Creating a new App

1. Angular is backward compatible and built on node js. Rewritten on 2016.
2. Used to create single page responsive.
3. Cmd - ng new [app-name] --no-strict --standalone false [more parameters]

Angular apps are made by collection of components.  
  
Use components as much as possible.

Add Bootstrap CSS with cmd : npm install --save bootstrap

Creating a Component

Creating components by ng cli: ng generate component [component-name] or ng g c [component-name]

\*Use “emmet” plugin to write html faster in vscode

You can create standalone components

Assignment 1 success and warning alert components create

Data Binding

**Output Data :**

String Interpolation - {{ data }}

Property Binding - [property]=”data”

**React to user events :**

(event)=”expression”

**Two way data binding :**

[(ngModel)]=”data”

Directives

Data binding concept explained more here to illustrations:

ngIf and ngFor usages.

Check Assignment 3 for more details.

Debugging  
  
Using chrome developer console.   
Use intuition. Understand what error is shown on the console and also dev tools tab to debug

Using Source Maps to debug is good as well.

Components and Data Binding

Use @Input() to specify that property is bindable and initialised

Use @Output() to listen to events

You can specify aliases by providing it as a param. I.e., @Input(‘custom-name’)  
ng-content is a directive used instead of data binding. Helps against cross site scripting attacks. Use when complex HTML code needs to be viewed.

Lifecycle Hooks

ngOnChanges : called when bound input property changes.

ngOnInit: When components are created.

ngDoCheck: called when every change detection runs.

ngAfterContentInit: called after ng-content has been projected in view.

ngAfterContentChecked: called every time the projected content has been checked.

ngAfterViewInit: called after child’s view has been initialized.

ngAfterViewChecked: called after child’s view is checked.

ngOnDestroy: called right before the component is about to be destroyed.