**Angular 11 Tutorial – Video Game Info Page**

<https://www.youtube.com/watch?v=LiOzTQAz13Q>

# Setup

* Create a new angular project
* 
  + HAVE TO INCLUDE app routing from here
  + ng new ng-video-game-db --style=scss --routing=true
  + A screenshot of a computer

    Description automatically generated with medium confidence
* Add @angular/material
* Text

  Description automatically generated
  + I had to include –skip-confirmation at the end
  + Text

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* Text

  Description automatically generated
* Including angular-gauge plugin
* Text

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* Import modules into app.module.ts
* Text

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* Adding AppRoutingModule
  + This is an alternate method if the app routing was not setup during “ng new” see very top
  + Text

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  + Text

    Description automatically generated
    - NullInjectorError: R3InjectorError(AppModule)[Router -> Router -> Router];
    - NullInjectorError: No provider for Router
  + <https://angular.io/tutorial/toh-pt5>
  + The route seems to work when you define a path in the routes and setup the routes and routermodule as seen below
  + Text

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  + Text

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* Include all the modules to be imported
* Text

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* Go into src/app directory and make new directory
* A picture containing text, device

  Description automatically generated
* Text

  Description automatically generated with medium confidence cd into components dir

# Search Bar Component

* Ng generate component search-bar
* Text

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* Add the selector for the component from component.ts file into the app.component.html where we will replace the boilerplate code
* A screenshot of a computer

  Description automatically generated with medium confidence

## Surround text with html tag & SCSS

* Paste in the selector, enter in a “>” and the component should become available, hit enter
* Graphical user interface, text, application

  Description automatically generated
* Parent select &
  + The parent selector, &, is a special selector invented by Sass that’s used in nested selectors to refer to the outer selector. It makes it possible to re-use the outer selector in more complex ways, like adding a pseudo-class or adding a selector before the parent.
  + <https://sass-lang.com/documentation/style-rules/parent-selector>
* Text

  Description automatically generated Text

  Description automatically generated
* Graphical user interface, text, application, chat or text message

  Description automatically generated
  + Two html tags: input with placeholder and button
    - Input is style to have rounded corners at top left and bottom left
    - Search button is styled to have rounded corners at the top right and bottom right
* Added hover effects so the search button changes color scheme and the mouse becomes a cursor when hovering over the search button
* Text

  Description automatically generated
* Updating the style for the logo
* Text

  Description automatically generated Graphical user interface

  Description automatically generated

## OnSubmit Form

* Setting up the onSubmit for the search button
  + Newer version of angular results in the same error displayed in console but the search bar component does not appear on the website which is shown on the URL
* Text

  Description automatically generated
* A screenshot of a computer

  Description automatically generated with medium confidence
* Graphical user interface, text, application

  Description automatically generated
* Correct routing error
* Graphical user interface, application, Teams

  Description automatically generated
* Text

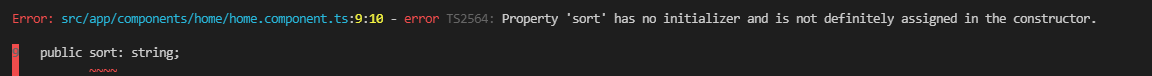
  Description automatically generated

# Home Component

## Adding the component to the app

* Text

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* Text

  Description automatically generated
* 
  + Property '...' has no initializer and is not definitely assigned in the constructor
  + <https://stackoverflow.com/questions/49699067/property-has-no-initializer-and-is-not-definitely-assigned-in-the-construc>
  + Graphical user interface, text, application

    Description automatically generated
  + "strictPropertyInitialization": false
  + Graphical user interface, text, application

    Description automatically generated
  + A screenshot of a computer

    Description automatically generated with medium confidence

## html

* A screenshot of a computer

  Description automatically generated with medium confidence

## Styling the html

* Text

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### Games

* A screenshot of a computer

  Description automatically generated with medium confidence

### Game with box shadow

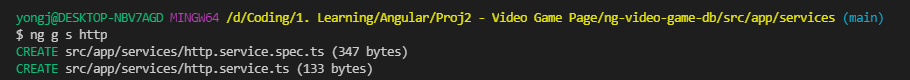
* Text

  Description automatically generated
* Text

  Description automatically generated
* Text

  Description automatically generated

# Creating Http Service

* Create new directory from main dir, cd into it and generate the http service
* 
* A screenshot of a computer

  Description automatically generated with medium confidence
* Text

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  + The API\_key and Key defined for accessing the API

## Models.ts to create interface

* Used to save the information received from the API
* Text

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* Text

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* Now to define all these children interfaces included in the Game interface
* Text

  Description automatically generatedGraphical user interface, text

  Description automatically generated

# Http interceptors

* Update the headers at the application level so that each request does not need to be updated with the appropriate headers
* Text

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  + Intercepts errors and console logs the error
* Text

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  + Includes the api-key and api-host within the header for any http request
  + Also sets the parameter of the “key”
* Add the interceptors into the providers of app.module.ts
* Text

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# Implementing the Home Component

* Have the home component display thumbnails for the games returned from the API endpoint
* Text

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  + Define an array of Game model which we just created
  + HttpService and ActivatedRoute objects are instantiated in the constructor
    - <https://angular.io/api/router/ActivatedRoute#params>
* On initialization, the activatedroute.params is “an observable of the matrix parameters scoped to this route” which is used to used take the parameters defined on the page
  + “metacrit” is the attribute used by this public api to store the rating of the game
  + Params[‘game-search’] is the search query that was entered on the front end
  + The searchGames method will be defined shortly
  + “To execute the observable you have created and begin receiving notifications, you call its subscribe() method, passing an observer. This is a JavaScript object that defines the handlers for the notifications you receive. The subscribe() call returns a Subscription object that has an unsubscribe() method, which you call to stop receiving notifications.”
    - <https://angular.io/guide/observables>
* Search game method
  + Text

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  + Subscribe to the call to the http service’s getGameList method and pass the APIResponse<Game> (Custom interface defined above) which stores the “results” key:value of the json response from the API endpoint into the results attribute of APIResponse object. (can see the results in the console log below)
* Log of the results
  + Text

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* Text

  Description automatically generated

## Inside home.component.html

* Text

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  + For every game of the games attribute, if there is a background image url then use that as the image, if there is no image then only have a p tag with the phrase “No image”
    - As defined in the [home.component.ts](http://home.component.ts), games is an Array<Game>
    - Text

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* Also use ngFor to loop through the array to display an icon for each of the game platforms for which the game is available on
  + Text

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  + Note that the “game.parent\_platforms” is just an array of strings
  + The src attribute is the url path to the game icon images which were saved in a particular folder
    - So the for loop checks which game platforms the game is available on and for each of these platforms, adds the respective platform icon into this div class=”game-platforms” which the horizontal row of game icons
    - A screenshot of a video game

      Description automatically generated with medium confidence
* Now the home component has an array of game icons with their background images, the name of the game and the platforms on which the game is available
  + Graphical user interface, application

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# Implementing the Sort menu

* a