



# **Angular**

# Tahaluf Training Center 2021









# **Chapter 2**

- 1 What is Data Binding?
- 2 One-way data binding
- 3 Two-way data binding
- 4 Create module in angular





### What is Data Binding?



#### **Data Binding**

is a technique, where the data stays in sync between the component and the view. Whenever the user updates the data in the view, Angular updates the component. When the component gets new data, the Angular updates the view.





### What is Data Binding?



#### **Data Binding**

Allows to define communication between a component and the DOM, making it very easy to define interactive applications without worrying about pushing and pulling information.







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One-way data binding will bind the data from the component to the view (DOM) or from view to the component.







### One way data binding may be:

Input event → Read event .

#### OR

Output event > Write event .





To bind data from component to view, we make use of Interpolation & Property Binding.





You can use these ways to read the value from variable.

In app.componemts.html

#### 1- Interpolation

```
<input type ="text" placeholder="your name" value=
"{{name}}" />
```

# 2-\Property Binding

```
<input type ="text" placeholder="your name" [valu
e]="name" />
```





To bind data from view to component, we will use event binding, By tracking the user events in the view and responding to it.





#### In app.component.html

```
<input type="text" placeholder="your name" [value]=
"name" (change)="handleNameInputChange()" />
```

#### In app.component.ts

```
handleNameInputChange() {
  alert('The value is changed!');
}
```







# **Event Object:**

You can display the input value by binding key event and displays the text back what the user types onto the screen.







#### In app.componemts.html

```
<input type="text" placeholder="your name" [valu
e]="name"(change)="handleNameInputChange($event)
"/>
```

#### In app.componemts.ts

```
handleNameInputChange = (e;any) =>
{
    console.log(e.target.value);
    this.name =e.target.value;
}
```







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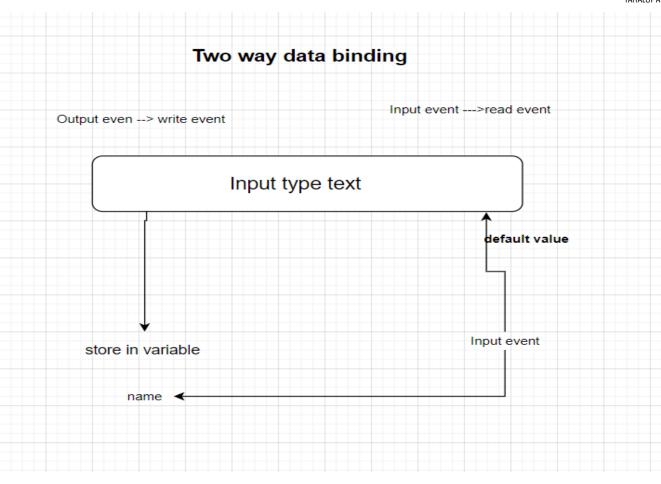
#### Two-way data binding

Allows to have the data flow both ways (read and write event).

And it is a continuous synchronization of a data from view to the component and component to the view.











In two way data binding we will use Ngmodel Which creates a FormControl instance and binds it to a form control element.

First we will add the Forms module in app.module.ts in import section.

```
import { FormsModule } from '@angular/forms';
imports: [
   BrowserModule,
   AppRoutingModule,
   FormsModule
],
```







#### Lets have a demo

Creates a simple form using two way data binding which contains:

- ✓ Name
- ✓ Email
- ✓ Salary
- ✓ And then calculate the annual salary.





To use two way data binding you must use [(ngModle)] which means read and write in the same time.

```
<input type="text" placeholder="your name"
[(ngModel)]="name" />

<input type="text" placeholder="your email"
[(ngModel)]="email" />

<input type="number" placeholder="your Salary"
[(ngModel)]="salary" />
```





And this code to read the value from typescript file.

```
<h1>Current name is : {{name}}</h1>
<h1>Current email is : {{email}}</h1>
<h1>Current salary is : {{salary}}</h1>
<h1>Current annual salary is : {{salary*12}}</h1>
```







#### In app.component.ts

```
export class AppComponent {
    title = 'TrainingWebSite';
    name: string = '';
    email: string = '';
    salary: number = 0;
}
```







#### In app.component.css

```
input {
    display: block;
    width: 300px;
    padding: 10px;
    font-size: 1em;
    margin-top: 10px;
}
```







To do the logic.

#### In app.component.html

```
<input type="text"placeholder="your name" [(ngModel)]=
"name" (ngModelChange)="handlechange($event)" />
```







#### In app.component.ts

```
handlechange(ev: any)
{
    console.log(ev.length);
    if (ev.length > 15) {
        this.name = this.name.substr(0, 15);
        alert("you are writing along name ")
    }
    if (ev.length > 20)
        alert("Stop writing !!")
}
```





# **Exercise:**

Add button called clear to clear all data in html page use click event.







# **Exercise Solution:**

In app.component.html

```
<button (click) ="clearValue()"> Clear </button>
```

#### In app.component.ts

```
clearValue(){
  this.name = '';
  this.email = '';
  this.salary = 0;
}
```







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Module in Angular refers to a place where you can group the components, directives, pipes, and services, which are related to the application.







Before creating a new module, we will talk about the difference between **normal Loading** and **lazy loading**.





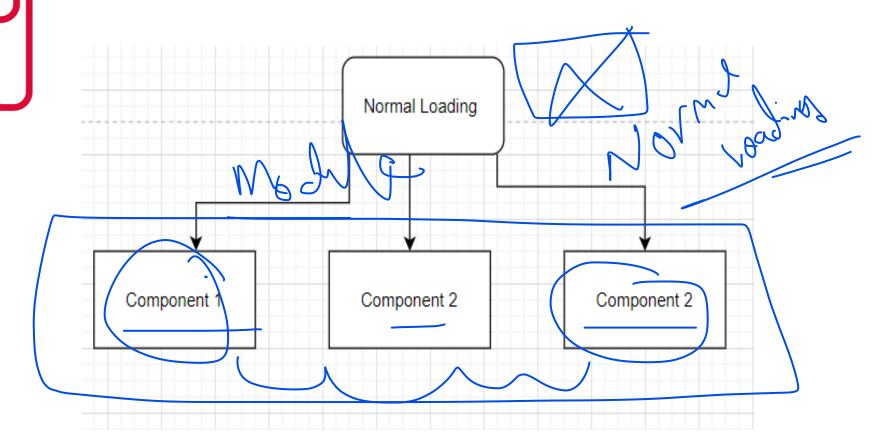
# **Normal loading**

More than one component, but to call these components it must be in the same module. Like navbar and footer.











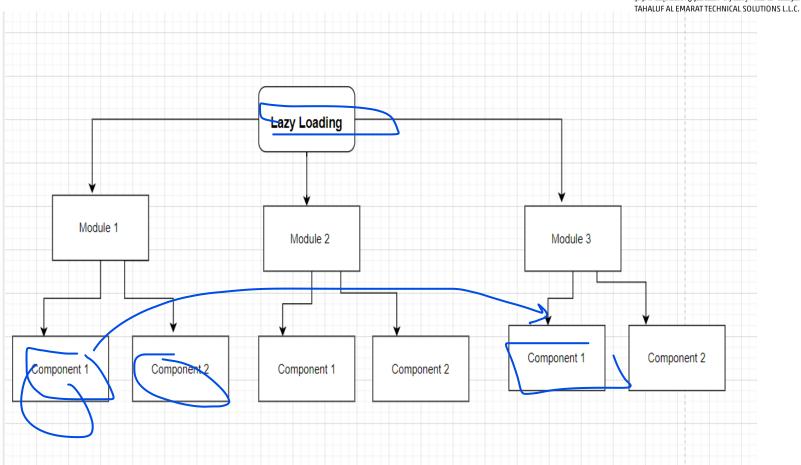


# **Lazy loading**

It means more than one module and each module have their components and you can load the component when you need.













Use this command to generate new module.

ng generate module module \_name - -routing

OR

ng g m module \_name - -routing







In our project (**TraningWebSite**), create a new module called **auth** and for this module generate two components:

login and register.







Create a new module called auth.

PS C:\Users\User\Desktop\Training\TrainingWebSite> ng g m auth --routing

? Would you like to share anonymous usage data about this project with the Angular Team at Google under Google's Privacy Policy at https://policies.google.com/privacy? For more details and how to change this setting, see https://angular.io/analytics. Yes

Thank you for sharing anonymous usage data. Would you change your mind, the following command will disable this feature entirely:

ng analytics project off

CREATE src/app/auth/auth-routing.module.ts (247 bytes)

CREATE src/app/auth/auth.module.ts (272 bytes)

PS C:\Users\User\Desktop\Training\TrainingWebSite>







Create login component in auth module. To determents these components for this module you must write moduleName/componentsName.

```
PS C:\Users\User\Desktop\Training\Training\Desktop\Training\Desktop\Training\Desktop\Training\Desktop\R g c auth/login

CREATE src/app/auth/login/login.component.spec.ts (619 bytes)

CREATE src/app/auth/login/login.component.ts (271 bytes)

CREATE src/app/auth/login/login.component.css (0 bytes)

UPDATE src/app/auth/auth.module.ts (352 bytes)

PS C:\Users\User\Desktop\Training\Training\Desktop\Training\Desktop\Training\Desktop\Training\Desktop\Training\Desktop\Training\Desktop\Desktop\Training\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Des
```







Create a register component.

```
PS C:\Users\User\Desktop\Training\Training\Desktop\Training\PS cauth/Register

CREATE src/app/auth/register/register.component.html (23 bytes)

CREATE src/app/auth/register/register.component.spec.ts (640 bytes)

CREATE src/app/auth/register/register.component.ts (283 bytes)

CREATE src/app/auth/register/register.component.css (0 bytes)

UPDATE src/app/auth/auth.module.ts (442 bytes)

PS C:\Users\User\Desktop\Training\Training\Desktop\Training\Desktop\Training\Desktop\Training\Desktop\Training\Desktop\Training\Desktop\Training\Desktop\Desktop\Training\Desktop\Desktop\Training\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop\Desktop
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