

Exercise (Instructions): Angular Animations

Part 1

Objectives and Outcomes

In this exercise you will be using the animation support available in the Angular framework to add a few new features to your Angular application. At the end of this exercise you will be able to:

- Define new animations using the support available in the Angular framework
- Apply the animations to the views within your components

Adding Animation Support

- We have already included the Animation library into our Angular application in the very first exercise since we needed it to support some of the features of the Angular Material components. Now we add our own custom animation to various views.
- Open `dishdetail.component.ts` and add the following to it to include various Animation classes and functions into your component:

```
1 import { trigger, state, style, animate, transition } from '@angular/animations'
```

- Define a new animation trigger within the Component decorator as follows:

```

1  . . .
2
3  @Component({
4
5  . . . ,
6    animations: [
7      trigger('visibility', [
8        state('shown', style({
9          transform: 'scale(1.0)',
10         opacity: 1
11       })),
12      state('hidden', style({
13        transform: 'scale(0.5)',
14        opacity: 0
15      })),
16      transition('* => *', animate('0.5s ease-in-out'))
17    ])
18  ]
19
20 . . .
21 })
22 . . .

```

- Next update the DishDetailComponent class as follows:

```

1  . . .
2
3  visibility = 'shown';
4  . . .
5
6  this.route.params
7    .switchMap((params: Params) => { this.visibility = 'hidden'; return this
8    .dishservice.getDish(+params['id']); })
9    .subscribe(dish => { this.dish = dish; this.dishcopy = dish; this
10    .setPrevNext(dish.id); this.visibility = 'shown'; },
11    errmess => { this.dish = null; this.errMess = <any>errmess; });
12  . . .

```

- Then update dishdetail.component.html file as follows:

```

1  . . .
2  <div fxFlex="40" *ngIf="dish" [@visibility]="visibility">
3
4  . . .
5  <div fxFlex="40" *ngIf="dish" [@visibility]="visibility">
6
7  . . .

```

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

Conclusions

In this exercise you learnt to use Angular animations support within your application to add new features to your views.