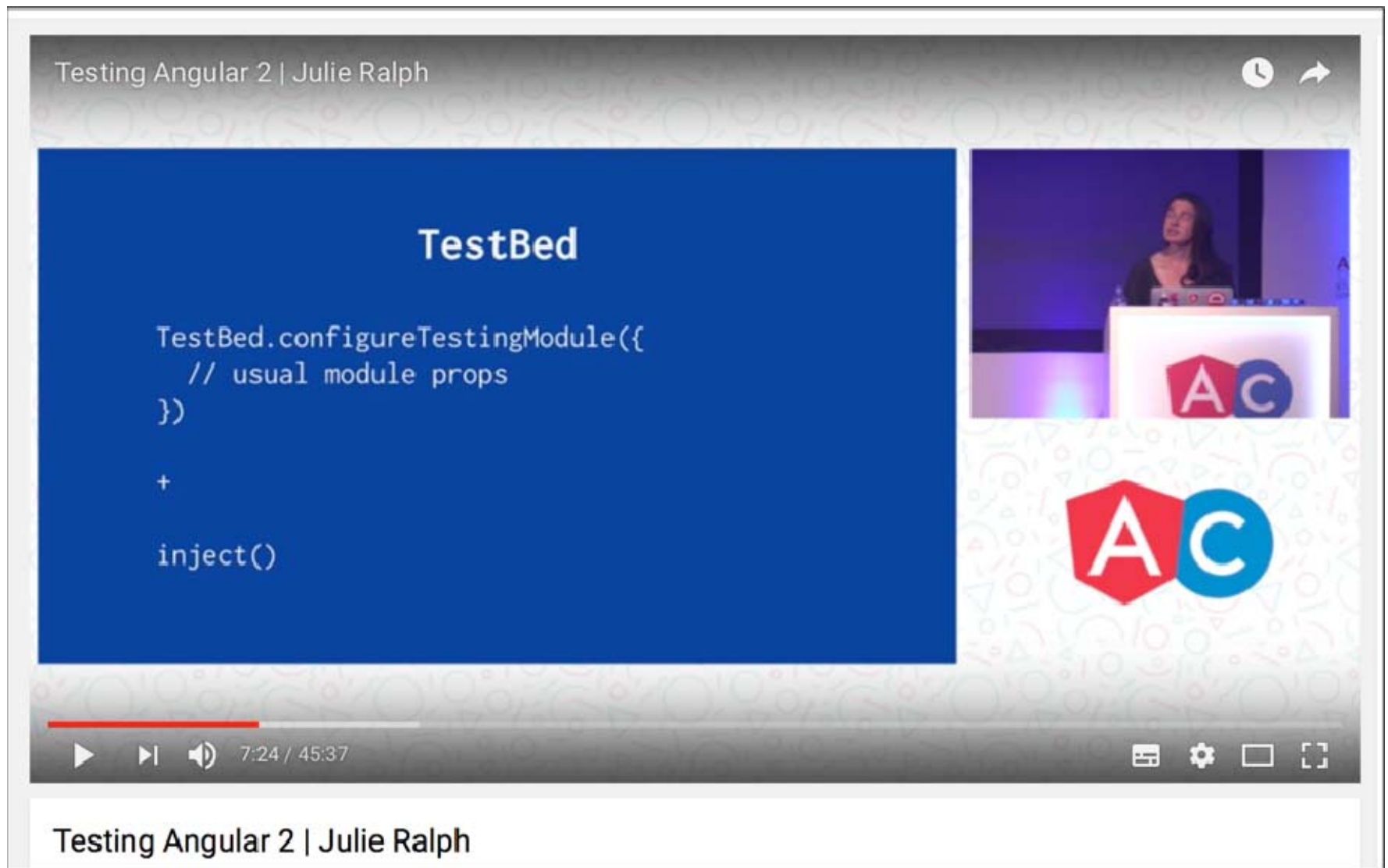
<https://github.com/juristr/angular-testing-recipes>



```
6 describe('AppComponent', () => {
7   beforeEach(() => {
8     TestBed.configureTestingModule({
9       declarations: [
10         AppComponent
11       ],
12     });
13   });
14
15   it('should create the app', async(() => {
16     let fixture = TestBed.createComponent(AppComponent);
17     let app = fixture.debugElement.componentInstance;
18     expect(app).toBeTruthy();
19   }));
20
21   it(`should have as title 'app works!'`, async(() => {
22     let fixture = TestBed.createComponent(AppComponent);
23     let app = fixture.debugElement.componentInstance;
24     expect(app.title).toEqual('app works!');
25   }));
```



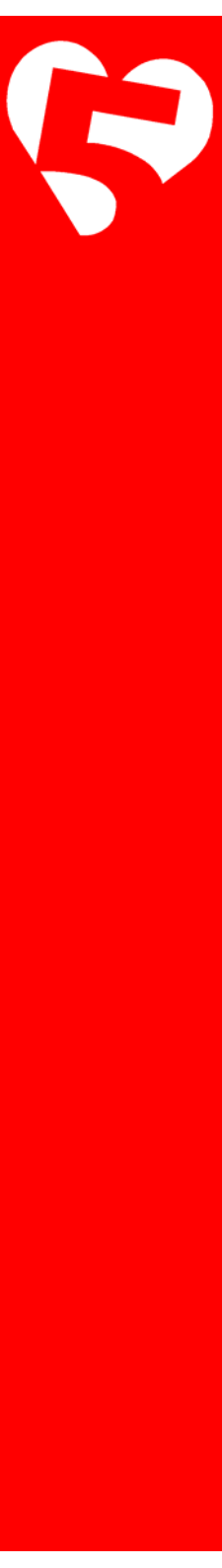
# Videos on testing




<https://www.youtube.com/watch?v=f493Xf0F2yU>




# Augury - debugging & analysis



 **ANGULAR** AUGURY

GUIDESRESOURCESCHANGE LOG

INSTALL



## Angular Augury

A Google Chrome Dev Tools extension for debugging Angular 2 applications.

INSTALL

### What is Augury

Augury is the most used Google Chrome Developer Tool extension for debugging and profiling Angular 2 applications.

### Why Use Augury?

Augury helps Angular 2.0 developers visualize the application through component trees, and visual

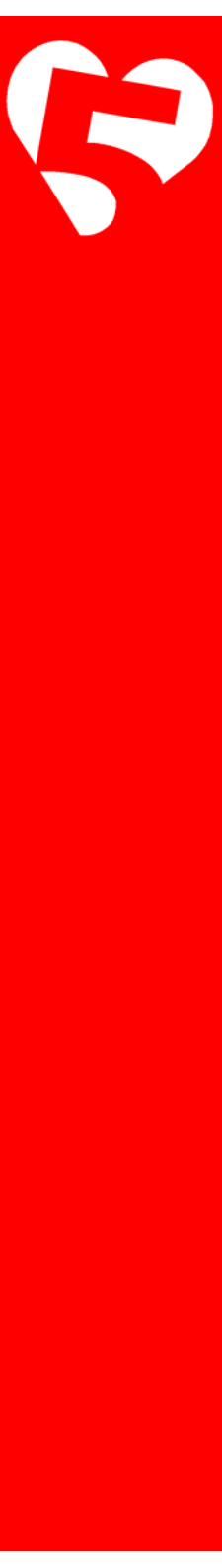
<https://augury.angular.io/>



# Extra

- Debugging – Augury
  - Extension to Chrome
- Insight in application architecture
- Insight in Routing structure
- Two themes – dark/light
- Insight in @ngModules / dependencies
- Install via Chrome Extions Store





>

webpack.test.bootstrap.ts

- clean up unnecessary dependencies from package.json.

a year ago

webpack.test.config.js

Massive refactoring of entire backend and most of the frontend (#546)

6 months ago

webpack.vendor.ts

Refactor the rendering of providers so that they match the rest of Au...

2 months ago

README.md

# Augury

PASSED

slack

20/259

Ready

13

## Table of content

1. Introduction

2. Supported version

3. Working on Augury

4. Building and installing locally

5. Supported version

6. Working on Augury

7. Running tests

8. Reporting issues

9. Contributing

10. Known issues

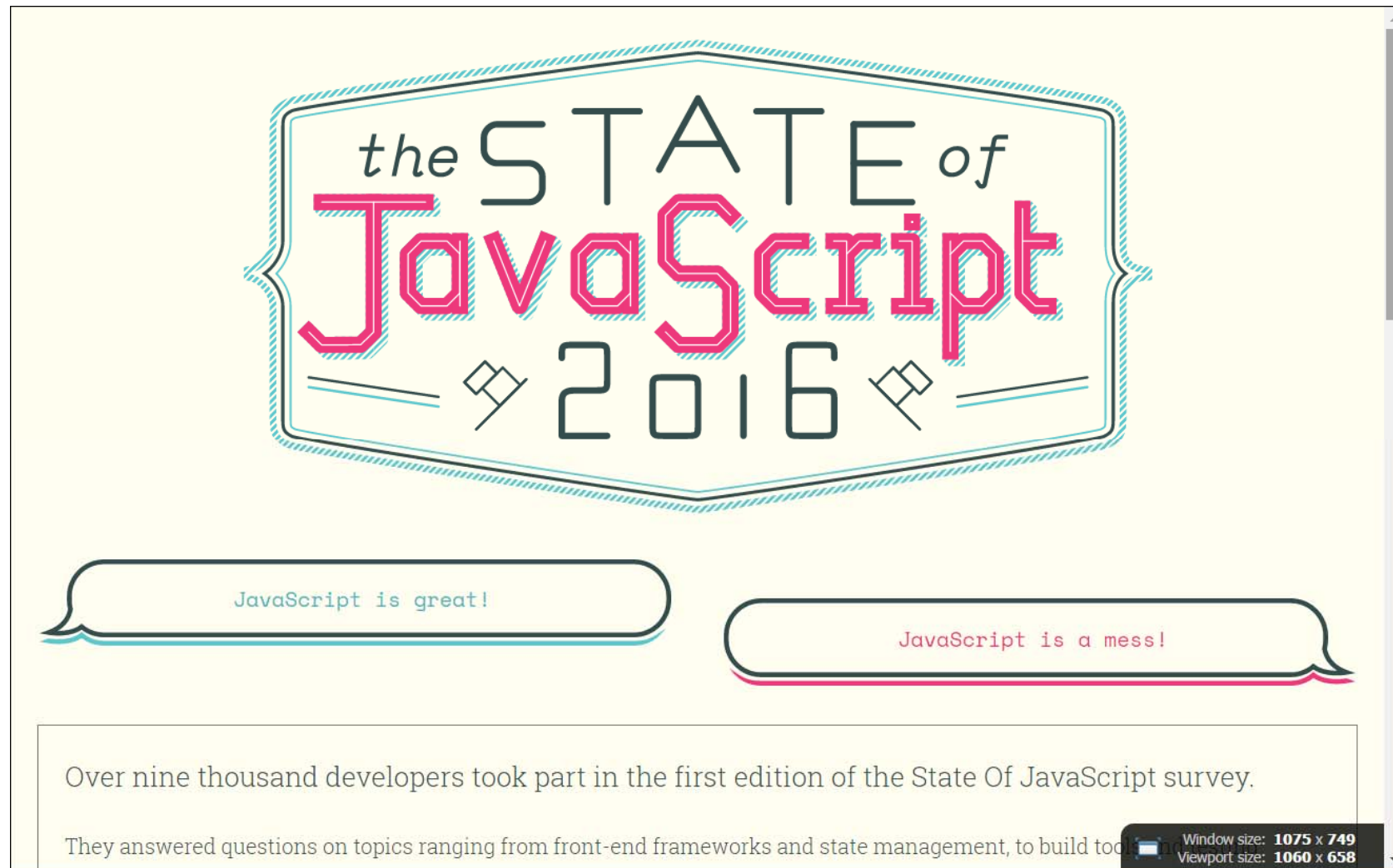
## Introduction

<https://github.com/rangle/augury>





# State of JavaScript



<http://stateofjs.com/>