

MVC is  
Cool



# Directives

## Angular Basics

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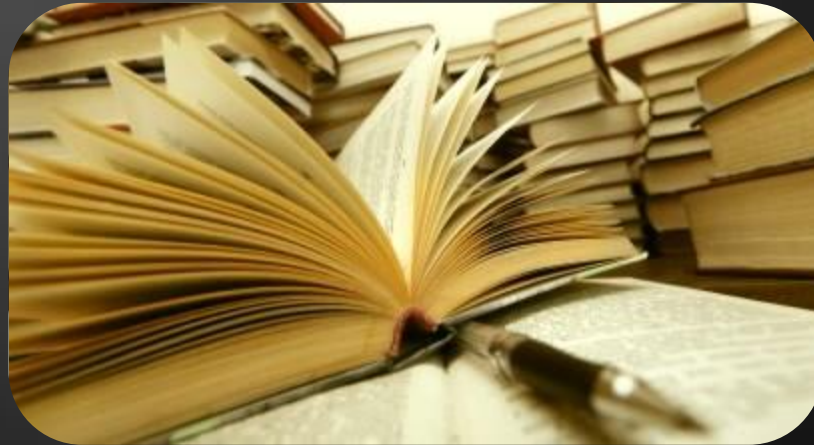
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**ANGULARJS**  
by Google

- ◆ What is a directive and why we need it
- ◆ How to create directives
- ◆ Directive specifics for attributes
- ◆ jQuery plugins directives

# What Is a Directive



## ◆ Directives

- ◆ Extends HTML
- ◆ Make it easier for "dynamic" pages
- ◆ Easier to read document
- ◆ Domain specific tags



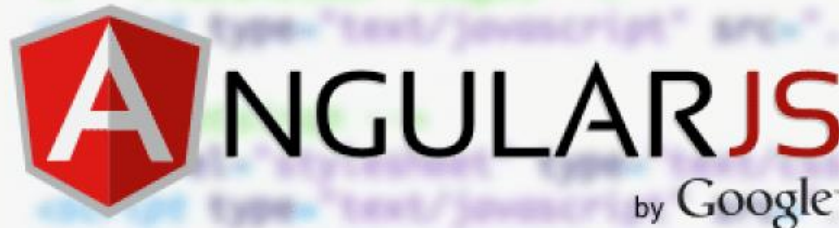
# What Is a Directive

- ◆ Main uses of directives
  - ◆ Custom elements (tags)
  - ◆ Custom events
  - ◆ Observe and react to changes



# Creating Directives

Learn How to Develop  
**AngularJS Directives**



## ◆ Create directives per module

```
myApp.directive('myDirective', function () {  
  return {  
    restrict: 'E', // C, A, M, CA, etc.  
    template: '<div />' // or templateUrl,  
    scope: { // isolated scope - &, @, = },  
    link: function(scope, element, attr) {  
      // put logic here, },  
    compile: function(element, attr) { // compile },  
    replace: true, priority: 0  
  };  
});
```



# Directive Attribute Specifics





## ◆ Manipulating attribute

```
link: function (scope, element, attrs) {  
    console.log(attrs.ngModel);  
    attrs.$set('ngModel', 'new value');  
  
    // observe changes to interpolated attribute  
    attrs.$observe('ngModel', function(newVal, oldVal) {  
        console.log('ngModel has changed to ' + value);  
    });  
}
```

# jQuery Plugins Directives



## ◆ jQuery plugin directives

```
<input type="text" date-picker />
```

```
myApp.directive('datePicker', function () {  
  return {  
    restrict: 'A',  
    link: function(scope, element, attr) {  
      element.datepicker();  
    },  
  };  
});
```

- ◆ What are directives
- ◆ Create directives
- ◆ Specifics

# Questions?



1. **Create AngularJS SPA client for the Tic-Tac-Toe Web API project used in the "Web Services and Cloud" course in lecture "Web API Architecture"**
  - ♦ Use routing – for every single page
  - ♦ Use controllers – games, users, playing, etc.
  - ♦ Use services – restful usage, game logic, etc.
  - ♦ Use filters – for visualization of the bindings
  - ♦ Use directives – for domain specific parts of the HTML