How to build your first Angular project?

- 1. Install Node.js
 - Because we need to use npm to install angular cli.
- 2. Install Angular CLI
 - We can use angular cli to create, test, compile angular project.
 - \$ npm install -g @angular/cli

```
[yu-hsuans-mbp:Angular hsuanhuang$ ng new MyApp
[? Would you like to add Angular routing? No
  ? Which stylesheet format would you like to use? CSS
```

- 3. Create your first project
 - Use ng new to create your project.
 - \$ ng new [your_project_name]
- 4. Build your project
 - First, move into directory which your project at.
 - \$ cd [your_project_name]
 - Second, using ng serve --open to run your project in browser.
 - s ng serve --open

```
yu-hsuans-mbp:Angular hsuanhuang$ cd MyApp/
|yu-hsuans-mbp:MyApp hsuanhuang$ ng serve --open

** Angular Live Development Server is listening on localhost:4200, open your browser on http://localhost:4200/ **

Date: 2019-04-11T18:04:02.359Z

Hash: 18ff958d002d559c98c1

Time: 10269ms

chunk {es2015-polyfills} es2015-polyfills.js, es2015-polyfills.js.map (es2015-polyfills) 284 kB [initial] [rendered]

chunk {main | main.js, main.js.map (main) 9.86 kB [initial] [rendered]

chunk {polyfills} polyfills.js, polyfills.js, map (polyfills) 236 kB [initial] [rendered]

chunk {runtime} runtime.js, runtime.js.map (runtime) 6.08 kB [entry] [rendered]

chunk {styles} styles.js, styles.js.map (styles) 16.3 kB [initial] [rendered]

chunk {vendor} vendor.js, vendor.js.map (vendor) 3.52 MB [initial] [rendered]

i [wdm]: Compiled successfully.
```

Welcome to MyApp!



5. Edit you code

- We can simply edit the code
- Find the file /src/app/app.compoents.ts
- We can change the title

```
export class AppComponent {
    //Change MyApp to My First Angular App
    title = 'My First Angular App';
}
```

Welcome to My First Angular App!



- We can edit the css style code
- Find the file /src/app/app.compoent.css

```
h1 {
    color: ■#369;
    font-family: Arial, Helvetica, sans-serif;
    font-size: 250%;
}
```

Welcome to My First Angular App!

