Node Installer : (https://nodejs.org)

1. Node Runtime Environment
2. Node Package Manager (NPM)
3. Core Module

JavaScript can be run on :

1. Browser Environment
2. NRE

Library : to achieve specific tasks.

Framework : provides the skeleton to create your application.

Other Libraries vs. Angular Framework: - (Superheroic framework)

React :

React uses *Virtual DOM.*

Only minimal changes will be affected on the browser.

Uni-directional flow of data. (flux/ Redux)

\*EmberJS : Ember kept their API changes very frequently.

PolymerJS : for creating Custom Components

jQuery : DOM manipulation.

Backbone : for achieving MVC pattern at client side.

Knockout : Great for Two-way data binding, also implement MVVM.

VueJS : state management : VueX, XHR (Remote )Call : Vue-resources; MVVM

NodeJS : Platform, to run JS on Server. (Server-side scripting)

ExpressJS : Web application framework for NodeJS

Transpilation : The process of converting TS code in JS Code.

Transpilers : Babel / Typescript compiler / Traceur etc

npm install typescript -g

**Prototypical Hierarchy in JS**

Angular CLI :

* npm install @angular/cli@6 -g
* npm install @angular/cli -g

**CLI Commands :**

ng new <project\_name>

cd users-app

ng serve

ng generate component <component\_name>

ng g c <component\_name>

**Angular App Flow :**

Webpack dev server loads HTML (index.html)

Main.ts loaded on index.html – loads the Root Module (AppModule) on the browser.

AppModule (Root Module) : loads the component (AppComponent) on the Index, cause of selector <app-root>

AppComponent (Root Component): once get the selector, load the associated template on UI.

Loading Component :

1. create component with selector and template
2. declare the component in the module
3. load the selector

Bootstrap Grid System :

Row = 12 equal columns

XS – mobile : col-xs-12, col-xs-6

SM – Tab : col-sm-12

MD – Laptop/Desktop

LG - Projector

Parent to Child Component Communication :

1. @Input() + Property Binding

Child to Parent Component Communication :

1. @Output() + Event Binding