IN4MATX 133: User Interface Software

Lecture 10:
Components in Angular

Announcements

- Discussion Friday (2/7) will offer more depth into Angular
- You're now over the hardest part of the learning curve in this course
- And for me, we're starting to reach the more fun parts
- Start to take a look at A3!
- #assignment3 on Slack
- You have until 2/17 to declare a partner on Canvas

Announcements

- We're not going to create pairs for A3 because there's a long list of properties which go into creating a good match, most of which we don't know
 - Programming background/interest (frontend, backend, user experience, etc.)
 - Schedule and other commitments

Announcements

- Good questions to ask a potential assignment partner:
 - When do you normally work (morning, afternoon, evening, late evening)?
 - Do you want to meet up in-person or work on the assignment remotely?
 - Are you interested in frontend development, backend development, user experience, etc.?
 - What's the minimum grade you would be comfortable receiving on this assignment?

Today's goals

By the end of today, you should be able to...

- Explain a Model-View-Controller Architecture and how Angular implements the architecture
- Describe the role of an Angular component
- Implement an Angular component which follows the MVC architecture

Client-side

Runs in the browser

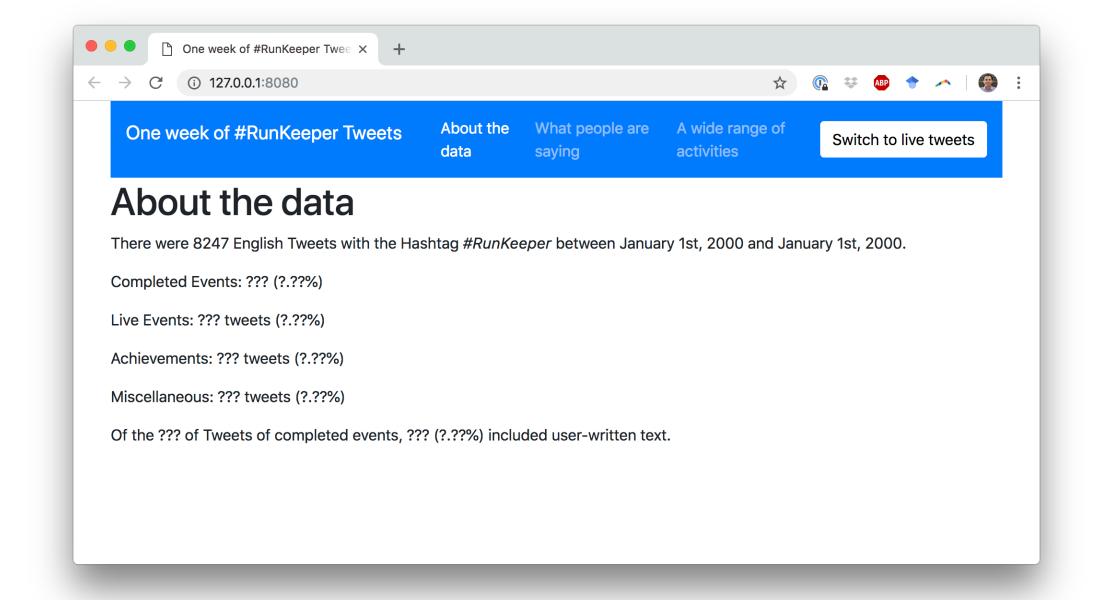
- Changes happen in real-time in the browser
- Cannot make HTTP requests to many APIs
- Examples: AJAX, Angular,
 React, Vue.js

Server-side

- Runs in the command line, etc.
 (but maybe can still be accessed from the browser)
- Changes happen in response to HTTP requests
- Can make HTTP requests to most APIs
- Examples: Node, ASP.NET

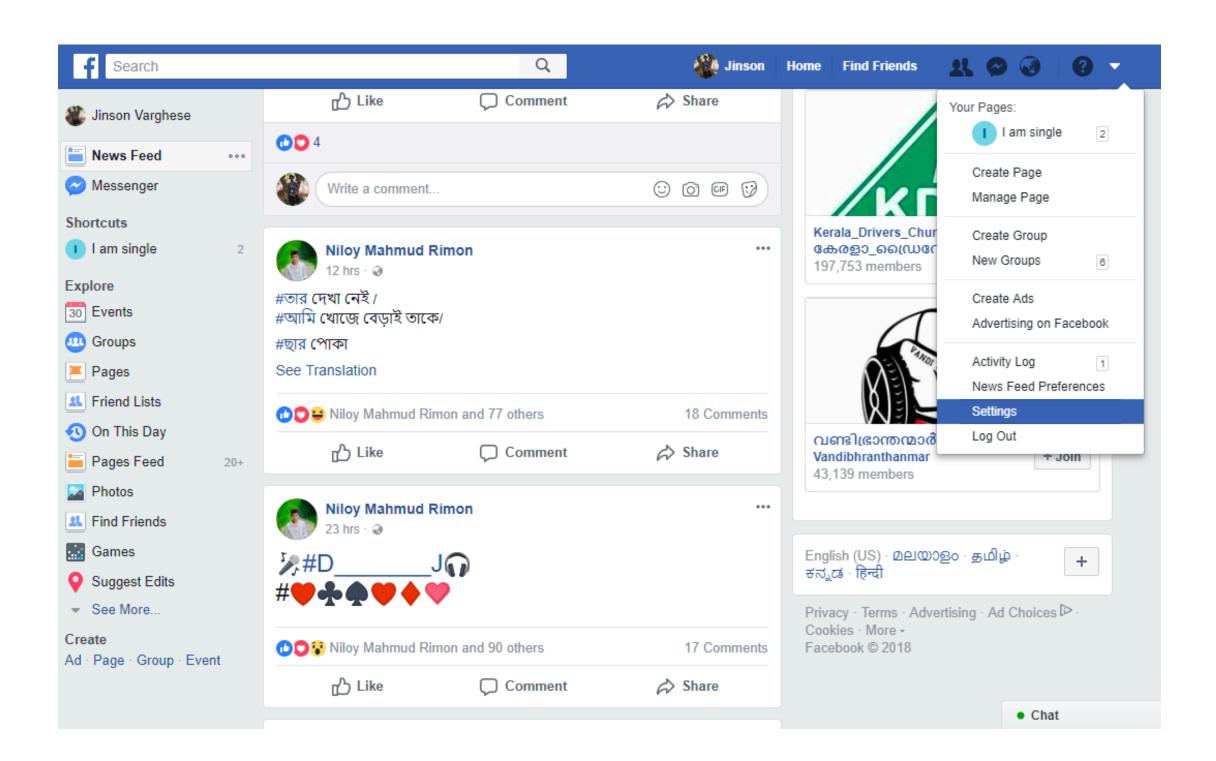
A "small" client interface

- 3 pages
- No interactivity between pages
- Data is dynamic,
 but UI is fairly static
- A lot of computation behind each page, but each page was very self-contained



A "large" client interface

- Hundreds of pages and ways to navigate between pages
- Repeated UI components (status updates)
- Different content, links, etc.
 displayed for each person



How do we develop large client applications?

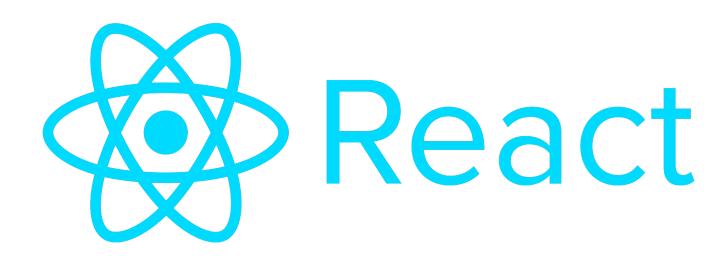
Frameworks for large clients

- Add structure and organization
- Make UI components reusable
- Support modularity
 - Import packages, UIs, etc. when needed

Frameworks for large clients

- Angular
- React
- Vue.js
- (Insert your favorite other framework here)
- All support the same overall goal
- All have commonalities in how they function







Angular

- First released in 2009
- Uses TypeScript, HTML, and CSS
- Does not dictate what framework is used server-side
- Major releases yearly



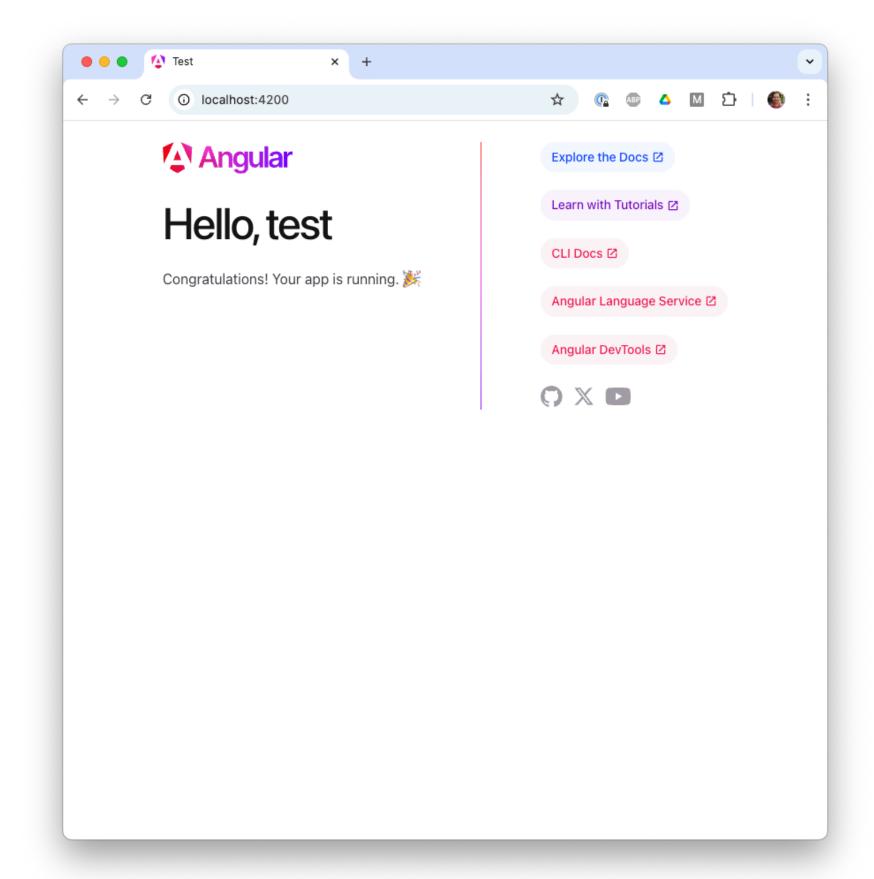
Angular!= AngularJS

- Major rewrite in 2016
 - Move to TypeScript from JavaScript
 - Not backwards-compatible
- Recent syntax changes in 2024
- Makes searching StackOverflow a bit of a pain
 - But the syntax maps over reasonably okay



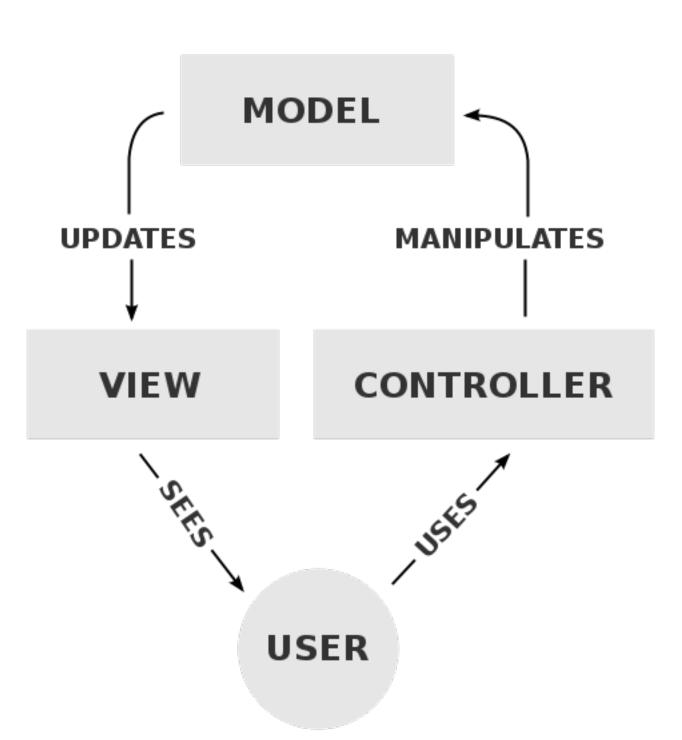
Angular installation

- npm install -g @angular/cli
- Create a new app with name example
 - ng new example
- Run app
 - cd example
 - ng serve (--open)
 - (Runs on localhost:4200 by default)

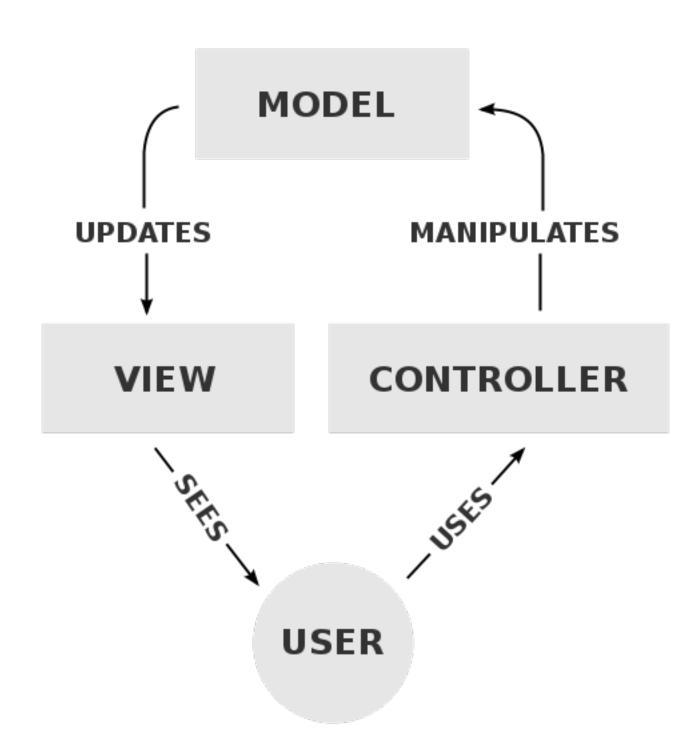


Angular architecture

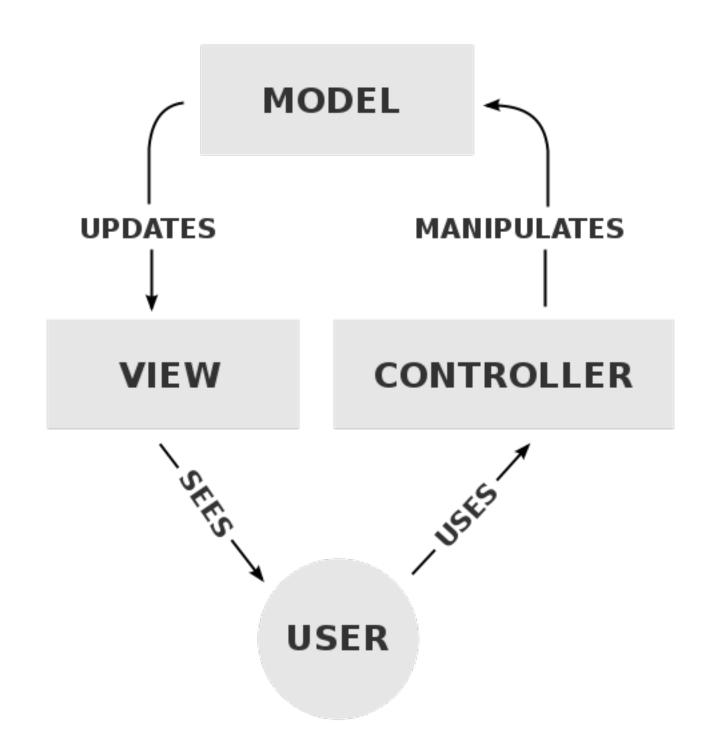
- Approach for structuring the code behind interfaces
- Model: the data behind an app
- View: the visual interface of an app
- Controller: the interaction with an app



- Model: the data behind an app
 - Notifies views when it changes
 - Enables views to query the model for data
 - Allows the controller to manipulate data in the model

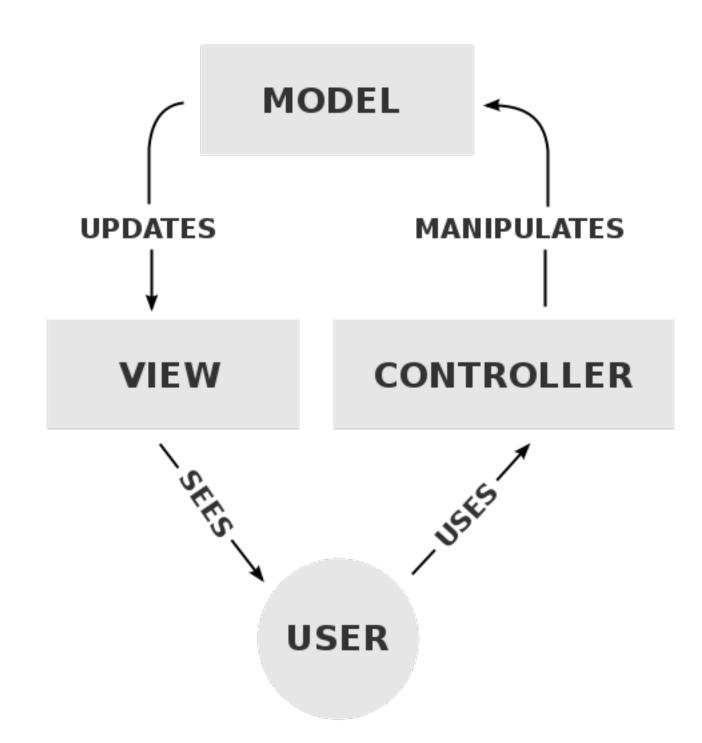


- View: the visual interface of an app
 - Renders the contents of the model
 - Specifies how the model data should be presented
 - When the model changes, the view must update it's presentation
 - "Push" approach: the view waits for change notifications (live updating feed)

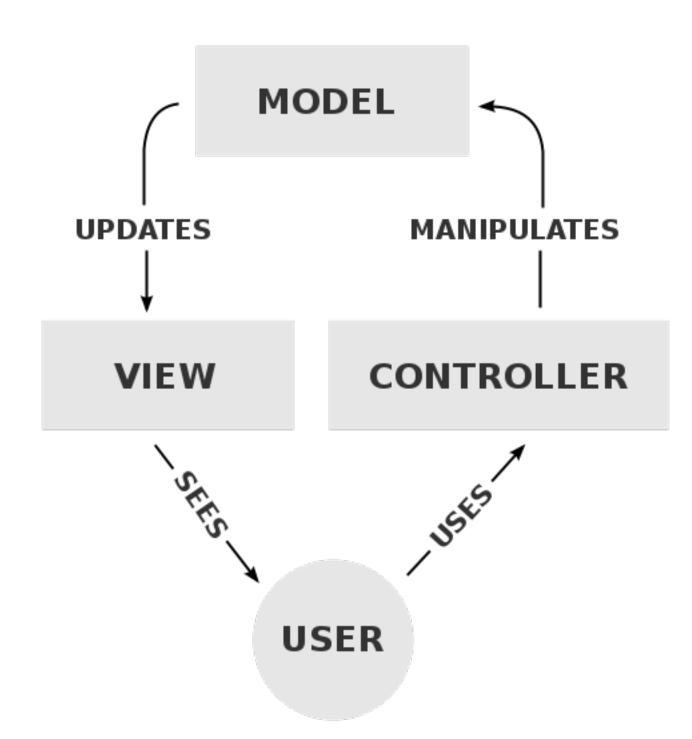


- "Pull" approach: the view must ask when it wants new data (pull to refresh)
- Forwards input to the controller

- Controller: the interaction with an app
 - Interprets user input and maps them to actions
 - Tells the model what actions to perform
 - Indirectly tells the view (through the model) if page should be rendered differently

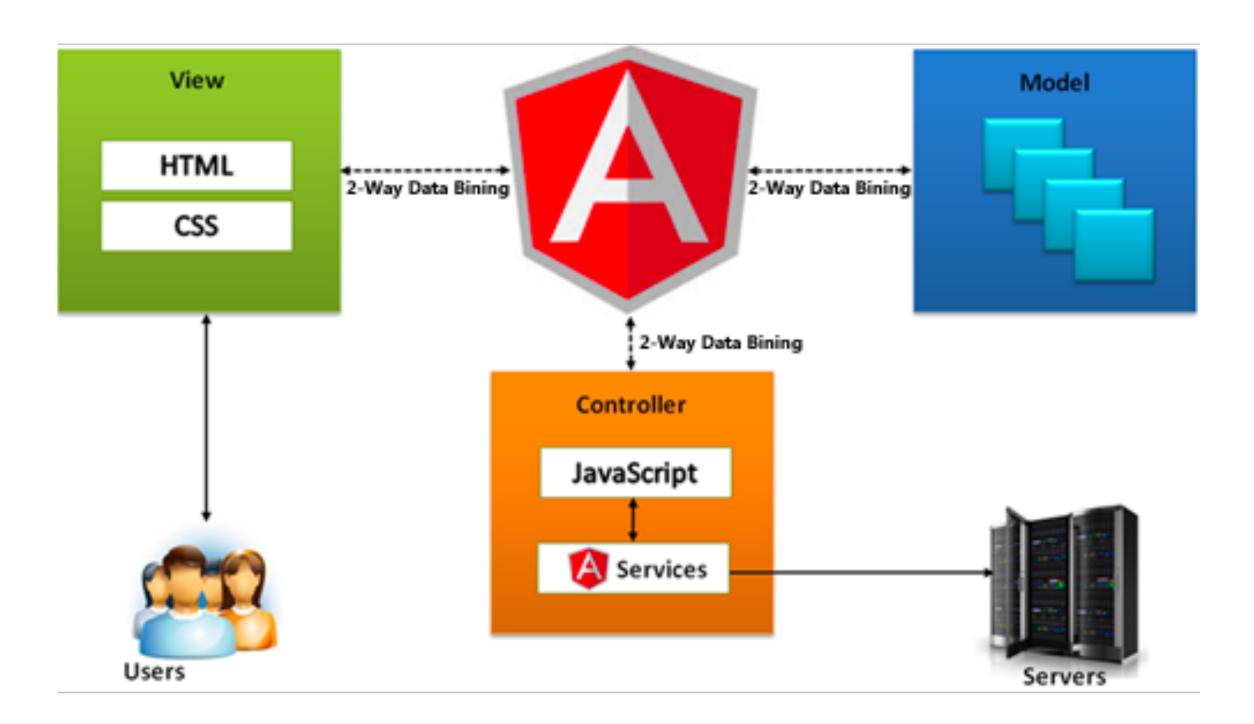


- Model: JavaScript for loading, parsing, and manipulating data
- View: HTML and CSS to specify layout
- Controller: event handlers for buttons and inputs in JavaScript



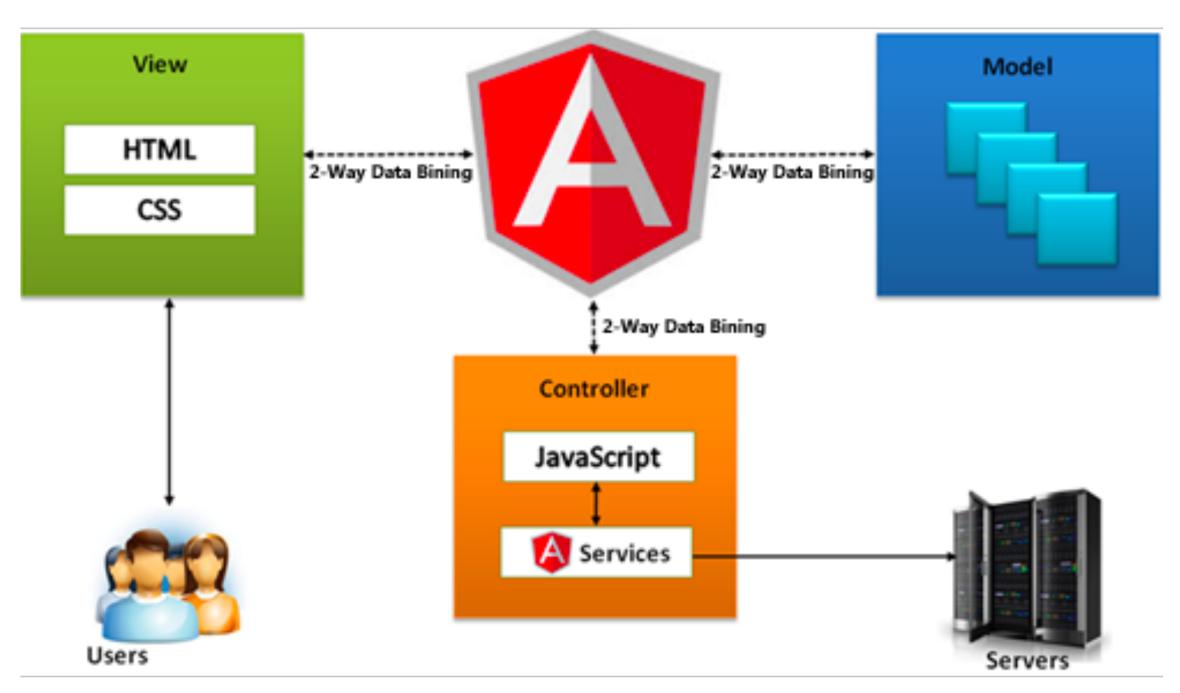
MVC in Angular

- View: HTML and CSS
- Model & Controller: TypeScript
- Angular functionality serves as the glue between the three



MVC in Angular

- Binding: key term
 - Variables in a view can be bound to variables and functions in a model or controller
 - When a variable in the model changes, any references to it in the view will also change ("push" model)
 - When a view receives input from a user, it passes it to the controller bound for that input



Following MVC in Angular

- A component is an interface element
 - Usually larger than "a button", but smaller than "a page"
 - Usually one which repeats across the interface

- Component terms
 - template: the HTML file representing the view
 - style: the CSS file(s) which indicate how the component should be styled
 - selector: a CSS selector that Angular will use to all instances with this component

- Defines the model, view, and controller for any interface element
- Make a new component: ng generate component hello
- Each component makes a folder consisting of four files:
 - hello.component.css (view)
 - hello.component.html (view)
 - hello.component.spec.ts (for automated testing; we'll mostly ignore)
 - hello.component.ts (model and controller)

- Every app has at least one component
- "Root" component
 - By default, in app.component. (html/css/ts/spec.ts)
 - The "main" page in your app, essentially

Root template

app.component.html

```
<div>
  <h1>
   Welcome to {{ title }}!
  </h1>
  <img width="300" alt="Angular Logo" src="data:image/...">
</div>
<h2>Here are some links to help you start: </h2>
<u1>
 <1i>>
    <h2><a target="_blank" rel="noopener" href="https://angular.io/tutorial">Tour of Heroes</a></h2>
  <1i>>
    <h2><a target=" blank" rel="noopener" href="https://github.com/angular/angular-cli/wiki">CLI
Documentation</a></h2>
 <1i>>
    <h2><a target="_blank" rel="noopener" href="https://blog.angular.io/">Angular blog</a></h2>
  <router-outlet></router-outlet>
```

Root template

app.component.html

- Looks like any other HTML page
- Only difference: page can support data binding

Root template

app.component.html

```
<div>
 <h1>
   </h1>
 <img width="300" alt="Angular Logo" src="data:image/...">
</div>
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 <router-outlet></router-outlet>
```

Root component

app.component.ts

```
import { Component } from '@angular/core'; Import Angular
component library
selector: 'app-root', ◆Replace all occurrences of app-root with this
  templateUrl: './app.component.html', Designate template
  styleUrls: ['./app.component.css'] \Designate style(s)
export class AppComponent { +All code for the component
 title = 'example';
```

Root component and template

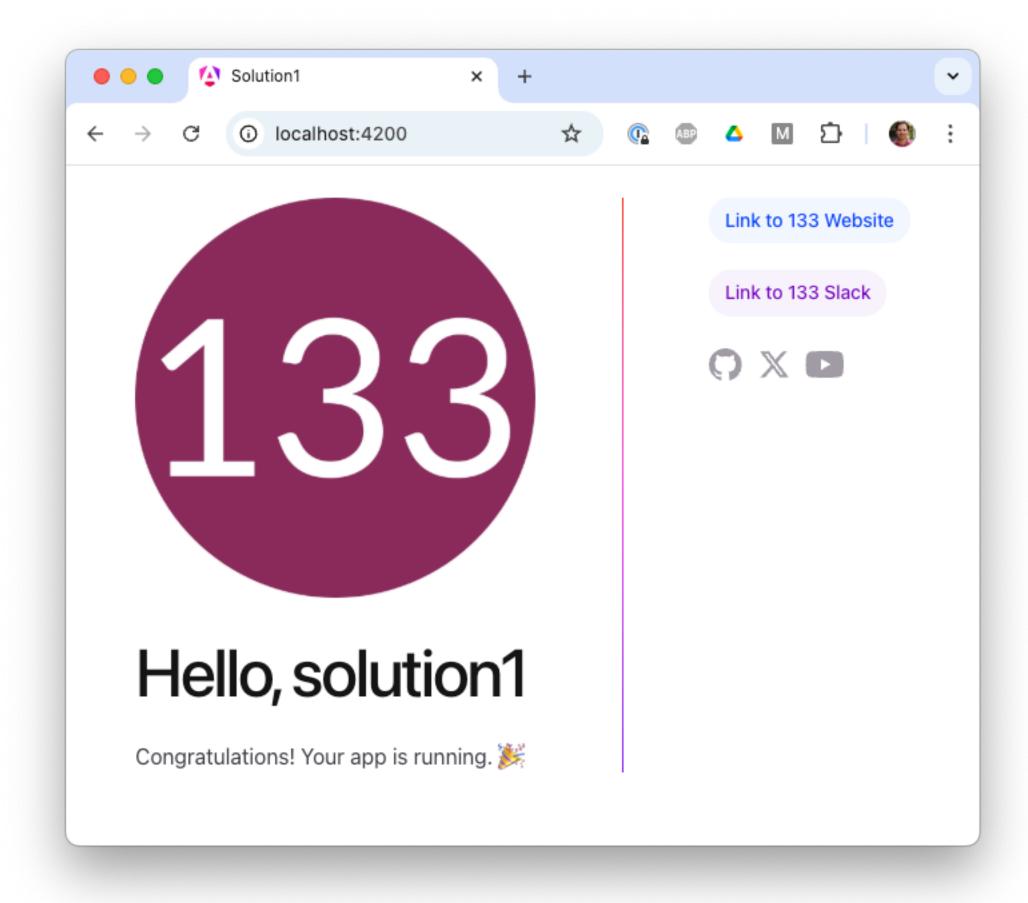
app.component.html

```
<div>
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h2>
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blog.angular.io/">Angular blog</a></h2>
 <router-outlet></router-outlet>
```

app.component.ts

```
import { Component } from
'@angular/core';
@Component({
  selector: 'app-root',
  templateUrl: './
app.component.html',
  styleUrls: ['./
app.component.css']
export class AppComponent {
 title = 'example';
```

Hello Angular





Four types of binding

- Interpolation: {{ }}
- Property: []
- Event: ()
- Two-way: [()]

Interpolation binding {{ }}

 "Weave calculated strings into the text between HTML element tags and within attribute assignments"

```
<h3>
{{title}}

<img src="{{heroImageUrl}}" style="height:30px">
</h3>
```

Can also be used to calculate values

```
<!-- "The sum of 1 + 1 is 2" -->
The sum of 1 + 1 is {{1 + 1}}
```

Property binding[]

"Set an element property to a component property value"

```
<img [src]="heroImageUrl">
```

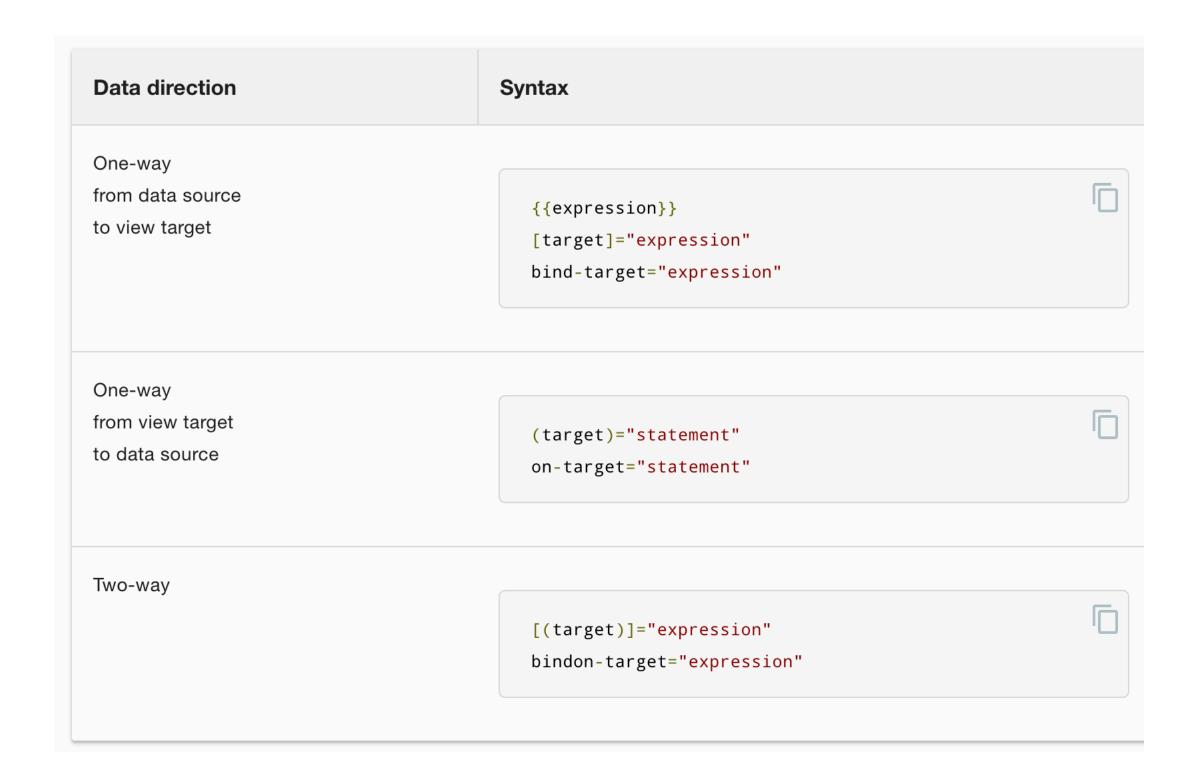
Event binding()

 "Listen for certain events such as keystrokes, mouse movements, clicks, and touches"

```
<!--When clicked, will run the onSave() function in component.ts file--> <button (click)="onSave()">Save</button>
```

One-way binding

- Interpolation, property, and event are all one-way, or read-only binding
- For interpolation {{ }} and property [], binding goes from data source (.ts) to view target (.html)
- For event (), binding goes from view target (.html) to data source (.ts)



One-way binding

```
{{title}}
                     Bound to
<img [src]="heroImageUrl">
                    Bound to
<button (click)="onSave()">Save</button
                            Bound to
```

```
import { Component, OnInit } from
'@angular/core';
@Component({
  selector: 'app-hello',
 templateUrl: './hello.component.html',
  styleUrls: ['./hello.component.css']
export class HelloComponent implements
OnInit {
title = 'example';
 heroImageUrl = 'hero.jpg';
  onSave() {
   console.log('File saved!');
```



Which will bind the link's href to the link is the variable url?

- (A) link
- (B) <a (href)="url">link
- c <a [href]="url">link
- (P) A and B
- E A and C

Which will bind the link's href to the link is the variable url?

- (A) link
- B <a (href)="url">link
- <a [href]="url">link
- (D) A and B
- (E) A and C





Which will bind the link's href to the link is the variable url?

- (A) < a href="{{url}}">link
- (B) <a (href)="url">link
- c <a [href]="url">link
- (P) A and B
- E A and C

Two-way binding [()]

- "You often want to both display a data property and update that property when the user makes changes"
- Most common use: binding to user-generated input
- ngModel directive enables two-way binding to input fields

```
<!--enteredText variable contains inputted text-->
<!--textChanged() is called after every keystroke-->
<input [(ngModel)]="enteredText" (change)="textChanged()">
```

Binding

```
<!--enteredText variable contains inputted text-->
<!--textChanged() is called after every keystroke-->
<input [(ngModel)]="enteredText" (change)="textChanged()">
<!--When clicked, will run the onSave() function in component.ts
file-->
<button (click)="onSave()">Save</button>
<h3>
  <!--will display the title-->
  {{title}}
  <!--will display the image at heroImageUrl-->
  <img [src]="heroImageUrl">
</h3>
```

Control flows

- @if and @for, with parentheses to identify what should be covered
- Switched from *ngIf and *ngFor in 2024, many online examples will use the old syntax

@if

 Render a tag if condition is true @if(isHalloween) { > Spooky! } @else { > Just another boring day in the neighborhood.

@for

Repeat an item multiple times

- Sunday
- Monday
- Tuesday
- Wednesday
- Thursday
- Friday
- Saturday
- "Track" is for performance, should be a unique property
- Can optionally specify index

- 1: Sunday
- 2: Monday
- 3: Tuesday
- 4: Wednesday
- 5: Thursday
- 6: Friday
- 7: Saturday

```
//In component.ts
  days =
["Sunday",
"Monday",
"Tuesday",
"Wednesday",
"Thursday",
"Friday",
"Saturday"];
```

- Components can import other components
 - Follow the selector defined in the component's .ts file
- In app.component.html:

Welcome to example!

- Sunday
- Monday
- Tuesday
- Wednesday
- Thursday
- Friday
- Saturday

Components can specify inputs

```
import { Component, OnInit, Input }
from '@angular/core';
@Component({
  selector: 'app-day',
 templateUrl: './day.component.html',
  styleUrls: ['./day.component.css']
})
export class DayComponent {
  @Input() today:string; Input
 days = ["Sunday", "Monday",
"Tuesday", "Wednesday", "Thursday",
"Friday", "Saturday"];
```

- Inputs are then passed:
 - As properties if they're dynamic
 - Like any other attribute if they're static

Can also specify output properties

```
@Output('myClick') clicks = new EventEmitter<string>();
```

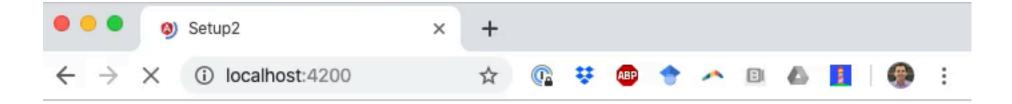
• When adding component, can specify an event to trigger when clicks() is called

```
<app-button (myClick)="clickMessage">click with myClick/
app-button>
```

• The event will be triggered in the parent component

```
clickMessage() {
  console.log("clicked!");
}
```

Rolling Dice







Summary

- Angular is made up of components, which are UI elements which each follow a Model-View-Controller framework
 - .html and .css file define the view
 - .ts defines the model and controller
- Data moves between model and view through binding
 - Components can pass data by binding Inputs and Outputs
- Components can include other components
 - @if and @for help determine whether and how many components to create

Today's goals

By the end of today, you should be able to...

- Explain a Model-View-Controller Architecture and how Angular implements the architecture
- Describe the role of an Angular component
- Implement an Angular component which follows the MVC architecture

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