

# ANGULAR

The Super-heroic Framework



# TRAINING AGENDA

- Angular Introduction
- Angular Building Blocks
  - Components
  - Directives
  - Pipes
  - Services
  - Modules
- Data Bindings
- Forms
- Remote Server Calls
- Single Page Apps
- Debugging
- Optimizing Apps
- Testing

# Why Angular?

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Easy to understand

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ES2015+ features

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Corporate Care-taker

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Performance

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Maintenance

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App Architecture

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# What is Angular?

Angular is a structural framework for dynamic (SPA) web apps.

Extension of standard HTML markups.

Keeps the front-end clean; separation of concerns.

# Why TypeScript?

Microsoft  
Extension of JS

Object-oriented  
features

ES6+ Features

Type Definition

Angular itself  
programmed in  
TypeScript

# TypeScript Features

Classes and  
Inheritance

Module System

Type Definition

ES6+ Features

Decorators

Additional Types

# Angular Environment

Let's understand Angular environment set-up

# ANGULAR

## Environment Setup

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NodeJS

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TypeScript

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Webpack

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RxJS

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ZoneJS

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Angular Packages

# Components

Reusable piece of code

# Angular Components

- A component controls a patch of screen real estate that we could call a view and declares reusable UI building blocks for an application.
- Passing data to/from components
  - Property binding
  - Event binding
  - Two-way data-binding

# Angular Components [Cntd..]

## Nested Component Communication

- Parent-to-child communication
  - Use of Input Decorator
  - Property Binding Syntax – [ ]
- Child-to-parent communication
  - Use of Output Decorator
  - Use of EventEmitter Class
  - Event Binding Syntax – ( )

# Angular Components [Cntd...]

## Data Projection / Content Projection

- Content projection is a pattern in which you insert, or *project*, the content you want to use inside another component
- Data / Content projection allows a directive to make use of templates while still being able to clone the original content and add it to the DOM
- For example, you could have a Card component that accepts content provided by another component.

# Angular Component Life Cycle

ngOnChanges	called when an input binding value changes
ngOnInit	after the first ngOnChanges
ngDoCheck	after every run of change detection
ngAfterContentInit	after component content initialized
ngAfterContentChecked	after every check of component content
ngAfterViewInit	after component's view(s) are initialized
ngAfterViewChecked	after every check of a component's view(s)
ngOnDestroy	just before the component is destroyed

# Directives

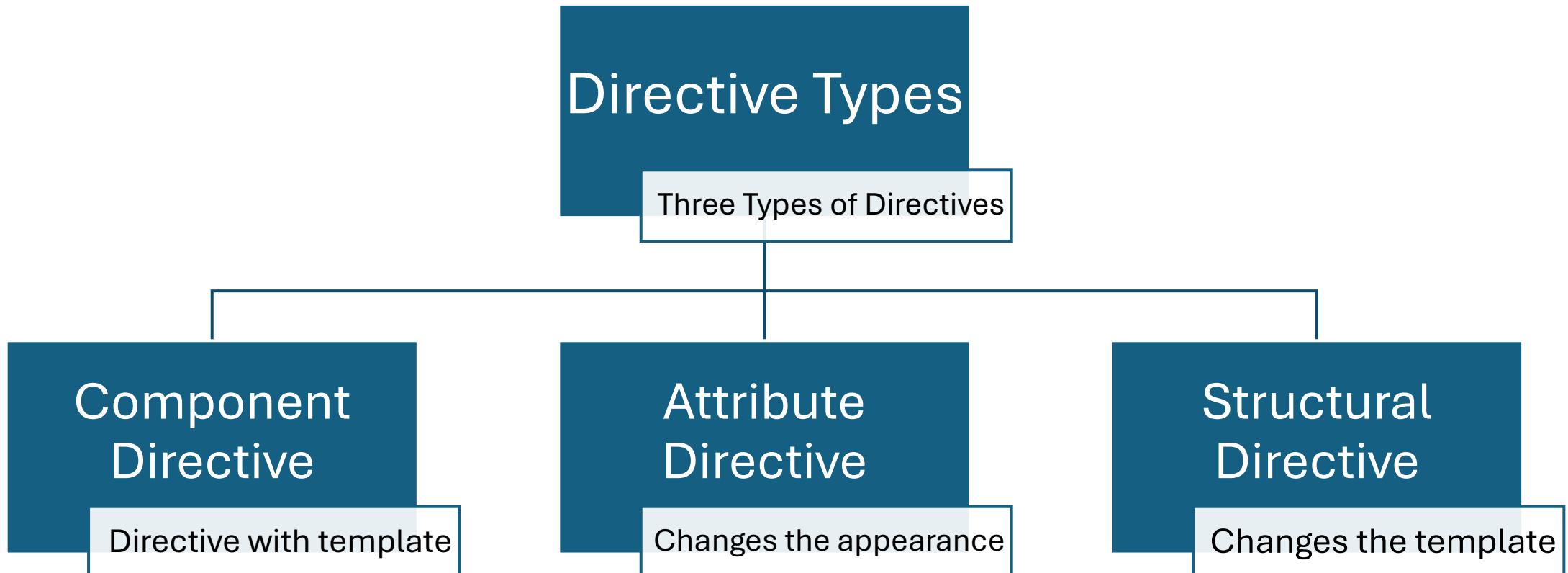
A Marker on the UI

# Directives

A directive is a marker available on the UI

A Directive modifies the DOM to change appearance, behaviour or layout of DOM elements

# Directives Types



# Directive Types [Cntd...]

## Attribute Directives

Directives that change the behaviour of a component or element but don't affect the template

Built-in attribute directives examples

- `ngStyle`
- `ngClass`

## Structural Directives

Directives that change the behavior of a component or element by affecting how the template is rendered

Built-in structural directive examples

- `*ngIf`
- `*ngFor`
- `*ngSwitch`

# Pipes

Let's Format the UI

# Pipes

Pipes are used to format data for template

Pipes can be supplied with interpolation syntax and property binding syntax as well

Pipes can be used with Pipe ( | ) Operator followed by the pipe name

# Pipes [Cntrd...]

## Built-in Pipes

Angular provides several built-in pipes

- uppercase
- lowercase
- titlecase
- json
- percent
- async
- number
- currency
- date

## Custom Pipes

We can also create our own custom pipe to meet the application requirement

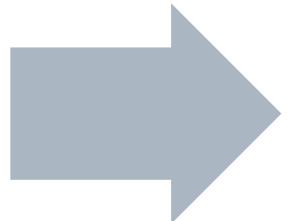
- Pure Pipes : by default, all pipes are pure
- Impure Pipes : we can make impure pipes by supplying pure property to false in the pipe decorator

# Forms

Accepting inputs from UI

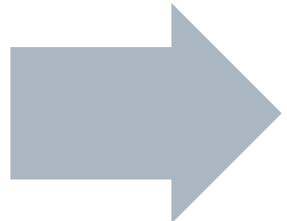
# Forms – Classes and States

ngTouched /  
ngUntouched



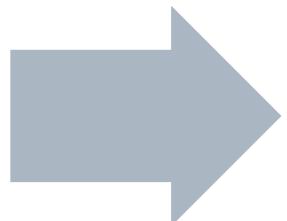
Toggles when the form element is focused or  
loss focus

ngDirty /  
ngPristine



Toggles when the form element is in initial state  
or the value of the element is changed

ngValid /  
ngInvalid



Toggles when the form element satisfy the  
validation or not

# Angular Forms [Cntd...]

## Template Driven Forms

Angular infers the Form Object from the DOM - "ngForm"

App logic resides inside the template

Uses HTML5 Validations

## Model Driven / Reactive Forms

Form is created programmatically and sync with the DOM

App logic resides inside the component

Use of FormControl, FormGroup, FormBuilder

# Services

Business logic and more

# Angular Services

Service in Angular, can be as simple as writing ES6 class

Services provides singleton effect

Services implements Dependency Injection in Angular App

Services can be self registered or they can be registered in Angular Modules / Components

# Angular Services – Hierarchical Injector

## Root Module

- Same instance of service is available Application wide

## Root Component

- Same instance of service is available for all components (but not for other services)

## Other Components

- Same instance of service is available for the self-component and its own child components

# RxJS Observables

Stream of Events

# RxJS Observables

Reactive  
Extensions  
Library for  
JavaScript

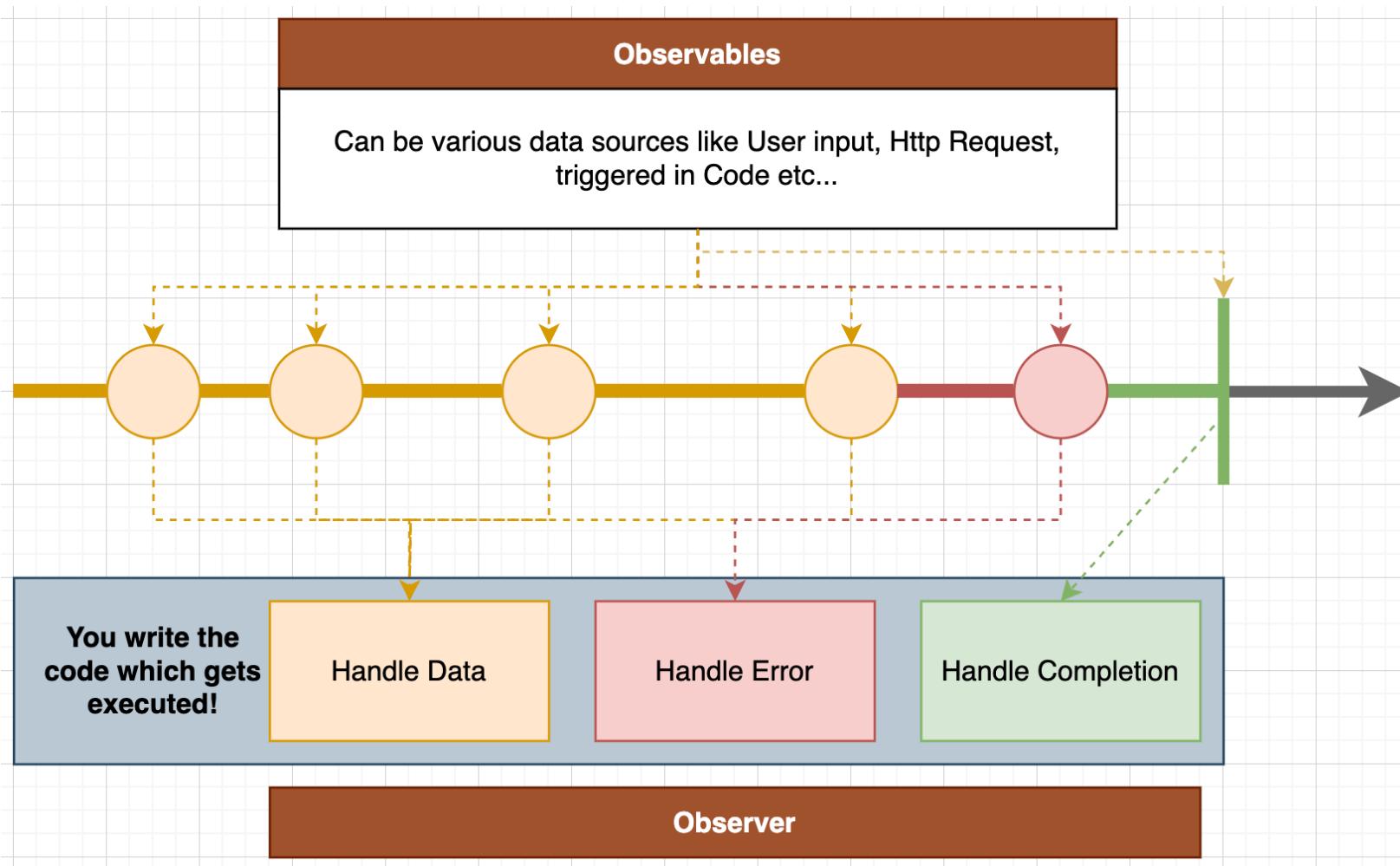
Event-based  
programming

Observables are  
Lazy

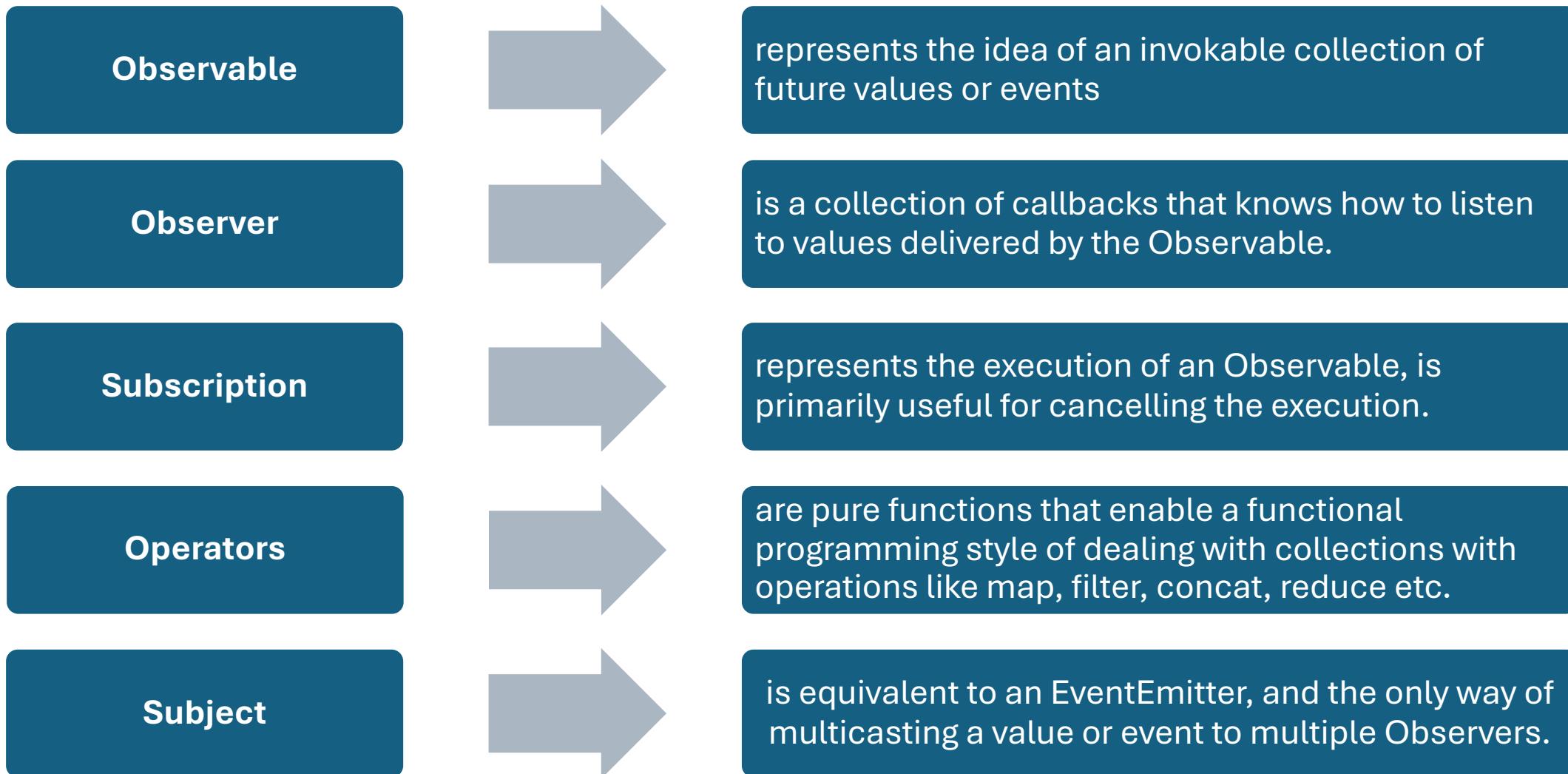
Both  
Synchronous and  
Asynchronous

Can be cancelled  
anytime

# RxJS Observables [Cntd...]



# RxJS Observables [Cntd...]



# HttpClient Service

Let's make a call

# HttpClient Service - Introduction

The HttpClient in @angular/common/http offers a simplified client HTTP API for Angular applications that rests on the *XMLHttpRequest* interface exposed by browsers.

# HttpClient Service [Cntd...]

The Benefits of using HttpClient over other ways for fetching data from REST endpoints are -

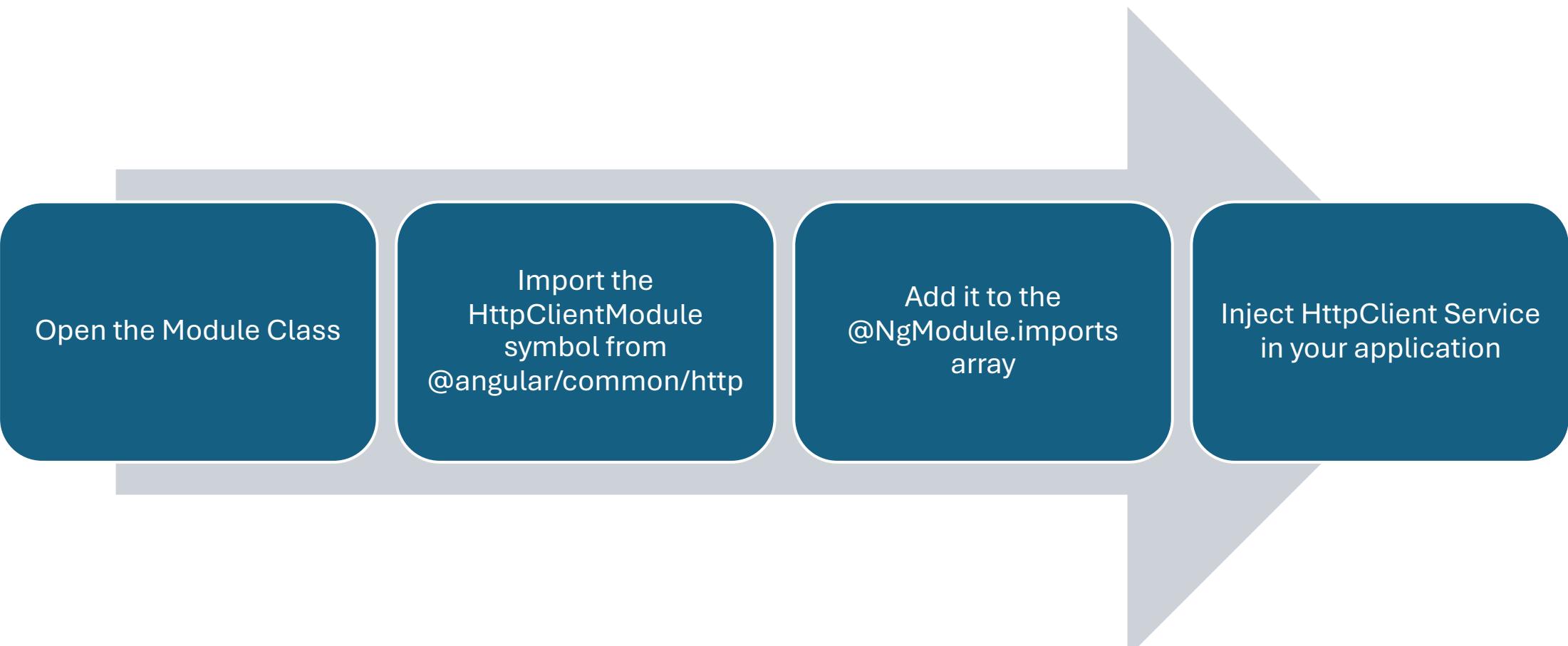
Typed request and response objects

Request and response interception

Streamlined error handling.

Observable APIs

# HttpClient Service [Contd...]



Open the Module Class

Import the  
HttpClientModule  
symbol from  
`@angular/common/http`

Add it to the  
`@NgModule.imports`  
array

Inject HttpClient Service  
in your application

# Routing and Navigation

Creating Single Page Application

# Angular Router - Introduction

Angular Routing allows us -

- Maintain the state of the application
- Implement modular applications
- Implement the application based on the roles

# Angular Router – 5 Steps Routing

Step 01

- Checking the *base href* tag in index file
- Open index.html and set the base tag to your domain / sub-domain

Step 02

- Configuring routes with components
- Use the Routes Config from Angular Router Package

Step 03

- Tell angular about routing app
- Import RouterModule and supply the created Routes using forRoot / forChild function

Step 04

- Setting up the routing links
- Use router-link attribute instead of href on anchor element. Prevents reloading of page.

Step 05

- Provide space on template to load the component
- Use <router-outlet> component provided by Angular Router

# Angular Router Terminologies

Terminology	Description
Router Service	<ul style="list-style-type: none"><li>• Able to navigate the user programmatically without clicking any link from code</li></ul>
ActivatedRoute Service	<ul style="list-style-type: none"><li>• Able to access the current URL</li><li>• Access Route parameters and Query parameters</li></ul>
Route Guards	<ul style="list-style-type: none"><li>• Route protection guards available with Angular Router package</li><li>• CanActivate, canDeactivate, canResolve etc are the examples</li></ul>
loadChildren Property	<ul style="list-style-type: none"><li>• To load the module lazily (on-demand)</li></ul>
pathMatch Property	<ul style="list-style-type: none"><li>• Matched the complete path or prefix available in URL</li></ul>
redirect Property	<ul style="list-style-type: none"><li>• Redirect the User to a given path</li></ul>

# Modules

Let's split application features

# Angular Modules - Introduction

A module is a mechanism to group components, directives, pipes and services that are related

## Module Types -

- **Root Module:** One Module per angular application
- **Feature Modules:** depending upon the features of the application

Modules can be instantiated lazily

# Debugging

Finding bugs and debugging

# Debugging Angular App

Prevent Bugs with  
TypeScript

Using Debugger  
Statements to Stop  
JavaScript Execution

Inspect Data with the  
JSON pipe

Console Debugging

Debugging  
RxJSObservables using  
'tap' operator

Angular Chrome Plugin

# Optimization

Optimizing the Angular App

# Optimizing Angular App Performance

Using onPush change detection strategy

Using trackBy function with ngFor

Using lazy loading

Avoid computing values in templates

Disable change detection (if required)

# References

## Books

- Rangle's Angular Gitbook
- Ngbook

## Web

- <http://angular.io>
- <http://rangle.io>
- <http://reactivex.io>
- <http://learnrxjs.io>
- <https://redux.js.org>