

# AngularJS — 11/2-11/5/15

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## Day 1 — 11/2/15

Setup (macs)

- > cd AngularClass/bin
- > source set-path
- > start-server
- > mongo-start
- > mongo-load-class (only the first time)
- > start-rest

On using “data-“ prefix - Totally personal preference. If you need to pass HTML 5 validation do it.

- for {{ }}... typically you'll only use them for displaying text on screen but think of them as whenever you need to render the text aka value="{{ }}"

ng-model

- for 2-way data binding
  - if one (model or view) updates, so does the other
- ng-model-options — provides add-on options such as delay update
  - ng-model-options="{debounce: 1500}"
- If just using ng-model, the JS object won't exist until you enter data

Following evaluate to false in JS (same for AngularJS 1.4+)

- NaN
- false
- "" or ''
- undefined
- null
- 0
- EVERYTHING ELSE evaluates to true

Chrome hack for console — When you inspect an element, chrome stores a reference to it in your console under \$0

- angular.element(\$0).scope() will give you access to the angular scope involving that element

AngularJS + JQuery

- They work well but you need to include JQuery first!
- AngularJS can detect JQuery and then include or not include JQLite if it's not there

## Controllers

- Have all JS code inside IFE (Immediately invoked expression)
  - `(function ( angular ) { }) ( angular );`
- Angular Modules are the repositories for all angular code
  - somewhat like java packages and/
- Controllers are the glue that holds models and view together
- only one ng-app will only be tied to one module
  - but that module could have dependancies
  - ng-app="firstApp" is basically "load the module"

Help compare frameworks —> [www.todoMVC.com](http://www.todoMVC.com)

- "==" allows for type coercion. "===" compares types and values
- Anytime

Angular expression advantages

- more error tolerant
  - Anytime an error occurs inside of `{{ }}`, an empty string is rendered and the error is pushed to the console. out of sight for the user

## Filters

- there is a filter called filter
- take input and apply the filter to the input
  - orderBy, date, number, currency...
- Available at View AND Controller level
- as filteredTeams acts as an alias for the results
- During an ng-repeat: The order of operation are
  - Filters
  - alias (as)
  - repeat over results
- Couple of options for custom filtering
  - passing a custom function to filter filter
    - ◆ not recommended b/c you can't pass arguments and will be tightly coupled to view
  - create a custom filter
    - ◆ better b/c you can pass multiple, colon-delimited arguments
    - ◆ The first argument will always be the object/string that is getting filtered (i.e. array that you're looking for)
  - ex in AngularClass/IntroAngular/Exercises/iterate-data
- Filtering objects
  - Default behavior - string will get tested on every property in object and the only way it will be tossed out if it fails on EVERY property
    - ◆ It will automatically pass on the first one it sees as true (quick to pass, slow to fail)

- If you want to filter on a specific property in an object. Make your filtering string into a filtering object that has the property you want to filter on. (e.g., `fPerson.name`)
  - ◆ ex in `/IntroAngular/Demos/multiple-filters`

## Angular Events

- same events as HTML but preceded by `ng-`
- `ng-click` and `$watch` can accomplish the same functionality. `$watch` is faster b/c it doesn't use the DOM

## ng-options

- shortcut for repeated over multiple options in `<select></select>` element as opposed to the more robust `ng-repeat`
- syntax = `thing.label` for thing in collection
- You can give ONE hardcoded object with the empty string value attribute. This will be the default value selected on page load

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## Day 2 — 11/3/15

## Testing

- Angular was built from the ground up with testing in mind
- Test-framework agnostic but most tend towards TDD
  - Default usage is **Jasmine**
- Angular team built a generic test runner which doesn't require AngularJS
  - **Karma** — Built on top of Node JS (Originally called Testacular)
    - ◆ `karma init filename` — Simple way to initialize a config file
- Gulp would act as the task-manager in your process (a step back from karma)
  - It would call `karma test`, if pass deploy to github, etc...
- **Jasmine** —> unit test library
  - another one would be Mocha (very similar but typically preferred by Node.js ppl)
 

```
describe(msg, fn() ({ // Multiple describes
    it(msg, fn() { // What actually gets tested. Can have multiple in
describe functions
    expect(actual.toBe(expected)
    })
  })
```
- **Angular Mocks**
  - `module` — use this in `beforeEach` to load a particular module
  - `inject` — Runs Angular's injector service on a provided function, allowing you to control what is loaded when
- **Protractor** — End-to-End testing

- Wrapped library around the widely-used UI testing software, **Selenium**
- Install:
  - ◆ npm install protractor -g
  - ◆ protractor —version
- Framework can be: Only Jasmine and Jasmine2 are officially supported
  - ◆ jasmine, cucumber, mocha, jasmine2

## Ajax requests with \$http

```
var p = $http( {url: '/movies/1', method: 'get'} )
```

```
p.success(function (data, status, headers, config)
```

- This was deprecated in Angular 1.4 b/c promises are coming to Angular in ES6

instead use:

```
p.then( function( retObj ) {
    $scope.movie = retObj.data;
} );
```

- retObj will then have the same four properties under it

## Convenience

- ng-class
  - accepts several different types of expressions and maps of KVPs where the key is the class name and the value is the expression to be evaluated
    - ◆ The class will be applied if the value expression in the KVP evaluates to true
- Minification
  - Goal is to reduce the total number of characters in your code (including naming references in your method)
  - However, to get around this, Strings are NEVER minified
  - NEW SYNTAX: 2nd argument in controller now becomes an array and so the arguments in the function call can be matched up by position instead of name...it's okay to rename them now

```
someApp.controller('SomeCtrl', ['$scope', '$http',
    function($scope, $http) {
        // Do whatever with the controller here
    }
]);
```

- ng-annotate — Tools that will help with this syntax rewriting
  - ◆ It will tell you where you don't pass minification
  - ◆ It can fix them in place
  - ◆ you can plug this into gulp to have it automatically done for you
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## MORE AJAX

- \$http — has promises for dealing with Ajax

- `.then(onSuccess, onFailure)` is how you register promise your code on a request object
  - ◆ arguments to `onSuccess/onFailure`
- `p.catch(onFailure) === p.then(null, failure)`
- `p.finally(callback)` — fires whether the Promise completed successfully or not. but no data is passed in.
- `$http` options
  - `params` — appended to the URL
  - `data` — into the body of the request
  - `headers` — map of headers and values, values can be strings or functions that return strings (evaluated at request time)
  - `timeout` — in milliseconds
  - `withCredentials` — send credentials with this request

## Caching

- add **cache: true** to the options passed to `$http`
- If you make a request to the same url again and the response is still around, angular will use the cached response
- `$cacheFactory`
  - only will re-request if you invalidate the cache by `.remove(url)` or `.removeAll()`

## \$scope

- `$scope`'s inherit from each other in a hierarchical form (think class inheritance in Java)
- they do NOT inherit laterally to siblings
- you can force it to go back up by using `$parent` as many times as you want (there's also `$rootScope`)
- This introduces some confusion and mystery
  - Angular development is starting to move away from this

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## Day 3 — 11/4/15

### Recap So Far

#### View

- `ng-app`
- `ng-controller`
- `ng-model`
- `ng-if`
- `ng-hide/ng-show`
- `ng-class/ng-style`
- `ng-repeat`
  - filters, ordering, formatting

- ng-options
- ng-click, etc

### Tools

- \$http
- \$log
- \$scope

### Other

- ng-annotate
- Karma + Jasmine + Angular
- Protractor

### \$http

- alternative to the way we've seen so far
  - var promise = \$http.get('/data/movies', { params : \_\_\_\_\_ , timeout : \_\_\_\_\_ , withCredentials : \_\_\_\_\_ } );
    - ◆ .post, .put, etc.

## Routing

- 2 Different Options
  - Stock Router (thought of as being inferior)
    - ◆ Doesn't allow for granular control of view changes (think paneled application)
  - UI Router — Better option
    - ◆ Allows for as granular control as you'd like
    - ◆ C1 suggests you should **prefer** UI Router
- Setting up
  - HTML
    - ◆ <script>angular-ui-router.js</script>
    - ◆ ui-view — The target div to be changed
    - ◆ ui-sref — Switch between states/route
  - JS
    - ◆ Module depends on ui.router
      - ◆ var mod = angular.module( 'uiRouterMod', ['ui.router', 'uiRouterControllers'] );
        - ◆ ui.router — strictly required
        - ◆ uiRouterController —
    - ◆ Configure module with states
      - ◆ mod.config( function ( \$stateProvider, \$urlRouterProvider ) { ... } );
        - ◆ \$stateProvider and \$urlRouterProvider are handled by the injector and are provided by UI Router
    - ◆ For any given module there are two phases that are only really relevant for routing
      - ◆ Config — ALL routing should be registered during the config phase
        - ◆ mod.config is the hook to do this

- ◆ Run
- DAO — Data Access Object
  - Lazy-loading. When the templates are loaded there is no data until you its run
- passing variables to parameters
  - pull off in \$stateParams
  - listed that a variable is expected in your config (app.js) by : or { }
  - e.g., /:productID or /{productID}
- # comes from browsers not removing your resources after #
  - it is an event that can be captured and the behavior changed
  - the router captures the event, tells it not to try and scroll, instead load in the resources
  - Modern browsers don't need it and it can be turned off

## Providers

- \$http is a provider
- Concept is basically analogous to an API. You can create them to handle common actions across multiple controllers (aka getting data — DAO)
- Basically Angular's Objects
  - Provider (parent class)
    - ◆ Value — Allows you to create a value that is available application wide
      - ◆ e.g., mod.value('foo', 'bar');
      - ◆ value is called foo and set to bar
      - ◆ Primitive objects are immutable
      - ◆ References are immutable but the objects inside the reference are not
      - ◆ typically used for API keys
    - ◆ Constant — VERY similar to the value provider
      - ◆ Only major difference is that a constant is available earlier in the module's lifecycle
      - ◆ Constants are available at the config phase of a module's lifecycle, whereas values (and factories and services) are only available at run phase
      - ◆ There isn't a negative to using only constants rather than values
    - ◆ Factory — More customizable than Values
      - ◆ They can have dependencies
      - ◆ Can initialize the provide
      - ◆ Initialization is deferred until it is needed (as opposed to immediate initialization for Values)
      - ◆ Can create objects of various types. However it only generates the object once b/c it's a singleton
    - ◆ Service — Basically a factory but always returns an object
      - ◆ Use factory or service...whichever you want
- ALL providers are singletons
- **Angular encourages holding onto references when dealing with factories b/c you can then watch the reference and will pick up when the data has changed and will re-render the page**
- **Underscore.js** — Helpful utility toolset to keep on hand

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## Day 4 — 11/5/15

### The State Machine

- Finite number of states that your routing can be in (think Stoplight...three states)
- e.g., Customers
  - customers.detail
  - customers.add
  - customers.edit
  - customers.search
- \$routeProvider vs \$stateProvider (uiRouter)
  - \$routeProvider
    - ◆ when /customers
    - ◆ To change the way route works you'll have to find and replace all references to "/when" and replace them with new url
      - ◆ <a href="/customers/ABCDE">...</a>
  - \$stateProvider
    - ◆ state 'customers'
    - ◆ To change the way route works you'll only have to change the url under the state config. You don't have to change anything else b/c you've been referring to the state
      - ◆ <a ui-sref="customer.detail({customers:ABCDE})">...</a>
    - ◆ with ui-sref you can also tell it to generically go to the sibling or child view without specifying the parent
      - ◆ e.g., <a ui-sref="^.edit">...</a> — Go to sibling view
        - ◆ ^ = Parent

### Multi-views with \$stateProvider

- single url
- then a json object with templateUrl's and controllers

### Directives!

- Default behavior is that it can be either attribute or element but you can restrict it
  - You can use restrict A, E, and/or C to restrict to attribute, element, or class definitions (class is deprecated)
- html naming is hyphenated, js name is camel case
- scope declaration in directives give you an isolate scope to work with.
  - these scopes do not participate in the scope hierarchy at all

**JS**

```
scope : {  
  firstName : '@yourName'  
}
```



## HTML

`<greet-person your-name="Adam"></greet-person>`

- left hand side in the declaration is the name of the variable in the template and the right hand side is the attribute name that will pass the variable through
- Typically you want the variables to be the same name
  - ◆ short hand declaration if you want them to be the same thing

## JS

```
scope : {  
  firstName : '@'  
}
```

- further shorthand... using '=' allows you to pass the variable value from the scope through instead of the literal value so you don't have to use the {{ }} in the attribute

- **You can kind of think of directives like functions for HTML**
- **Routing vs. Directives vs. ng-includes**
  - routing is like changing scenes in a play
  - directives are like the actors in the play
  - ng-includes are like the props
- Link function
  - Allows you to manipulate the DOM from directives
- **\$location.path()** — get everything in the url
- angular has a lot of normal HTML directives that it overrides
  - a, form, etc...
  - they automatically give you access to controllers, scope, etc and helpful variables
  - `<form name="personForm"> ==> FormController`
    - ◆ `$scope.personForm` is a reference to the FormController off of which you can get properties
    - ◆ `<input type="text" name="firstName" ng-model="firstName">`
      - ◆ `$scope.personForm.firstName` — current state of the field
      - ◆ `$scope.firstName` — Current value of the field
- You can have directives talk to each other through controllers using the require statement
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