Angular 8

Lesson 5: Additional Features of Angular 8

KEY OBJECTIVES



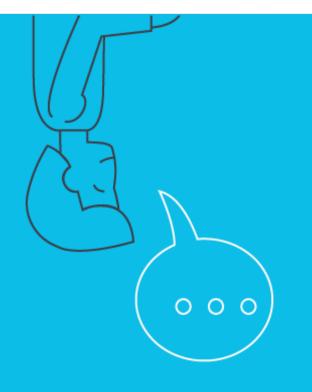
At the end of this lesson, you will be able to:

- Discuss about animation
- Discuss about unit testing
- Discuss about Observables
- Discuss about Angular Universal





Animations



It is a process of drawing, designing, making layouts, and preparation of photographic

They are added into the multimedia and gaming products

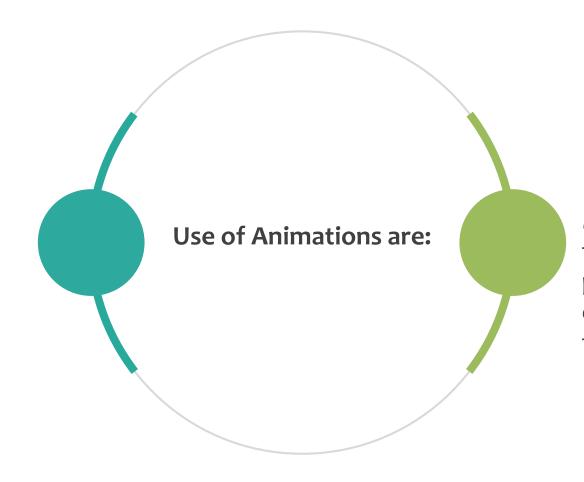
Cartoons and Anime are the best examples



Use Of Animations



Animations enhance the view of the webpage and make it interesting



Motion dramatically improves the user experience, so it provides users a chance to detect the application's reply to their actions

Process to Set-up Animation



First, import a new animation package through the command

```
"npm install -save@angular/animations."
```

- Add the BrowserAnimationsModule to our imports[] array in AppModule.
- Then the modules needs to be imported from

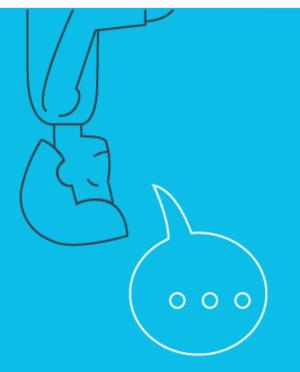
• Later, we import components from

```
@angular/animations instead of @angular/core
```





Unit Testing



It is a type of software testing where the specific components of the software are tested This process is done during the development of application

A unit can be particular, program, function, procedure, etc..

Unit-testing is created with the help of Angular CLI



Process to Set-up Unit-Testing



- Angular CLI downloads and installs everything we need to test Angular app with the help of 'jasmine test framework'
- To run the test use the command in CLI

```
ng test
```

After the test runs it launches the karma test runner in the file

```
10% building modules 1/1 modules

...INFO [karma]: Karma v1.7.1 server has started in the
localhost http://0.0.0.0:9876/

...INFO [launcher]: Launch the browser Chrome ...

...INFO [launcher]: Start the browser Chrome

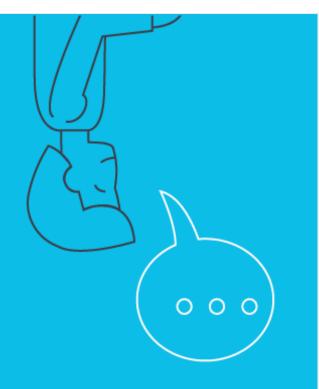
...INFO [Chrome ...]: Connect on the socket ...

Chrome ..: Executed 3 of 3 SUCCESS (0.185 secs / 0.303 secs)
```





Observables



It gives support for transferring a message between publisher and subscription in the application

It can assign multiple values of any type like literal, message, depending on the content

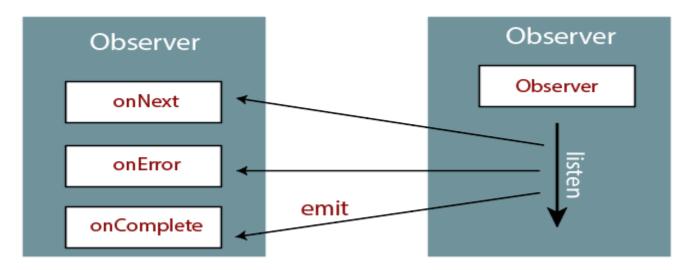


Basic usage and Terms



Observables are an object that defines the callback method to handle three types of notification, and they are:

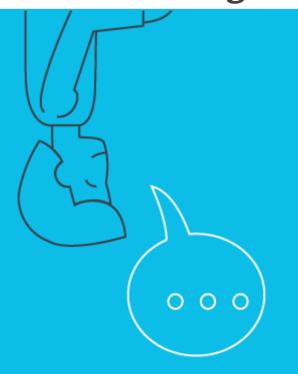
- Next(Required): The handler delivered value called zero after the execution of start
- Error(Optional): the handler is used to an error warning, an error stops the execution
- **Complete(optional):** Once the full execution notification is viewed, the value can continue delivering to the next handler







Angular Universal



It is a technology that allows server-side rendering for Angular apps

Angular apps are the single-page app, and it runs on client-side browser



Use of Server-Side Rendering



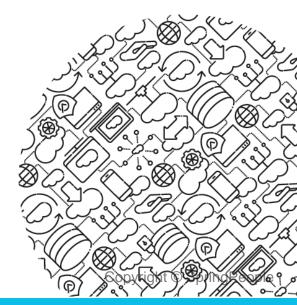
Promote web crawlers by search engine optimization (SEO)

Enhance performance on mobile and the low-powered devices.

Display the first page with a first-contentful paint **(FCP)**

DOUBT'S

We wish you to take nothing except "Pure Learning." Leave the doubt's to us.







LET'S SUMMARIZE

- It is a process of drawing, designing, making layouts, and preparation of photographic. They are added into the multimedia and gaming products
- It is a type of software testing where the specific components of the software are tested
- It gives support for transferring a message between publisher and subscription in the application
- It is a technology that allows server-side rendering for Angular apps. Angular apps are the single-page app, and it runs on client-side browser

