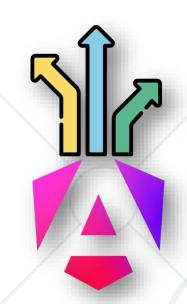
# **Modules and Routing**

**Creating Single-Page Applications** 



**SoftUni Team Technical Trainers** 







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#### Have a Question?





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- 1. Standalone Components
- 2. Signals
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# **Standalone Components**

**Building Blocks of the Application** 

# What is Standalone in Angular?



- Components import other standalone components, directives, and pipes directly within their metadata (imports array), removing the need for a shared or parent module to connect them
- These components can function independently and be used directly in Angular applications
- This feature is backward-compatible, meaning you can still use traditional modules in combination with standalone components

# For What Standalone is Used in Angular?



- It is used to simplify the structure of Angular applications
- Standalone components help optimize dependency management since they declare their own dependencies instead of relying on a module
- Standalone components are ideal for building self-contained,
   reusable UI elements that don't require extra configurations



# Standalone Component Example



Property in the component decorator when defining the component



# **What Are Signals**





- Signals are a new reactivity model introduced in Angular to manage state and reactivity more predictably and efficiently
- They offer a simpler alternative to observables for local state management in components
- A signal is a wrapper around a value that notifies interested consumers when that value changes
- Signals can contain any value, from primitives to complex data structures

# **Signal Key Features**



- A signal holds a value, and this value is immutable, meaning it can only be changed explicitly (using methods like set, update)
- Signals automatically trigger view updates when their value changes, making them reactive and removing the need for manual subscriptions or ChangeDetectorRef
- Signals provide a clear, declarative syntax to manage state and react to state changes

# Signal Core Concepts



- Use the signal() function to create a signal and initialize it with a value
- Signals have methods to modify their value
  - set(value): Replaces the current value
  - update(fn): Updates the value based on the previous one
  - mutate(fn): Mutates the value if it's a mutable object (e.g., arrays, objects)

## Signal Example



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

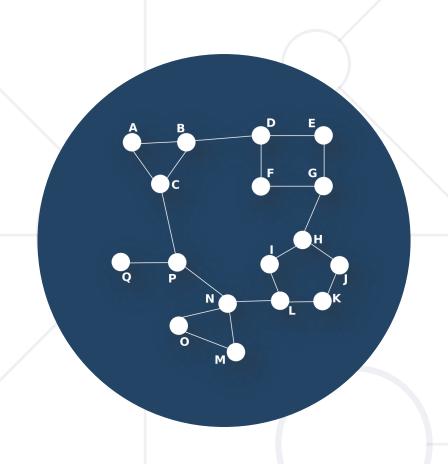
const count: WritableSignal<number> = signal(0);
console.log('The count is: ' + count());
count.set(3);
count.update(value => value + 1); // Increment the
count by 1
```

# **Computed Signals**



- Computed signal are read-only signals that derive their value from other signals
- Computed signals are defined using the computed function and specifying a derivation
- Computed signals are both lazily evaluated and memorized
- As a result, you can safely perform computationally expensive derivations in computed signals, such as filtering arrays

```
const count: WritableSignal<number> = signal(0);
const doubleCount: Signal<number> = computed(() => count() * 2);
```



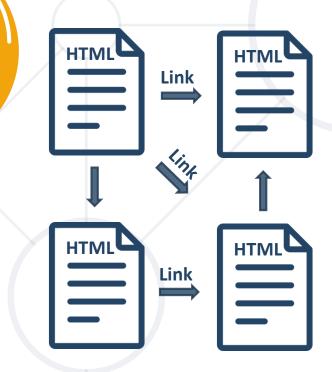
# **Routing Concepts**

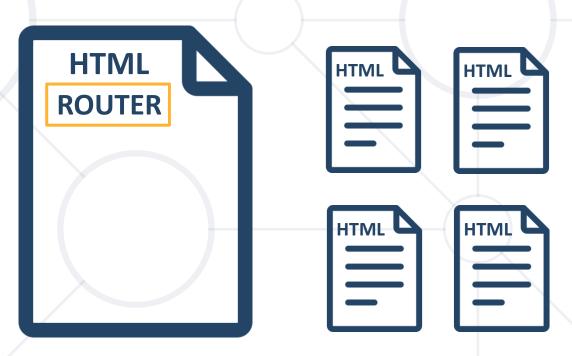
Navigation for Single Page Applications

#### What is Routing?



- Allows navigation, without reloading the page
- Pivotal element of writing Single Page Applications





**Standard Navigation** 

**Navigation using Routing** 

# **Single Page Applications**



- A Router loads the appropriate content when the location changes
  - E.g. when the user manually enters an address
- Conversely, a change in content is reflected in the address bar
  - e.g., when the user clicks on a link
- Benefits
  - Load all scripts only once
  - Maintain state across multiple pages
  - Browser history can be used
  - Build User Interfaces that react quickly





# **Router Module**

Setup, Links, Redirects, Parameters

# **Define the Template**



First add the base meta tag into the index.html file

```
<base href="/">
```

Usually added by the CLI

Add a nav tag so the user can navigate through the app

```
<nav>
  <a routerLink="/home">Home</a>
  <a routerLink="/about">About</a>
</nav>
  Use routerLink instead of href
```

Define the router outlet where the content will be rendered

```
<router-outlet></router-outlet>
```

#### **Create Routes**



Import Routes and Components

```
import { Routes } from '@angular/router';
import { HomeComponent } from './home/home.component';
import { AboutComponent } from './about/about.component';
```

Define the needed routes as an array of objects

#### **Create Routes**



Add Components to the imports array

```
import { Component } from '@angular/core';
import { RouterOutlet } from '@angular/router';
import { NavbarComponent } from "./navbar/navbar.component";
import { CatalogComponent } from './catalog/catalog.component';
import { AboutComponent } from './about/about.component';
```

#### The RouterLink Directive



A basic usage of the RouterLink directive

```
<a routerLink="/user/profile">Profile Page</a>
```

Bind to the directive a pass an array of parameters

```
<a
 [routerLink]="[ '/user', 1, 'profile' ]">
  Profile Page
</a>
```



# Navigate Programmatically



Inject the Angular Router in components

```
constructor(
  private router: Router
) { }
From "@angular/router"
```

Use it to navigate from one component to another

```
loadData() {
  // Service call goes here
  this.router.navigate([ '/home' ])
}
```

#### **Passing Parameters to Routes**



Define routes with parameters the following way

```
{ path: 'user/:id', component: UserDetailsComponent }
```

Nested parameters

```
path: 'user/:id/:username',
component: UserProfileComponent
}
```



#### **Fetching Parameters**



Inject ActivatedRoute in components

```
constructor(
  private route: ActivatedRoute
) { }
```

Retrieve parameters directly from the snapshot

```
ngOnInit() {
  const id = this.route.snapshot.params['id']
}
```

Only runs one time when the component is initiated

# **Fetching Parameters Reactively**



 To change the content of a component inside the same one use an Observable instead

```
ngOnInit() {
  this.route.params
    .subscribe((params: Params) => {
      const id = params['id']
      }
  )
}
```

# **Query Strings and Fragments**



To pass query parameters / fragments attach directives

```
    [routerLink]="[ '/users', user.id, user.name ]"
    [queryParams]="{ search: 'Peter' }"
    fragment="loading"
    </a>
```

Retrieve them from the snapshot

```
this.route.snapshot.queryParams
this.route.snapshot.fragment
```

# Setting Up Child (Nested) Routes



 Create nested routing by defining child routes using the children property of a route

New router outlet needed at UsersComponent

```
<router-outlet></router-outlet>
```

## **Using Wildcards and Redirects**



- If the requested URL doesn't match any paths for routes,
   show a 404 Not Found Page
  - This is done by using a wildcard '\*\*'

```
{ path: '**', component: PageNotFoundComponent }
```

To redirect from one path to another

```
{ path: '', redirectTo: 'home', pathMatch: 'full' }
```

Telling the router how to match a URL to the path of the route



# **Router Guards**

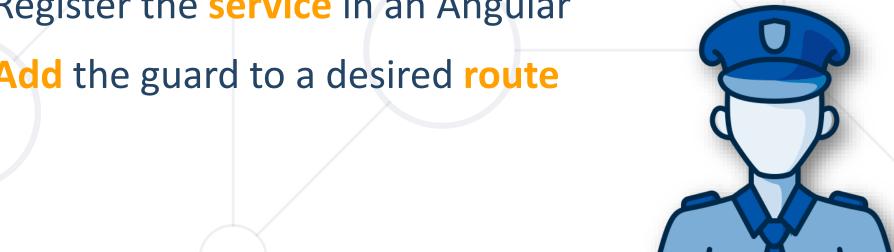
**Protecting Routes** 

#### **Guards Overview**





- In Angular there are route guards
  - Build a guard service
  - Register the service in an Angular
  - Add the guard to a desired route





#### **CanActivate Guard**



- The CanActivate guard checks criteria before activating a route
- It limits route access to specific users (register users, admins..)
- Called when the url changes

```
import { Injectable, inject } from
"@angular/core";
import {
   Router, CanActivateFn,
   ActivatedRouteSnapshot,
   RouterStateSnapshot
} from "@angular/router";
```



## **Guard Example**



Create a guard that restricts non-authenticated users

```
export const AuthGuard: CanActivateFn = (route, state) => {
const authService = inject(AuthService);
const router = inject(Router);
const isLoggedIn = authService.checkIfLogged(state.url); if
(!isLoggedIn) {
    router.navigate(['/login']); // Redirect to Login if not
Logged in }
return isLoggedIn;
};
```

#### **Angular Router Resolver**



- The Angular Router provides a resolve property
- It takes a route resolver and allows your application to fetch data before navigating to the route

# Implement the Resolver



Create the Resolver Guard

```
import { Injectable } from '@angular/core';
import { ResolveFn } from '@angular/router';
import { inject } from '@angular/core';
import { UsersService } from './users.service';
import { User } from './user.model';
export const userResolver: ResolveFn<User> = (route) => {
const usersService = inject(UsersService);
const userId = route.paramMap.get('id')!;
return usersService.getUserById(userId);
```

**Inject** the service inside the **guard** 

# **Use It Inside a Component**



 Inside a Component fetch the data from the data property of the snapshot

```
export class UserComponent {
route = inject(ActivatedRoute);
user!: User;
ngOnInit() {
this.user = this.route.snapshot.data['user'];
                                 The name bound inside
                                   the route resolver
```

#### Summary



Standalone components declare their own dependencies

standalone: true

- Routing allows navigation without reloading the page
- The Router Module in Angular is a powerful tool
  - It supports routing with params, child routes, route guards, resolvers and more





# Questions?



















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