

Exercise (Instructions): Angular Components

Part 1

Exercise Resources

images.zip

Objectives and Outcomes

In this exercise you will add the first component to your Angular application and update its template. At the end of this exercise you will be able to:

- Add components to your Angular application
- Update the templates of your component.

Adding a Menu Component

- First, download the images.zip file provided above and then unzip the file. Move the resulting *images* folder containing some PNG files to the Angular project's *src/assets* folder. These image files will be useful for our exercises.
- Next, use the CLI's *ng generate* command to generate a new component named *menu* as follows:

```
1 ng generate component menu
```

- This will create the necessary files for the menu component in a folder named *menu*, and also import this component into *app.module.ts*.
- Next, open *app.component.html* file and add the following after the toolbar:

```
1 <app-menu></app-menu>
```

Creating the Menu

- Next, create a folder named *shared* under the *src/app* folder. To this folder, add a file named *dish.ts* with the following code:

```

1 export class Dish {
2     name: string;
3     image: string;
4     category: string;
5     label: string;
6     price: string;
7     description: string;
8 }

```

- Update menu.component.ts as follows to add in the data for four menu items:

```

1  . . .
2  import { Dish } from '../shared/dish';
3  . . .
4
5  export class MenuComponent implements OnInit {
6
7      dishes: Dish[] = [
8          {
9              name: 'Uthappizza',
10             image: '/assets/images/uthappizza.png',
11             category: 'mains',
12             label: 'Hot',
13             price: '4.99',
14             description: 'A unique combination of Indian Uthappam
                           (pancake) and Italian pizza, topped with Cerignola
                           olives, ripe vine cherry tomatoes, Vidalia onion,
                           Guntur chillies and Buffalo Paneer.'
          },
15         {
16             name: 'Zucchipakoda',
17             image: '/assets/images/zucchipakoda.png',
18             category: 'appetizer',
19             label: '',
20             price: '1.99',
21             description: 'Deep fried Zucchini coated with mildly
                           spiced Chickpea flour batter accompanied with a
                           sweet-tangy tamarind sauce'
          },
22         {
23             name: 'Vadonut',
24             image: '/assets/images/vadonut.png',
25             category: 'appetizer',
26             label: 'New',
27             price: '1.99',
28             description: 'A quintessential ConFusion experience,
                           is it a vada or is it a donut?'
          },
29         {
30             name: 'ElaiCheese Cake',
31             image: '/assets/images/elaicheesecake.png',
32             category: 'dessert',
33             label: '',
34             price: '2.99',
35             description: 'A delectable, semi-sweet New York Style
                           Cheese Cake, with Graham cracker crust and spiced
                           with Indian cardamoms'
          }
36     ];
37     . . .
38 }
39

```

- Next, update the menu.component.html template as follows:

```
1 <div class="container"
2     fxLayout="column"
3     fxLayoutGap="10px">
4
5 <md-list fxFlex>
6   <md-list-item *ngFor="let dish of dishes">
7     <img md-list-avatar src={{dish.image}} alt={{dish.name}}>
8     <h1 md-line> {{dish.name}} </h1>
9     <p md-line>
10      <span> {{dish.description}} </span>
11    </p>
12  </md-list-item>
13 </md-list>
14
15 </div>
```

- Add the following CSS class to styles.scss file:

```
1 .container {
2   margin: 20px;
3   display: flex;
4 }
```

- Save all changes and do a Git commit with the message "Components Part 1".

Conclusions

In this exercise we added a new component to our Angular application, added data to its class, and then updated the component template to show the information in the web page.

Mark as completed

