

# @Output

Pass event from component/directive

up to the parent

# @Output



 @Output is used to send a custom event that happened in the child, back to the parent

### Parent

## Child

```
export class ChildComponent {
  aOutput()
  someEvent: EventEmitter<string> = new EventEmitter();
  somethingHappened() {
    this.someEvent.emit('hello parent');
```

# @Output decorator



- To create a custom event in the child we have to use the @Output decorator
- That decorator can get an optional string to specify the attribute name the parent need to use to connect to that event

### Parent

#### Child

```
export class ChildComponent {
    aOutput('eventName')
    ...
}
```

## **EventEmitter**



- In this child the @Output decorator need to decorate a property in the child of type EventEmitter
- The EventEmitter gets a generic type describing the data type the child will send to the parent
- Calling emit will invoke the event synchronously or asynchronously

```
export declare interface EventEmitter<T> extends Subject<T> {
   new(isAsync?: boolean): EventEmitter<T>;
   emit(value?: T): void;
   subscribe(generatorOrNext?: any, error?: any, complete?: any): Subscription;
}
```

# \$event



- When the child want to trigger the event, it can pass with the event data that will be sent to the parent
- The child can do that by calling the emit and passing data.
   eventEmitter.emit(someData)
- The parent can reference that data with **\$event** in the template

### Parent

### Child

```
export class ChildComponent {
    aOutput()
    someEvent: EventEmitter<string> = new EventEmitter();

    somethingHappened() {
        this.someEvent.emit('hello parent');
    }
}
```

# Summary



- With @Output we create an event on a child component or directive
- That event will be triggered when something happens on the child and the parent can attach a method on the class that will be called when the event happens
- To pass an event the child will define a property of type **EventEmitter** which extends a **Subject**
- The child can also pass data with the event by passing the data to emit the parent can reference the data with \$event
- It is often the case where you want to create a reusable component that you will aim for minimal amount of coupling, therefore the main method of communication with that component will be @Input, @Output



# Thank You

Next Lesson: Template reference variables