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| Template  -Uses HTML (template) with two way binding  -easier to use  -automatically tracks form and input element state. Use the state information to determine if the form is valid | Reactive  -Component handles the code  -more flexible  -since no data binding, immutable data model  -Easier to add input elements dynamically and unit test  -bind to the form model not the data model |
| Value Changed (Pristine/Dirty)  Validity (Valid/errors)  Visited (Touched/untouched) | -These states define whether the user has changed a value in an input element  -If one is dirty, then entire form is dirty  -All input elements must be valid  -key of each array element is the name of the  Validation rule  -Form is touched when any of the input element has been touched |
| Form Control  -tracks the value and state of an individual input elements  --same for Template & Reactive but created differently  Form Model (not a data model)  -data structure that represents HTML form  -retains form state, user’s entries | Form Group  -tracks the value and state of a group of FormControls  -form itself is a FormGroup (what is a form but a group of input elements) |
| Directives | Template-driven (FormsModule)  -ng Form (to access the Form Model), Model (two way binding/access state), ModelGroup  Reactive (ReactiveFormsModule) |
| Template  -Angular generates the FormModel by creating FormGroup and FormControl instances  -HTML validation | Reactive  -Create the FormModel by creating FormGroup and FormControl ourselves in our component class  A screenshot of a computer code  Description automatically generated-Then bind the template to the form model, this means that our form is not directly modifying our data model  -validation in class |
| Template  -requires name attribute to associate the FormControl with FormGroup  - | -template reference variable  #firstNameVar=”ngModel” to access the FormControl instance  -use that TFV to check state properties  [ngClass]=”{‘is-invalid’: firtNameVar.touched}” |
| 7. FormGroup, FormControl | -Can pass validations in FormControl (next module) |
| 8. FormModel | -Don’t confuse this form model (defines the set of FormGroups/Controls that match up with the HTML form and input elements) with our data model (customers = new Customer()) which defines the data passed to and from a back-end server  -AbstractControl is base class for FormControl and FormGroup |
| 9. Form Model Properties |  |
| 10. setValue, patchValue | -use a method to set values    -use patch for only subset |
| 11. FormBuilder | -a class to build reactive forms  -shortens boilerplate code  -provided as a service  Option 1: An Object    Option 2: An Array |
| 12. Validators | -Use Validators class for built in    -use an array to pass multiple validators  -3rd element is asynchronous validators, common use is calling a server-side validation method, to minimize asynchronous calls, asynchronous validators are not executed until all synchronous validators pass validation |
| 13. Runtime Validation | -call setValidators method on FormControl instance then update it |
| 14. Custom Validator | -Takes a FromControl or Group as a parameter |
| 15. Custom Validator with Parameters | -must import ValidatorFn |
| 16. Cross-field Validation | -Define a nested FormGroup for FormControls that are validated together |
| 17. Cross-field Custom Validator | -Requires that we provide an object with a validator key and function as value |
| 18. valueChanges  AbstractControl.valueChanges: Observable<any> | -Is a property that emits an event every time the value of a control changes    -For FormGroups, the value is set of key, value pairs |
| 19. statusChanges | -emits events on changes to the validation state. Less useful because we want more control. Ex. if an input is invalid, don’t want to display messages if the user has not yet touched or modified. So need more info |
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