

## **TEKLRN**

### **ANGULAR LEVEL 3**

1. User input
2. Binding to user input events
3. Get user input from the \$event object
4. Type the \$event
5. Passing \$event is a dubious practice
6. Get user input from a template reference variable
7. Key event filtering (with key.enter)
8. On blur
9. Put it all together
10. Observations
11. Source code