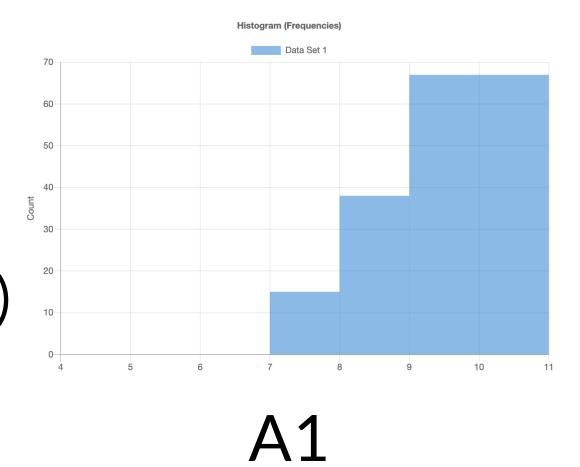
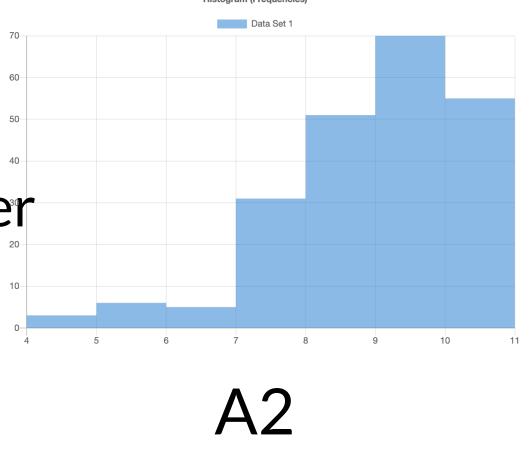
IN4MATX 133: User Interface Software

Lecture 13: lonic Components

Announcements

- A2 grades will be released later today
 - Average 8.4, stdev 2.3 (slightly lower average, higher stdev than A1)
- Remember regrade policy
- The middle & high ends are about what we'd expect, but the low end is a bit lower than we'd like
 - We may curve up grades at the low end some at the end of the quarter
 - But we'll see how the rest of the quarter goes





Announcements

- A3 due Friday
 - Groups were due yesterday to Canvas, let us know ASAP if you forgot
- Ionic demo in Friday's discussion
- A4 is posted
 - Start early!
 - Both options require some setup

Today's goals

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

- Use Ionic Components to make a mobile-friendly app
 - Display structured content with items and lists
 - Style content with colors, icons, and badges
 - Receive user input with inputs and modals
- Use routing to move between pages of your lonic app

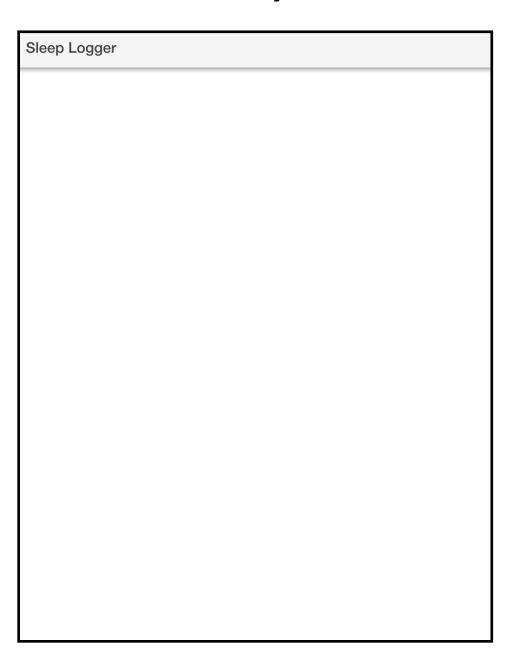
Ionic Setup

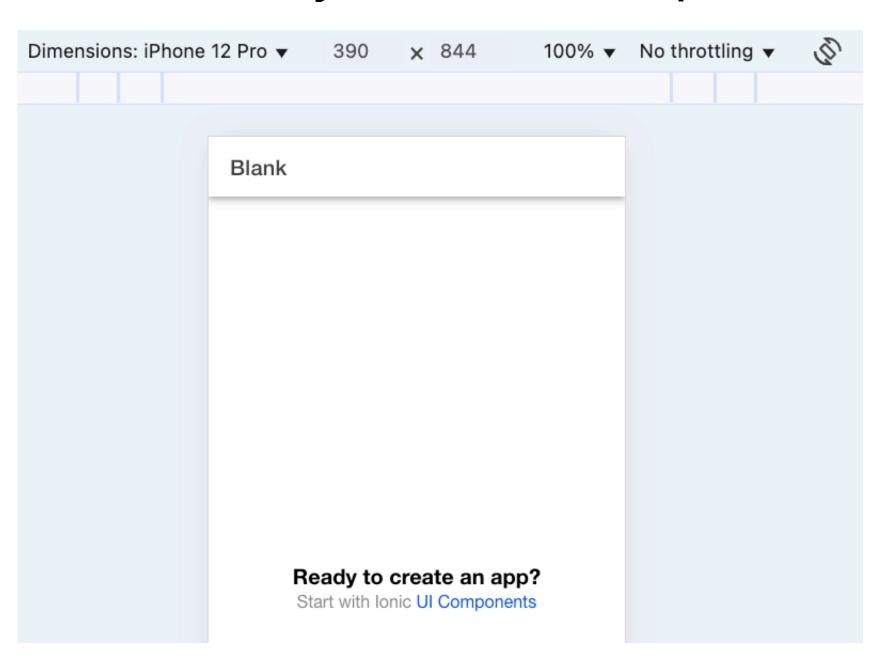
Ionic Setup

- npm install -g @ionic/cli
- ionic start [projectname]
- cd [projectname]
- ionic generate [page/component/class] [filename]

Ionic Serve

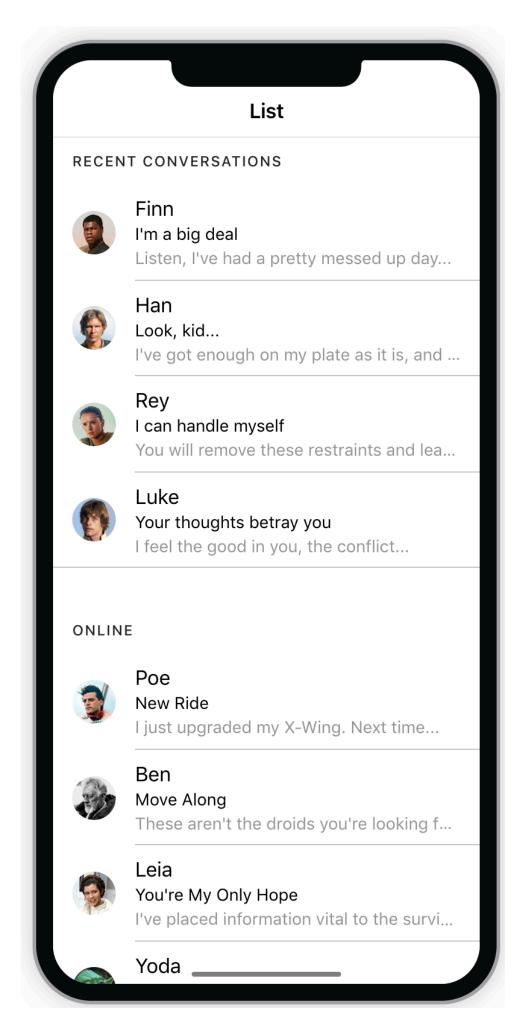
- Run app in your browser with ionic serve
 - serve renders app as it would appear in a browser
 - But, you can inspect and select a different device, just like for responsive design

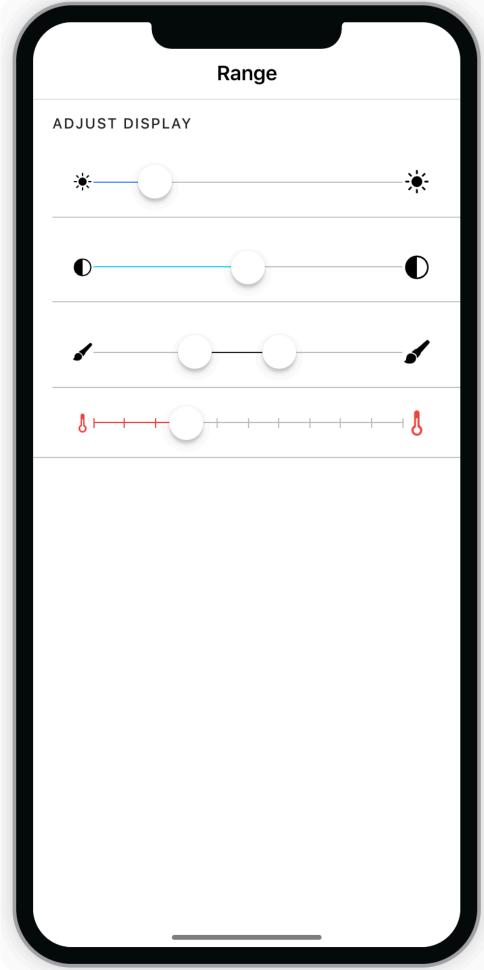




lonic components

- Ionic provides Angular-style components for a lot of interface elements common in mobile interfaces
 - Lists, buttons, sliders, tabs, modal dialogs, search bars, much more
- We'll use Ionic 7 in this class





lonic components

```
    Components must be imported

import { Component } from '@angular/core';
import { IonHeader, IonContent, IonToolbar, IonTitle } from
'@ionic/angular/standalone';
                                 Import from library
@Component({
  selector: 'app-home',
 templateUrl: 'home.page.html',
  styleUrls: ['home.page.scss'],
  imports: [IonHeader, IonContent, IonToolbar, IonTitle],
                           Load import in component
export class HomePage {
 constructor() {}
```

https://ionicframework.com/docs/components/

lonic component documentation

- Each component has a <u>lot</u> of potential attributes and properties
- The documentation enumerates many of the options
- Today is an overview.
 - There are more components than we can reasonably discuss
 - Each component has more options than we can reasonably discuss
- The best way to learn them is to try them out

Types of Ionic components

- Structural
- Items
- Icons
- Inputs
- Lists
- Modals

Types of Ionic components

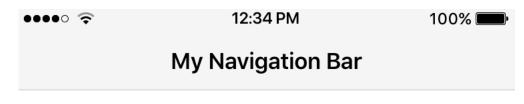
- Structural
- Items
- Icons
- Inputs
- Lists
- Modals

Structural

- Three structural components:
 - <ion-content>: holds the page's main content
 - <ion-header>: top bar for title content
 - <ion-footer>: bottom bar menu content
- Headers and footers can contain <ion-toolbar> with text & buttons
- A few other components can replace header and footer
 - <ion-tabs>for a footer with tabs to different pages

Structural

```
<ion-header>
  <ion-toolbar>
    <ion-title>My Navigation Bar</ion-title>
  </ion-toolbar>
</ion-header>
<ion-content>
  Content here...
</ion-content>
<ion-footer>
  <ion-toolbar>
    <ion-title>Footer</ion-title>
  </ion-toolbar>
</ion-footer>
```



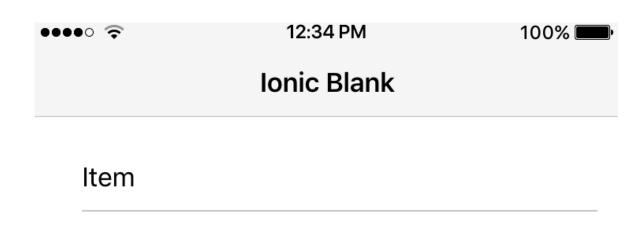
Content here...

Footer

Types of Ionic components

- Structural
- Items
- Icons
- Inputs
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- Modals

- <ion-item> is the most basic component
- It's essentially an HTML <div>
 - Can hold text, images, and other things
 - Has a css "block" style, so it shows up as a row
- Lots of other components need to be inside of <ion-item>
 - For example, <ion-label> to put text inside of an <ion-item>



```
<!-- Default Item -->
<ion-item>
  <ion-label>
    Item
  </ion-label>
</ion-item>
<!-- Item as a Button -->
<ion-item (click)="buttonClick()">
  <ion-label>
    Button Item
  </ion-label>
</ion-item>
<!-- Item as an Anchor -->
<ion-item href="https://www.ionicframework.com">
  <ion-label>
    Anchor Item
  </ion-label>
</ion-item>
<ion-item color="secondary">
  <ion-label>
    Secondary Color Item
  </ion-label>
</ion-item>
```

Button Item

Anchor Item

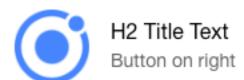
Secondary Color Item

```
<ion-item href="#">
  <ion-label>
    Thumbnail End, Anchor Item
  </ion-label>
  <ion-thumbnail slot="end">
    <img src="assets/icon/favicon.png">
  </ion-thumbnail>
</ion-item>
<ion-item>
  <ion-thumbnail slot="start">
    <img src="assets/icon/favicon.png">
  </ion-thumbnail>
 <ion-label>
    <h2>H2 Title Text</h2>
    Button on right
  </ion-label>
  <ion-button fill="outline" slot="end">View</ion-button>
</ion-item>
```

Blank

Thumbnail End, Anchor Item







```
<ion-item>
  <ion-button color="secondary">Secondary</ion-button>
</ion-item>
<ion-item>
  <ion-button shape="round">Round</ion-button>
</ion-item>
<ion-item>
  <ion-button>
    <ion-icon slot="start" name="star"></ion-icon>
    Left Icon
  </ion-button>
</ion-item>
```

Blank

SECONDARY

Types of lonic components

- Structural
- Items
- Icons
- Inputs
- Lists
- Modals
- Menus

Icons

```
    Icons require registration

import { Component } from '@angular/core';
import { IonIcon, IonItem, IonBadge } from '@ionic/angular/standalone';
import { addIcons } from 'ionicons';
import { heart, moon } from 'ionicons/icons';
@Component({
  selector: 'app-home',
  templateUrl: 'home.page.html',
  styleUrls: ['home.page.scss'],
  imports: [IonIcon, IonItem, IonBadge],
export class HomePage {
  constructor() {
    addIcons({ heart, moon });
```

Icons

Can add labels or fun flavor

```
<ion-item>
 <ion-badge color="primary">11</ion-badge>
</ion-item>
<ion-item>
 <ion-badge color="secondary">22</ion-badge>
</ion-item>
<ion-item>
 <ion-icon name="heart"></ion-icon>
</ion-item>
<ion-item>
 <ion-icon name="moon"></ion-icon>
</ion-item>
<ion-item>
 <ion-badge color="secondary">
   <ion-icon name="moon"></ion-icon>
 </ion-badge>
</ion-item>
```

https://ionic.io/ionicons

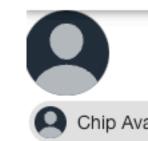
Blank		
11		
22		
•		
•		
•		

Avatars

Circular components that wrap an image or an icon

```
<ion-avatar>
    <img src="avatar.svg" />
  </ion-avatar>
  <ion-chip>
    <ion-avatar>
      <img src="avatar.svg" />
    </ion-avatar>
    <ion-label>Chip Avatar
ion-label>
  </ion-chip>
</ion-content>
```





Types of Ionic components

- Structural
- Items
- Icons
- Inputs
- Lists
- Modals

- Ionic provides a lot of common input fields
 - DateTime
 - Checkbox
 - Button
 - Text input
 - ...
- For the most part, they should always be in an ion-item
- Bound just as in Angular, with binding on [(ngModel)] from FormsModule

https://angular.dev/api/forms/NgModel

```
<ion-item>
     <ion-input required type="text"
     placeholder="First Name"></ion-input>
</ion-item>
```



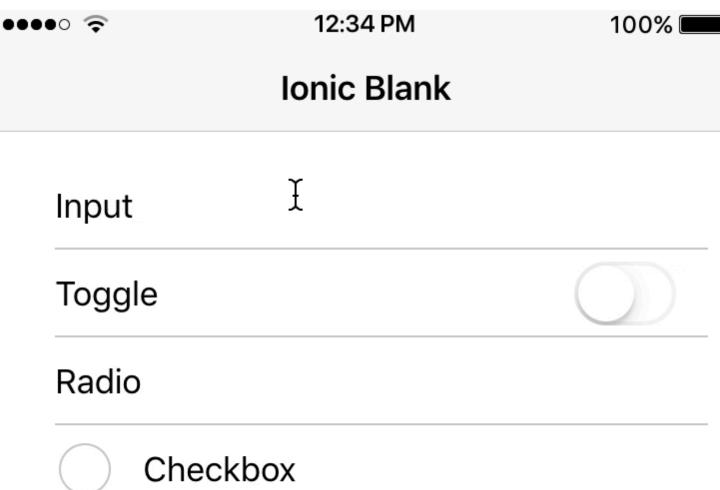
```
Ionic Blank
<ion-item>
                                                             Pepperoni
  <ion-label>Pepperoni</ion-label>
                                                             Sausage
  <ion-checkbox [checked]="pepperoni"></ion-checkbox>
                                                             Mushrooms
</ion-item>
<ion-item>
  <ion-label>Sausage</ion-label>
  <ion-checkbox [checked]="sausage" disabled="true"></ion-checkbox>
</ion-item>
<ion-item>
  <ion-label>Mushrooms</ion-label>
  <ion-checkbox [checked]="mushrooms"></ion-checkbox>
</ion-item>
```

Types of Ionic components

- Structural
- Items
- Icons
- Inputs
- Lists
- Modals

- Display rows of information
- Can provide some structure to items
- Styling lists, rather than items individually, can come in handy

```
<ion-list>
  <ion-item>
                                                     Input
    <ion-input>Input</ion-input>
                                                     Toggle
  </ion-item>
  <ion-item>
                                                     Radio
    <ion-toggle slot="end">Toggle</ion-toggle>
  </ion-item>
  <ion-item>
    <ion-radio slot="end">Radio</ion-radio>
  </ion-item>
  <ion-item>
    <ion-checkbox slot="start">Checkbox</ion-checkbox>
  </ion-item>
</ion-list>
```

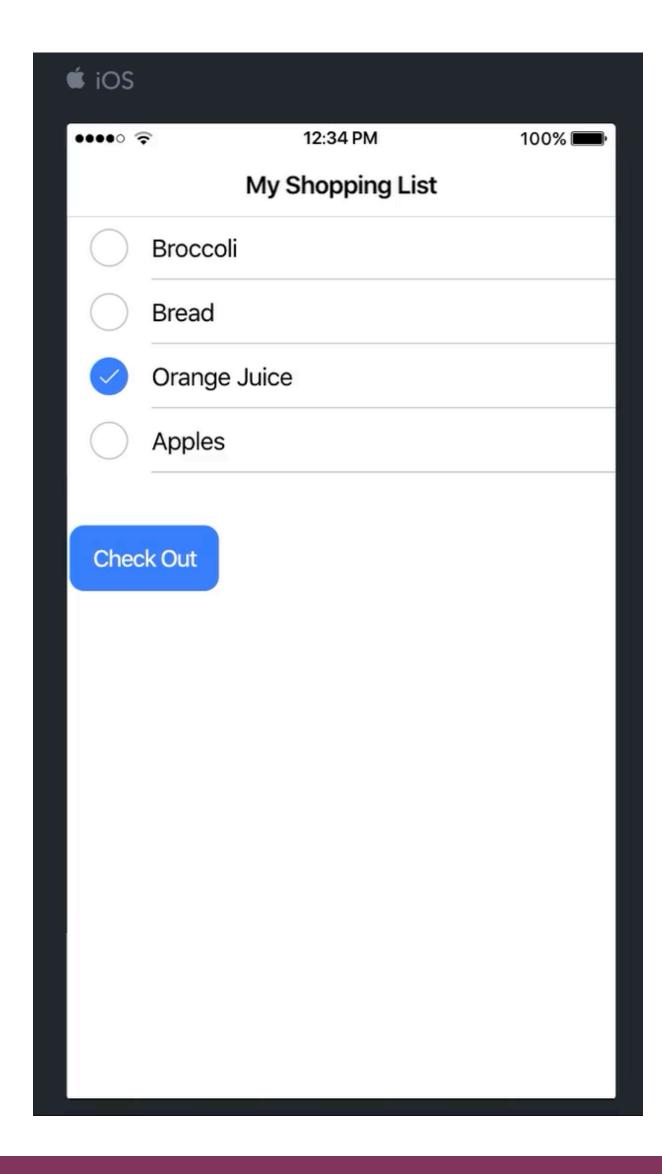


- Lists can contain tags other than <ion-item>
- For example, <ion-card> provides a "card" layout for presenting information

```
<ion-list>
                                                                    Card Subtitle
  <ion-card>
                                                                    Card Title
    <ion-card-header>
                                                                    Card content
      <ion-card-subtitle>Card Subtitle/ion-card-subtitle>
                                                                       ion-item in a card, icon left, button right
      <ion-card-title>Card Title</ion-card-title>
    </ion-card-header>
    <ion-card-content>
      Card content
    </ion-card-content>
  </ion-card>
  <ion-card>
    <ion-item>
      <ion-icon name="logo-ionic" slot="start"></ion-icon>
      <ion-label>ion-item in a card, icon left, button right</ion-label>
      <ion-button fill="outline" slot="end">View</ion-button>
    </ion-item>
  </ion-card>
</ion-list>
```

VIEW

Lists, Items, and Inputs

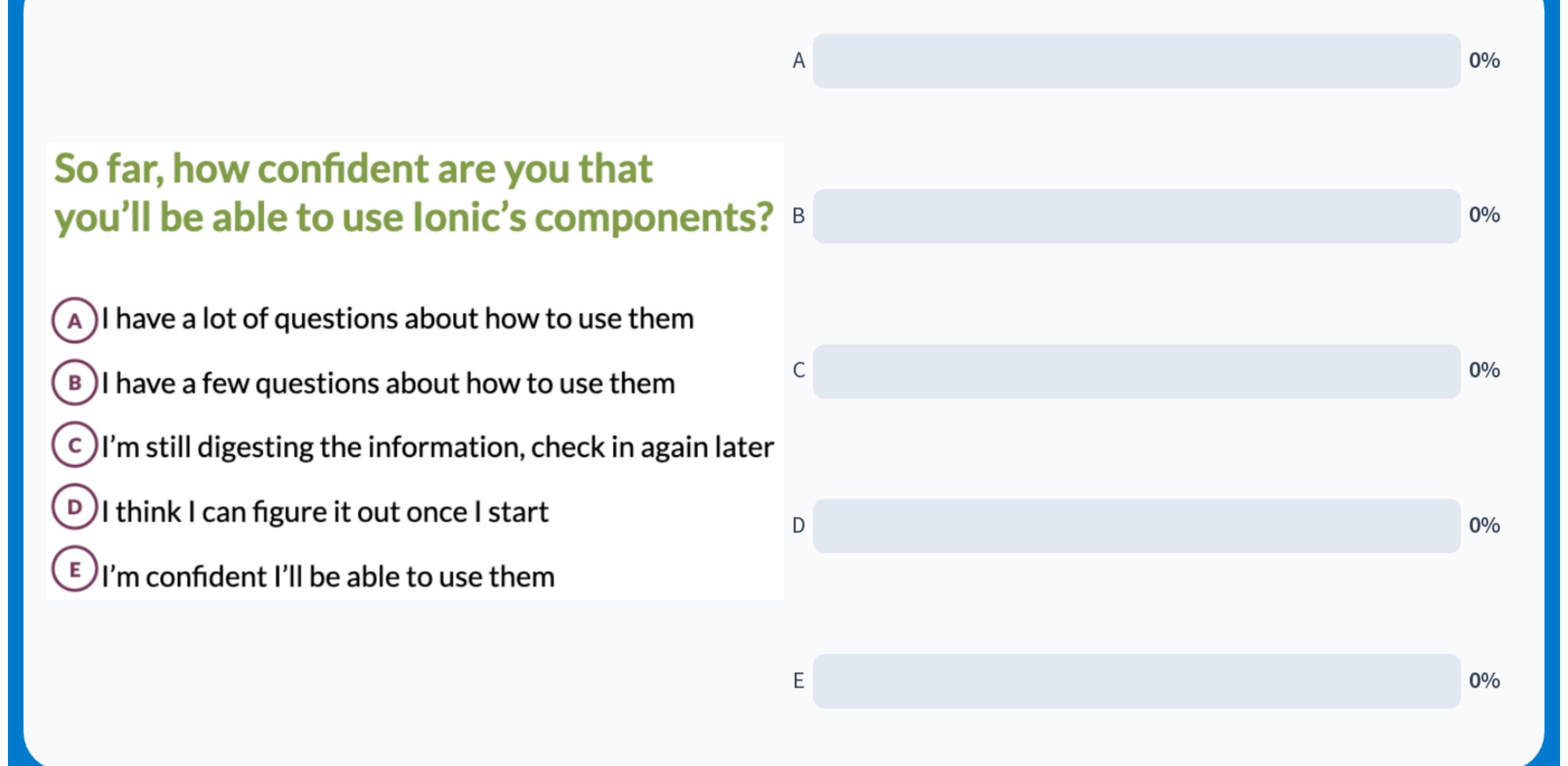






So far, how confident are you that you'll be able to use lonic's components?

- (A) I have a lot of questions about how to use them
- (B) I have a few questions about how to use them
- (c) I'm still digesting the information, check in again later
- DI think I can figure it out once I start
- E) I'm confident I'll be able to use them



Types of Ionic components

- Structural
- Items
- Icons
- Inputs
- Lists
- Modals

Modals

- Intended for quick entry or alerts
- Appear over the app's main content
- Two different styles
 - Modal dialogs
 - Modal pages
- Usually triggered in model or controller (.ts) rather than view (.html)

```
<!--HTML-->
<ion-button expand="full" color="primary" (click)="presentToast()">Send Toast</ion-button>
/*TypeScript*/
import { ToastController } from '@ionic/angular/standalone';
                                                                                     12:34 PM
                                                                                    Send Toast
export class HomePage {
  /*Inject ToastController*/
  constructor(public toastController: ToastController) {}
  presentToast() {
      this.toastController.create({
        message: 'Hello, world!',
        duration: 2000
      }).then((toast) => {
        toast.present();
      });
```

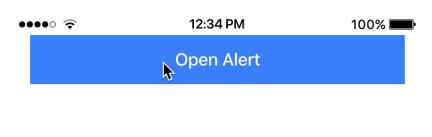
Async/await syntax (same functionality)

```
import { ToastController } from '@ionic/angular/
standalone';

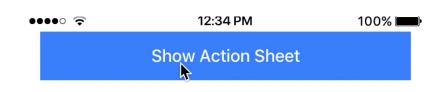
export class HomePage {
   constructor(public toastController: ToastController)
{}

   presentToast() {
      this.toastController.create({
        message: 'Hello, world!',
            duration: 2000
      }).then((toast) => {
        toast.present();
      });
   }
}
```

```
presentAlert() {
    this.alertController.create({
       header: 'Alert',
       subHeader: 'Subtitle',
       message: 'This is an alert message.',
       buttons: ['OK']
    }).then((alert) => {
       alert.present();
    });
}
```



```
presentActionSheet() {
  this.actionSheetController.create({
    header: 'Albums',
    buttons: [{
      text: 'Delete',
      role: 'destructive',
      icon: 'trash',
      handler: () => {
        console.log('Delete clicked');
      text: 'Cancel',
      icon: 'close',
      role: 'cancel',
      handler: () => {
        console.log('Cancel clicked');
  }).then((actionSheet) => {
    actionSheet.present();
```



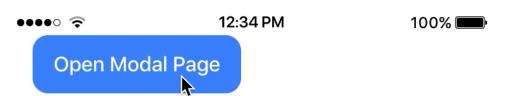
- Opens up a new page over the current page
 - All pages are components themselves
- Useful for small entry, has more flexibility than dialogs

Create modal page

```
import { ModalController } from '@ionic/angular';
import { ModalPage } from '../modal/modal.page';
export class HomePage {
 constructor(public modalController: ModalController) {}
  presentModal() {
    this.modalController.create({
     component: ModalPage,
     componentProps: { name: "IN4MATX 133" }
    }).then((modal) => {
     modal.present();
    });
```

Modal page's view & controller

```
<ion-content padding>
 Hello, {{name}}!
  <ion-button (click)="dismiss()">Dismiss</ion-button>
</ion-content>
import { ModalController } from '@ionic/angular';
export class ModalPage implements OnInit {
  @Input() name:string;
  constructor(public modalController:ModalController) { }
  dismiss() {
     this.modalController.dismiss();
```



Getting data from modal pages

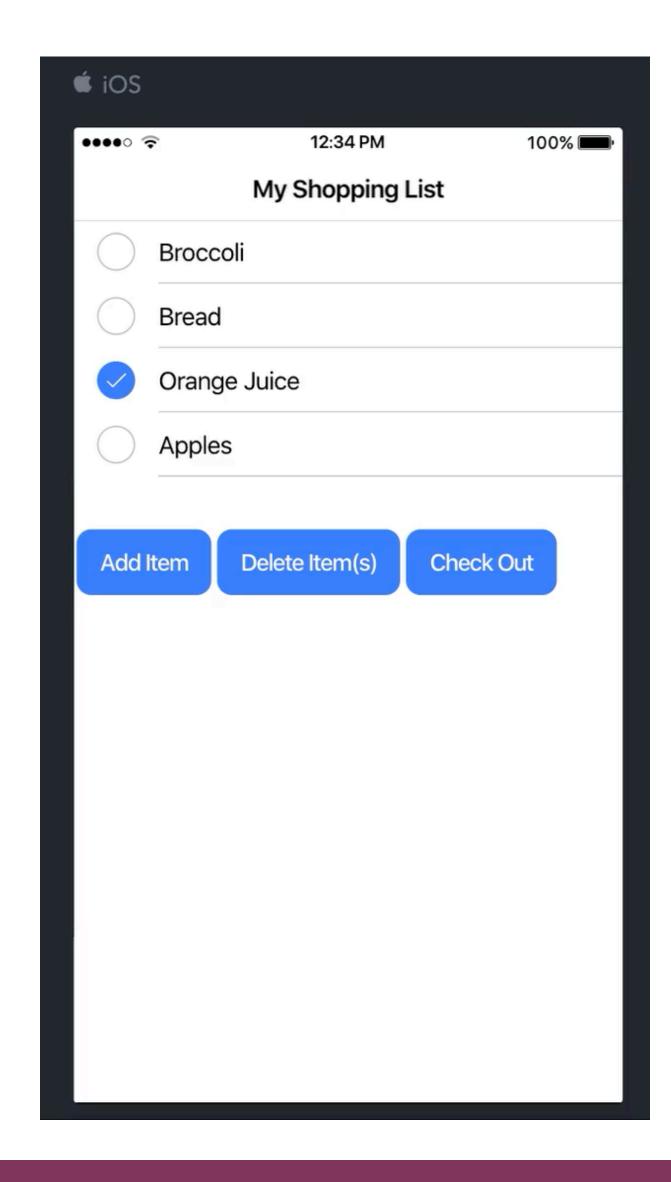
```
/*modal-page.ts*/
@Input() name:string;

constructor(public
modalController:ModalController) { }

dismiss() {
  this.modalController.dismiss('Hello from modal!');
}
```

```
/*home-page.ts, creates ModalPage*/
presentModal() {
   this.modalController.create({
      component: ModalPage,
      componentProps: {name: "IN4MATX 133"}
   }).then((modal) => {
      modal.present();
      modal.onDidDismiss().then((data)=>{
       console.log(data);
      // "Hello from modal!"
      })
   });
}
```

Modals

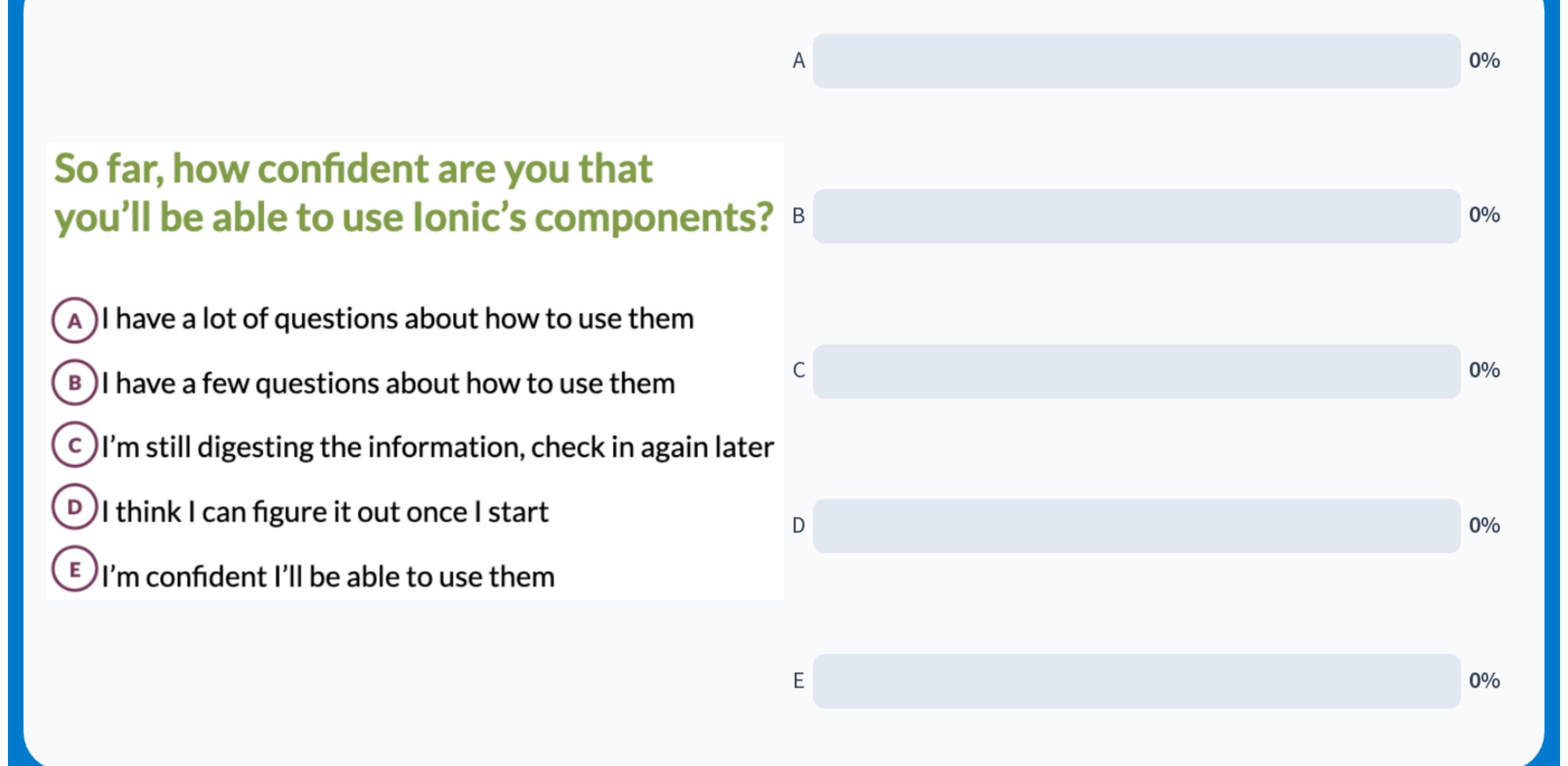






How confident are you that you'll be able to use lonic's components?

- (A) I have a lot of questions about how to use them
- (B) I have a few questions about how to use them
- (c) I'm still digesting the information, check in again later
- DI think I can figure it out once I start
- E) I'm confident I'll be able to use them



- Like in Angular, app. routes.ts defines URL routes
- But there's no browser bar in your app...

```
const routes: Routes = [
    { path: '', redirectTo: 'home', pathMatch: 'full' },
    { path: 'home', component: HomeComponent },
    { path: 'page2', loadChildren:()=> import('./page2/page2.module').then(m => m.Page2Module)}
];
```

Lazy loading, will only load when page opens

Define an href attribute

```
<ion-content padding >
     <ion-button href="page2">Go to page 2</ion-button>
</ion-content>
```



Undo and history

- Ionic has additional methods for navigating the page history
 - Going back to a previous page
 - Non-linear navigation, breaking the typical undo/redo cycle
- Largely outside the scope of our class, but can be interesting to look in to

Today's goals

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

- Use Ionic Components to make a mobile-friendly app
 - Display structured content with items and lists
 - Style content with colors, icons, and badges
 - Receive user input with inputs and modals
- Use routing to move between pages of your lonic app

IN4MATX 133: User Interface Software

Lecture 13: lonic Components