Exercise (Instructions): Popups, Loading, Spinner and Gestures

Objectives and Outcomes

In this exercise you will use popups, loading messages and gestures within your application. Popups will be used for confirmation, loading message will be displayed while the app is communicating with a server, and a swipe gesture will be supported. At the end of this exercise, you will be able to:

- Use popups to show messages to the users for confirmation

- Use a loading message together with a spinner to show the user while the app is downloading information from a server

- Use gestures within your app.

Updating FavoritesController

- Open *controllers.js* and in the *FavoriteController*, update the *deleteFavorite* function as follows:

```
$scope.deleteFavorite = function (index) {

    var confirmPopup = $ionicPopup.confirm({
        title: 'Confirm Delete',
        template: 'Are you sure you want to delete this item?'
    });

    confirmPopup.then(function (res) {
        if (res) {
            console.log('Ok to delete');
            favoriteFactory.deleteFromFavorites(index);
        } else {
            console.log('Canceled delete');
        }
    });

    $scope.shouldShowDelete = false;

}
```

- Then, update the FavoritesController definition as follows:

```
.controller('FavoritesController', ['$scope', 'menuFactory', 'favoriteFactory', 'baseURL'
, '$ionicListDelegate', '$ionicPopup', '$ionicLoading', '$timeout', function ($scope, men
uFactory, favoriteFactory, baseURL, $ionicListDelegate, $ionicPopup, $ionicLoading, $time
out) {
```

- Then, update the FavoritesController code as follows:

```
    $scope.baseURL = baseURL;
    $scope.shouldShowDelete = false;

    $ionicLoading.show({
        template: '<ion-spinner></ion-spinner> Loading...'
    });

    $scope.favorites = favoriteFactory.getFavorites();

    $scope.dishes = menuFactory.getDishes().query(
        function (response) {
            $scope.dishes = response;
            $timeout(function () {
                $ionicLoading.hide();
            }, 1000);
        },
        function (response) {
            $scope.message = "Error: " + response.status + " " + response.statusText;
            $timeout(function () {
                $ionicLoading.hide();
            }, 1000);
        });
```

Updating favorites.html to use Gesture

- Open *favorites.html* and update the *<ion-item>* tag as follows:

```
    <ion-item ng-repeat="dish in dishes | favoriteFilter:favorites" href="#/app/menu/{{
dish.id}}" class="item-thumbnail-left" on-swipe-left="deleteFavorite(dish.id)">
```

- Save all the changes and then check the resulting application

Conclusions

In this exercise, you have seen the use of popups, loading message, spinners and gestures within an Ionic application.