Using Controllers Inside Directives



Step 1: Declare Controller in Directive

```
function MyDirective() {
  var ddo = {
     scope: {
                                             Attach declared scope
       prop: '=',
                                             properties to controller
                                               instance instead of
     controller: ControllerFunction,
                                               directly to $scope
    bindToController: true,
     controllerAs: 'myCtrl',
     templateUrl: 'template.html'
                                           Use 'myCtrl' in directive's
                                             template to refer to
  return ddo;
                                             controller instance
```



Step 2: Define Controller

```
ControllerFunction.$inject = ['Service'];
function ControllerFunction(Service) {
  var myCtrl= this;
                                      Attach other properties
                                         to 'this' as usual
  myCtrl.method = function
    var name = "Hello "
                             + myCtrl.prop;
    ...
                                      Use (& manipulate)
                                      props in isolate scope
```



Step 3: Use In Directive's Template

```
<div ng-if="myCtrl.method()">
   {{myCtrl.prop}}
</div>
```



Bi-Directional vs. One-way Binding

```
function MyDirective() {
  var ddo = {
    scope:
      prop:
  return ddo;
```



Bi-Directional vs. One-way Binding

```
function MyDirective() {
  var ddo = {
    scope:
      prop:
  return ddo;
```

One-way binding:
Watches only the identity of
the parent property, not the
property inside directive



Summary

- → To add functionality to the directive, one choice is to use a controller that's declared directly on the DDO
- ♦ Use controller property to declare controller in DDO
- Use bindToController and controllerAs props to bind declared properties in isolate scope directly to controller instance
- ♦ Define controller function as usual
- Whenever possible, use '<' for one-way binding to save resources instead of bidirectional binding with '='

