Chapter 6. The wonderful land of Web Components

Before going further, I'd like to make a brief stop to talk about Web Components. You don't have to know about Web Components to write Angular code. But I think it's a good thing to have an overview of what they are, because some choices in Angular have been made to facilitate the integration with Web Components, or to make the components we will build similar to Web Components. Feel free to skip this part if you have no interest in this topic; however, I do believe you'll learn a thing or two that will be useful for the rest of the road.

6.1. A brave new world

Components are an old fantasy in development. Something you can grab off the shelves and drop into your app, something that would work right away and bring a needed functionality to your users.

My friends, this time has come.

Well, maybe. At least, there is the start of something.

That's not completely new. We have had components in web development for quite some time, but they usually require some kind of dependency, like jQuery, Dojo, Prototype, AngularJS, etc. Not necessarily libraries you wanted to add to your app.

Web Components attempt to solve this problem: let's have reusable and encapsulated components.

They rely on a set of emerging standards that browsers don't perfectly support yet. But, still, it's an interesting topic, even if there's a chance that we'll have to wait a few years to use them fully, or even that the concept never takes off.

This emerging standard is defined in 4 specifications:

- Custom elements
- Shadow DOM
- Template
- HTML imports