

ANGULAR 6

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- What is angular ?
- How to Setup - in detail
- Basic level of angular learning
 - Data Binding & Pipes
 - Templates, Interpolation, and Directives
 - Angular Forms
- Advance level of angular
 - Services and Dependency Injection
 - HTTP Request handing
 - Creating modules
 - Navigation and Routing
- How to do the Unit testing ?
- How to deploy in production ?

A decorative background featuring several concentric circles in light gray, some solid and some dashed, radiating from the top-left and bottom-right corners. A bright red speech bubble with a white border is positioned on the left side, containing the text 'What to know b4'.

What to know b4

- HTML
- CSS
- Basic JavaScript
- Programming Fundamentals
(Functions, Conditions, loops,
etc)



What is Angular

- Angular is a TypeScript-based open-source front-end web application platform
- Frontend/ Client Side framework
- Create & maintained by Google
- Used to build powerful RIA / SPAs single page app
- Angular empowers developers to build applications that live on the web, mobile, or the desktop

<https://angular.io/>

History

- History
 - AngularJS /Angular 1 : JavaScript
 - Angular 2 - Complete rewrite of AngularJS with Typescript [2010]
 - Angular 3 : Skipped
 - Angular 4
 - Angular 5
 - Angular 6 - Now Available
 - <https://www.c-sharpcorner.com/article/difference-among-angularjs-angular-2-angular-4-and-angular-5/>

Why Angular ?

- Fast, Simplified Design, Simplified Design
- One framework for Mobile & desktop.
- Rapid Development and Code Generation
- Code Organization & Productivity
- Dynamic Content
- Cross Platform, Unit Testing
- Angular offers two ways to compile your application:
 - Just-in-Time (JIT), which compiles your app in the browser at runtime
 - Ahead-of-Time (AOT), which compiles your app at build time.
- `ng build | ng serve | ng build --aot | ng serve --aot`



- Node.js is an open-source, cross-platform JavaScript run-time environment that executes JavaScript code server-side
- NPM - NPM is a package manager for Node.js packages
- **NODE PACKAGE MANAGER**

TypeScript



- Super set of JavaScript with added features
- Create by Microsoft
- Class based object-oriented programming
- Strongly typed (:string, :number, :Class) can be Weakly (:any)
- Additional functionalities Modules, classes, interfaces, “arrow =>” syntax, namespaces, enumerated types

<https://www.typescriptlang.org/>

Pre-Requires



Set-UP

- Install Node JS with NPM

[<https://nodejs.org/en>]

```
> node -v
```

- Install Angular CLI

```
[npm install -g @angular/cli]
```

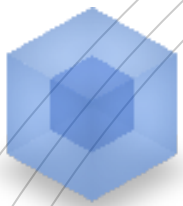
```
> ng -v
```

```
git clone https://github.com/angular/quickstart.git quickstart
```



Create A Project

- open terminal (command prompt)
- `ng new <app-name>`
- `cd <app-name>`
- `ng serve --open / npm start`
- Package.json — contains all dependencies of the project
- Angular.cli.json — contains angular cli command configs.



webpack
MODULE BUNDLER



FEW ANGULAR CLI COMMANDS



- `ng new <project-name> [options]` — Creates a new Angular project
- `ng generate [options]`
 - `component [c]`, `directive [d]`, `route`, `pipe [p]`, `service [s]`, `class [cl]`, `enum [e]`, `module [m]`
 - Ex : `ng generate component my-new-component`
`ng g c my-new-component`
it will generate 4 files `css`, `html`, `ts` and `spec.ts`
- `ng version` — Find the angular CLI version
- `ng serve [options]` — Run the application
- `ng build [options]`
 - `--base-href`, `--target`, `--environment`

<https://cli.angular.io/reference.pdf>

Core Features & Common Terms

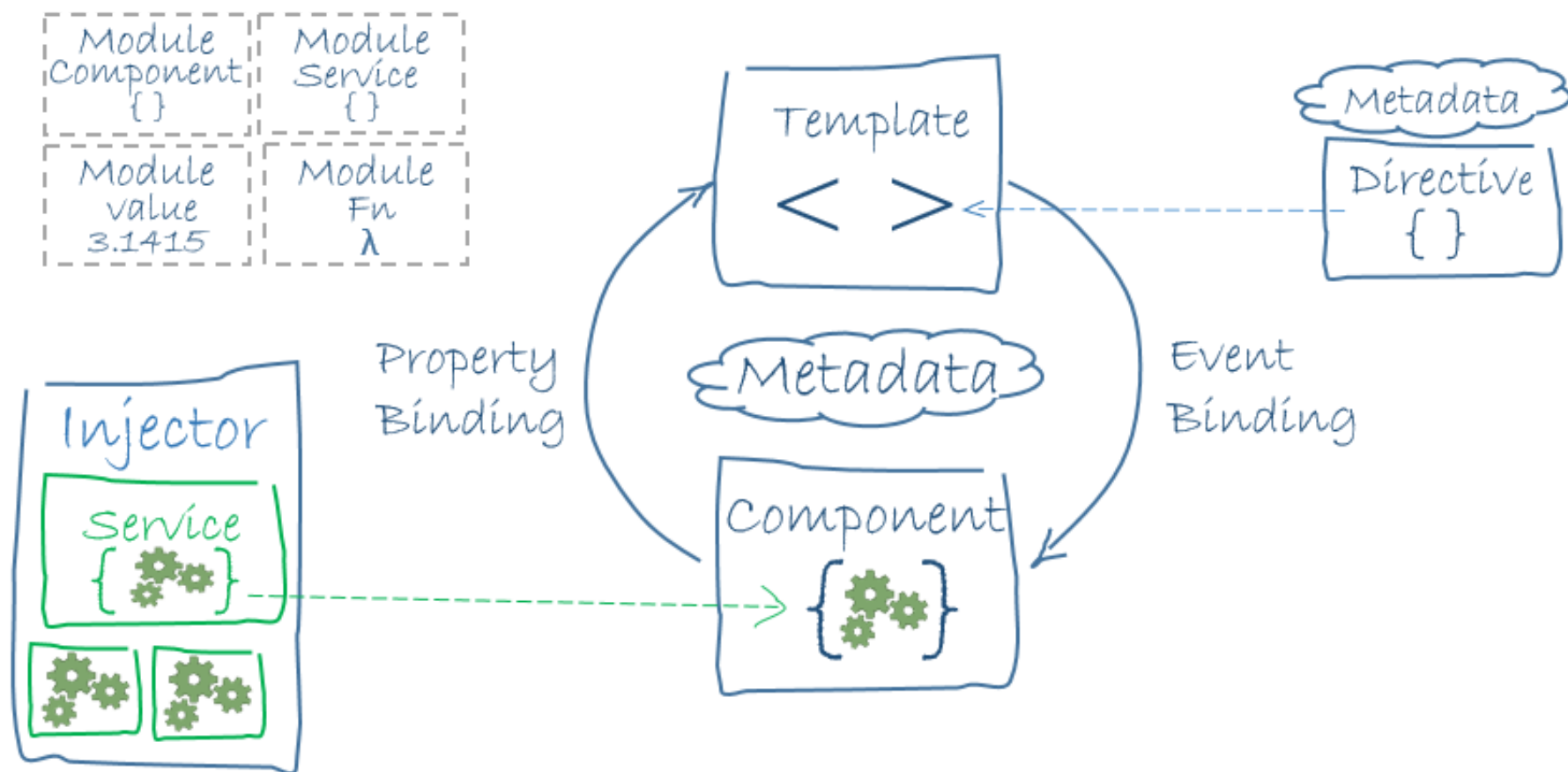
- Modules
- Components
- Data Binding
- Directives
- Services
- Routing

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Online editor
for Practice

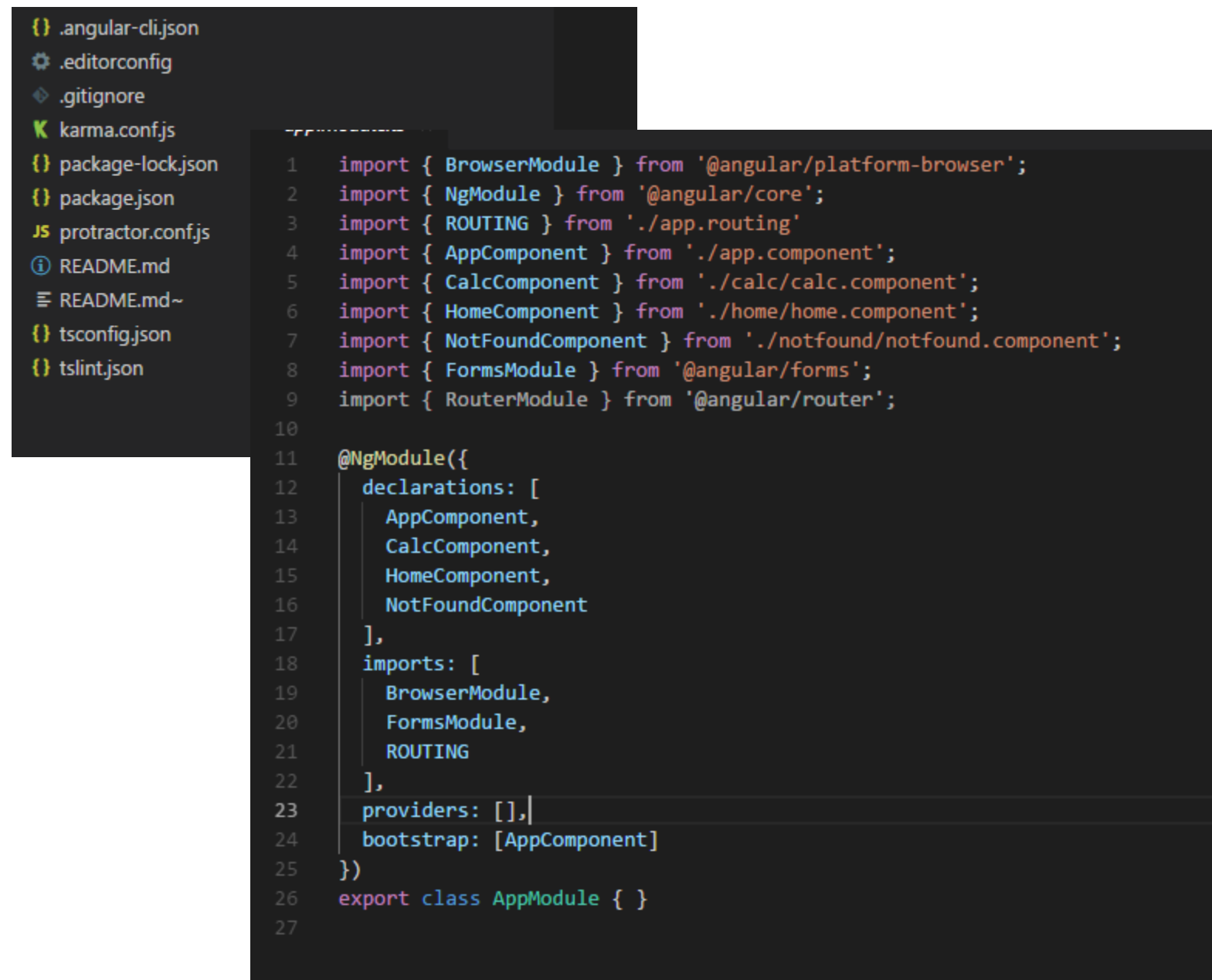
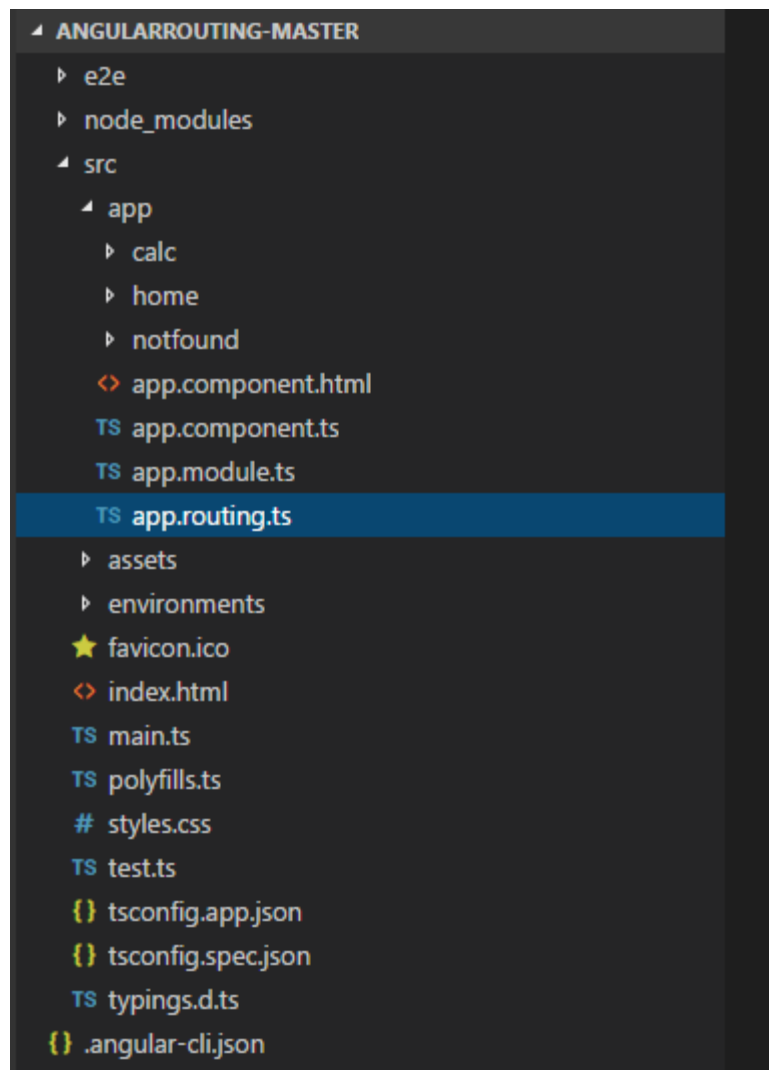
<https://stackblitz.com>

BIG PICTURE



Topic 1

- Modules
- Components
 - Templates
 - Metadata
 - Data binding
 - Directives
 - Pipes
- Services and dependency injection



MODULES

- Modules are used in Angular JS to put logical boundaries in your application
- Angular apps are composed of modules.
- Modules export things — classes, function, values — that other modules import
- Usually Module has a single purpose and it export one thing such as Component class
- Applications are collection of modules with each module has a one specific task
- Usually Modules exports Component classes, Services, Pipes etc
- Angular provides various Modules Libraries such as, [@angular/core](#), [@angular/common](#), [@angular/router](#) etc

MODULES

Option	Description
<u>providers</u>	Defines the set of injectable objects that are available in the injector of this module.
<u>declarations</u>	Specifies a list of directives/pipes that belong to this module.
<u>imports</u>	Specifies a list of modules whose exported directives/pipes should be available to templates in this module. This can also contain <u>ModuleWithProviders</u> .
<u>exports</u>	Specifies a list of directives/pipes/modules that can be used within the template of any component that is part of an Angular module that imports this Angular module.
<u>entryComponents</u>	Specifies a list of components that should be compiled when this module is defined. For each component listed here, Angular will create a <u>ComponentFactory</u> and store it in the <u>ComponentFactoryResolver</u> .
<u>bootstrap</u>	Defines the components that should be bootstrapped when this module is bootstrapped. The components listed here will automatically be added to entryComponents.
<u>schemas</u>	Elements and properties that are not Angular components nor directives have to be declared in the schema.
<u>id</u>	An opaque ID for this module, e.g. a name or a path. Used to identify modules in <u>getModuleFactory</u> . If left undefined, the <u>NgModule</u> will not be registered with <u>getModuleFactory</u> .

Angular Module (NgModule)

```
import { NgModule } from '@angular/core';
import { BrowserModule } from '@angular/platform-browser';
import { CricketMasterComponent } from './cricket-master.component';

@NgModule({
  imports: [ BrowserModule ],
  //modules to use
  exports:[],
  //exported members will be used in other modules
  declarations: [],
  //members used in html declarations i.e(component,directives,pipes)
  providers:[],
  //services to be injected,will lazily initialize.
  bootstrap:[CricketMasterComponent]
  // component inserted in DOM during,entry point of module
})
export class TrainingModule {
}
```

Decorator Object

Custom import

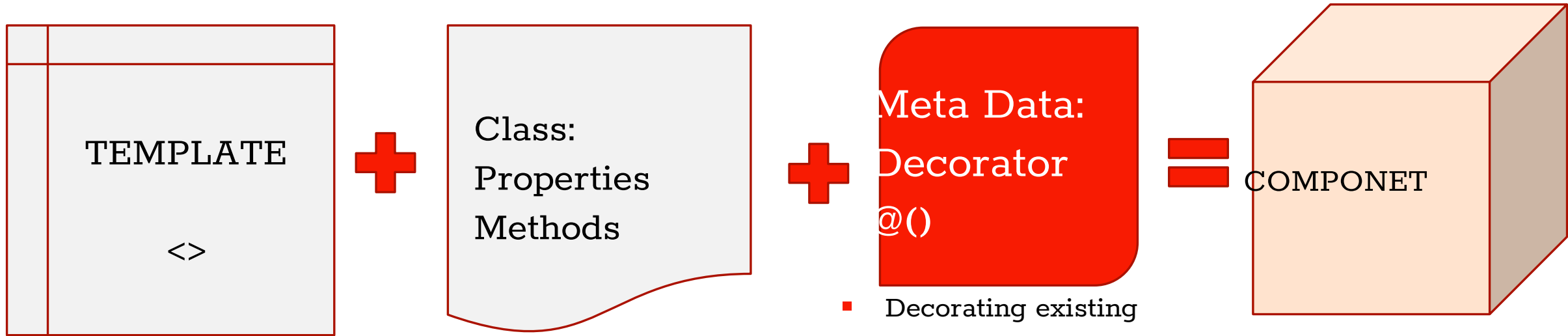
Module Decorator Function

Custom Module

```
import { NgModule } from '@angular/core';
import { BrowserModule } from '@angular/platform-browser';
import { CricketMasterComponent } from './cricket-master.component';

@NgModule({
  imports: [ BrowserModule ],
  declarations: [CricketMasterComponent],
  providers:[],
  bootstrap:[CricketMasterComponent]
})
export class TrainingModule {
  // module logic
}
```

What is component



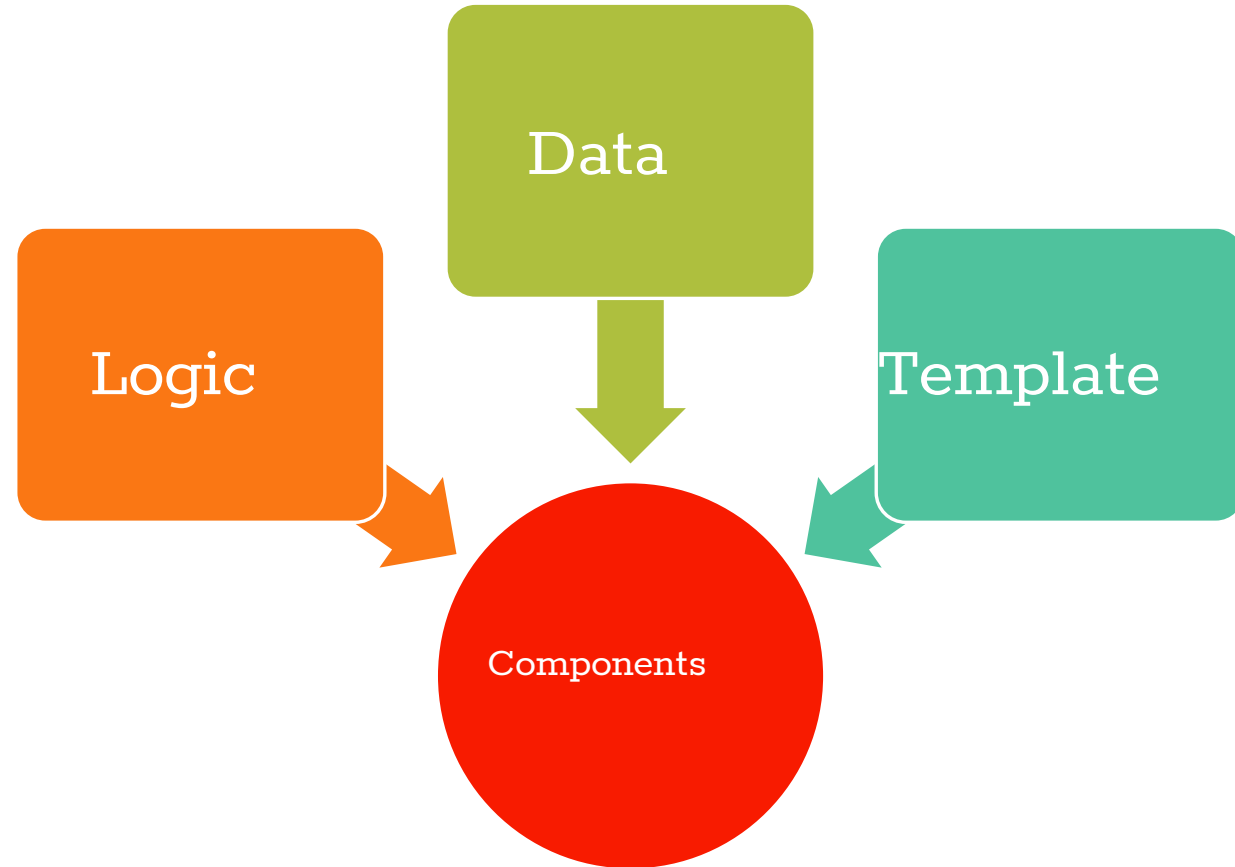
- View or layout created with HTML, CSS
- Data binding
- Directive

- Properties :data
- Method : Logic

- Decorating existing class
- Used by angular @Component, - Template, Styles

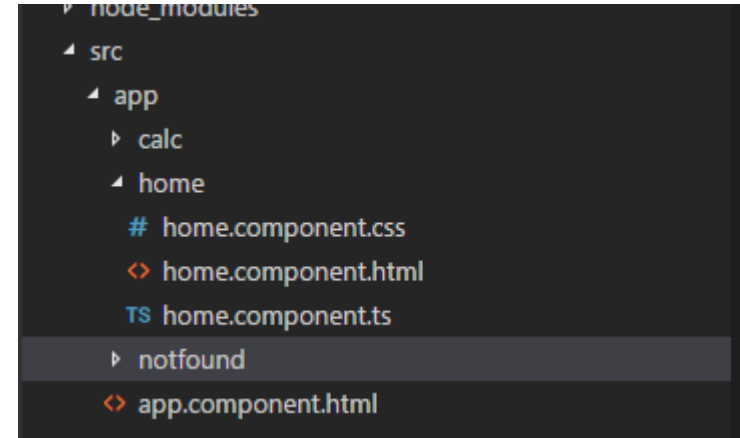
COMPONENTS

- Components are just ES6 classes
- A Component is a main building block of an AngularJS application
- An application may have any number of Components
- Data and logic can be created or brought on the page using Components
- Custom elements can be created or brought on the page using Components



Create Component

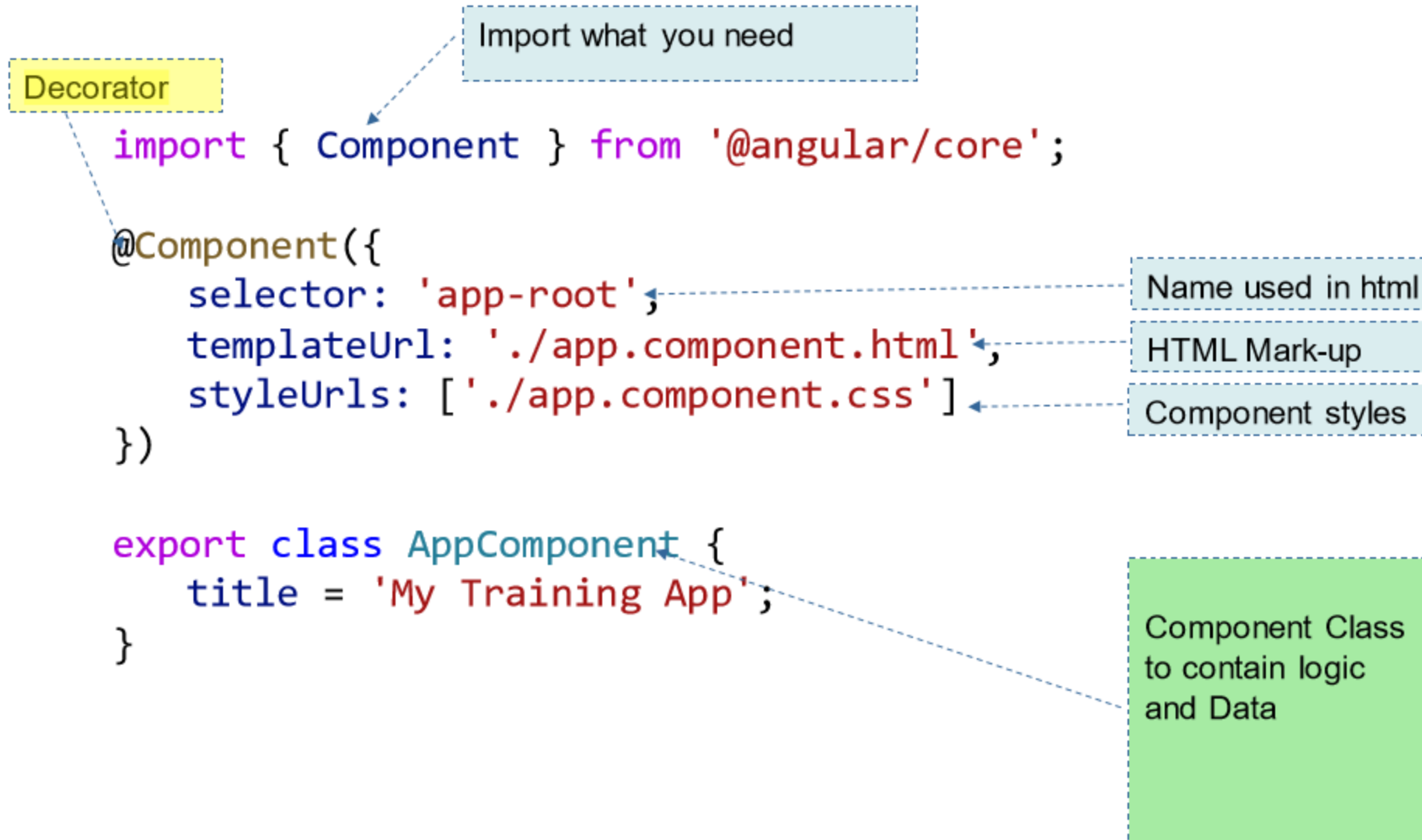
- Step 1: Create a typescript class with properties and behavior
- Step 2: Decorate class with Component metadata
- Step 3: Import statement- importing required modules to create this component.
- Step 4: To use, either bootstrap the component or use as directive in another components



```
import {Component} from 'angular2/core';
```

```
@Component({  
  selector:"helloworld",  
  template:`  
    <h1>{{message}}</h1>  
  `,  
  styles:["h1{color:red}"]  
})  
export class HelloworldComponent{  
  
  message : string = "Hello World";  
  
}
```


Component in action



Lifecycle Hooks [starts on contractor]

Hook	Purpose and Timing
ngOnChanges()	Called after a bound input property changes. Called before ngOnInit() and whenever one or more data-bound input properties change.
ngOnInit()	Called when once directive/component Initialize. Called <i>once</i> , after the <i>first</i> ngOnChanges().
ngDoCheck()	Called during every changes detection run.
ngAfterContentInit()	Respond after Angular projects external content (ng-content) into the component's view / the view that a directive is in. Called <i>once</i> after the first ngDoCheck().
<u>ngAfterContentChecked()</u>	Respond after Angular checks the content projected into the directive/component. Called after the ngAfterContentInit() and every subsequent ngDoCheck().
ngAfterViewInit()	Respond after Angular initializes the component's views and child views / the view that a directive is in. Called <i>once</i> after the first <u>ngAfterContentChecked()</u> .
<u>ngAfterViewChecked()</u>	Respond after Angular checks the component's views and child views / the view that a directive is in. Called after the ngAfterViewInit and every subsequent <u>ngAfterContentChecked()</u> .
ngOnDestroy()	Cleanup just before Angular destroys the directive/component. Unsubscribe Observables and detach event handlers to avoid memory leaks. Called <i>just before</i> Angular destroys the directive/component.

Template

- A template is HTML that tells Angular how to render a component
- Templates include data bindings as well as other components and directives
- Angular leverages native DOM events and properties which dramatically reduces the need for a ton of builtin directives
- Angular leverages shadow DOM to do some really interesting things with view encapsulation

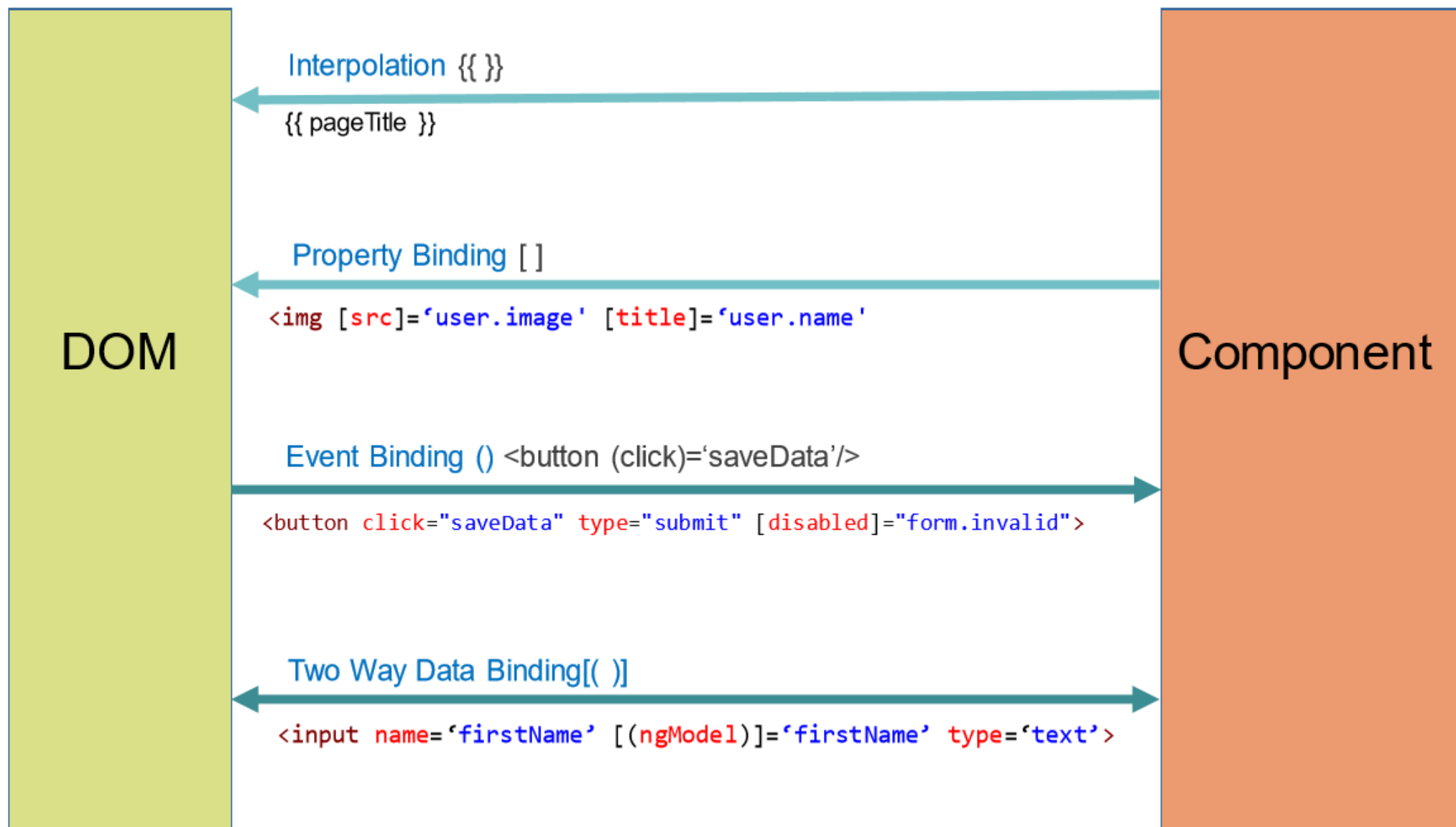
```
<h1>{{title}}</h1>
<p>{{body}}</p>
<hr/>
<experiment *ngFor="#experiment of experiments"
  [experiment]="experiment"></experiment>
<hr/>
<div>
  <h2 class="text-error">Experiments: {{message}}</h2>
  <form class="form-inline">
    <input type="text"
      [(ngModel)]="message" placeholder="Message">
    <button type="submit" class="btn"
      (click)="updateMessage(message)">Update Message
    </button>
  </form>
</div>
```

Metadata

- Metadata allows Angular to process a class
- We can attach metadata with TypeScript using decorators
- Ex. @Component() decorator
- Takes a config option with the selector, template(Url), providers, directives, pipes and styles

```
@Component({  
  selector: 'home',  
  templateUrl: 'app/home/home.component.html'  
})  
export class HomeComponent{ }
```

Data Binding



Data Binding

```
<!-- no binding -->
<input type="text" ngModel/>
<!-- one Way Binding or property binding -->
<input type="text" [ngModel]="firstName"/>
<!-- Two Way Binding -->
<input type="text" [ngModel]="firstName" (ngModelChange) =
"firstName=$event"/>
<!-- Two way binding (Banana in a Box binding) -->
<input type="text" [(ngModel)]="firstName"/>
```

What is DIRECTIVE ?

- A directive is a custom HTML element that is used to extend the power of HTML.
- Change the DOM layout by adding and removing DOM elements.
- There are three kinds of directives in Angular:
 1. Components — directives with a template.
 2. Structural directives —change the DOM layout by adding and removing DOM elements.
 3. Attribute directives / Custom Directive —change the appearance or behavior of an element, component, or another directive.

Structural directives

- NgIf

```
<div *ngIf="hero" class="name">{{hero.name}}</div>
```

- NgFor

```
<ul>  
  <li *ngFor="let hero of heroes">{{hero.name}}</li>  
</ul>
```

- NgSwitch

```
<div [ngSwitch]="hero?.emotion">  
  <app-happy-hero *ngSwitchCase="'happy'" [hero]="hero"></app-happy-hero>  
  <app-sad-hero *ngSwitchCase="'sad'" [hero]="hero"></app-sad-hero>  
  <app-confused-hero *ngSwitchCase="'app-confused'" [hero]="hero"></app-confused-hero>  
  <app-unknown-hero *ngSwitchDefault [hero]="hero"></app-unknown-hero>  
</div>
```


Attribute Directives

- An Attribute directive changes the appearance or behavior of a DOM element.
- An attribute directive minimally requires building a controller class annotated with @Directive, which specifies the selector that identifies the attribute.
- *Attribute directives* are used as attributes of elements. The built-in [NgStyle](#) directive in the [Template Syntax](#) guide, for example, can change several element styles at the same time.
- The controller class implements the desired directive behaviour.

- Ex : ng generate directive highlight

```
import { Directive } from '@angular/core';

@Directive({
  selector: '[appHighlight]'
})
export class HighlightDirective {
  constructor() { }
}
```

- <https://angular.io/guide/attribute-directives>

Pipes

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Services and Dependency Injection

- Represent shared logic class
- Share data or functions between different parts of angular application
- Independent from other component of application
- @Injectable() decorator.

```
import {Injectable} from 'angular2/core';
import {Experiment} from './experiment.model';

@Injectable()
export class ExperimentsService {
  private experiments: Experiment[] = [];

  getExperiments(): Experiment[] {
    return this.experiments;
  }
}
```

Services

Create

```
import { Injectable } from
@angular/core';
@Injectable()
export class ProductService {
    getProducts(): IProduct[] {
    }
}
```

Register

```
import { ProductService } from './product.service';
@Component({ selector: 'pm-root',
template: `<div><h1>{{pageTitle}}</h1>
    <pm-products></pm-products> </div> `,
providers: [ProductService]
})
export class AppComponent { }
```

Inject

```
import { ProductService } from './product.service';

@Component({ selector: 'pm-products'
, templateUrl: './product-list.component.html'
})

export class ProductListComponent {
    constructor(private _productService: ProductService) {
    }
}
```

HTTP

- Service that allows data to be returned or saved using Promises or Observables
- Registering HTTP_PROVIDERS