

# codecraft-tv/angular-2-book-cli-activity



Activity Solution for Chapter 3 (Angular CLI) of the book Angular 2: From Theory To Practice

 1

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 6

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# Codecraft Angular 5

**Dhananjay Kumar**



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**Beginning Angular with Typescript (Updated to Angular 5)** Greg Lim,2017-12-22 Updated to Angular 5 Angular is one of the leading frameworks to develop apps across all platforms Reuse your code and build fast and high performing apps for any platform be it web mobile web native mobile and native desktop You use small manageable components to build a large powerful app No more wasting time hunting for DOM nodes In this book we take you on a fun hands on and pragmatic journey to master Angular from a web development point of view You ll start building Angular apps within minutes Every section is written in a bite sized manner and straight to the point as I don t want to waste your time and most certainly mine on the content you don t need In the end you will have what it takes to develop a real life app About the Reader This book is for developers with basic familiarity with HTML CSS Javascript and object oriented programming No TypeScript or AngularJS experience needed About the Author Greg Lim is a technologist and author of several programming books Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing Table of Contents Introduction Creating and Using Components Bindings Working with Components Conditional Rendering Pipes and Ng Content Template Driven Forms Model Driven Forms Introduction to Observables Getting Data From RESTful APIs with Observables Routing Structuring Large Apps With Modules C R U D with Firebase Authentication with Firebase

*AngularJS Programming by Example* Agus Kurniawan, AngularJS is JavaScript framework to accelerate developer to build front end web application This book helps who want to learn AngularJS programming by providing sample code illustration TOC 1 Preparing Development Environment 1 1 AngularJS 1 2 Development Tools 1 3 Hello World 2 Angular Modules and Controllers 2 1 Angular Modules 2 2 Controllers 2 3 Working with Multi Controllers 2 4 Calling AngularJS Controller Data

and Function from JavaScript 3 Input Validation 3 1 Angular Input 3 2 Input Validation 3 3 Disabled Button 3 4 Demo 4 Data Binding and Templates 4 1 Basic Data Binding 4 1 1 Handling Input Element 4 1 2 Select Element 4 1 3 Radio Button Element 4 14 Date Input 4 1 5 Range 4 1 6 CheckBox 4 1 7 Submit Button 4 1 8 Output Result 4 1 9 Running Application 4 2 Repeating Data 4 3 Nested Repeating Data 4 4 Filtering 5 AngularJS Services 5 1 Internal AngularJS Services 5 2 Custom AngularJS Services 6 Interacting with Server 6 1 http Service 6 2 http get Service 6 3 http post Service 7 AngularJS PHP and MySQL 7 1 AngularJS on PHP 7 2 Building Database 7 3 Building Back End 7 3 1 Handling CRUD 7 3 2 Handling JSON 7 4 Building Front End 7 4 1 Service and Controller 7 4 2 HTML 7 5 Testing 8 AngularJS ASP NET MVC and SQL Server 8 1 AngularJS on ASP NET MVC 8 2 Building Database 8 3 Building Back End 8 3 1 Data Model and Database Access 8 3 2 ASP NET MVC Controller 8 4 Building Front End 8 4 1 AngularJS Service and Controller 8 4 2 ASP NET MVC Layout 8 4 3 ASP NET MVC View with AngularJS 8 5 Testing 9 AngularJS Node js Express and MongoDB 9 1 AngularJS on Node js and Express 9 2 Building Database 9 3 Initializing Project 9 4 Building Back End 9 4 1 Database Access 9 4 2 Node js and Express 9 5 Building Front End 9 5 1 AngularJS Service and Controller 9 5 2 HTML 9 6 Deployment 9 7 Testing 10 AngularJS Node js and Socket io 10 1 Socket io and Node js 10 2 Initializing Project 10 3 Building Back End 10 3 1 Generating Stock Data 10 3 2 Node js and Socket io 10 4 Building Front End 10 4 1 AngularJS Controller 10 4 2 Building HTML 10 5 Deployment 10 6 Testing

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*Learning Angular* Marc Wandschneider, 2017 Learning Angular Covering Angular 2 4 and 5 2nd Edition A clear practical introduction to web application development with Angular 2 and Angular 4 with preliminary coverage of Angular 5 Description Angular is a powerful JavaScript framework maintained by Google for building web applications and for enhancing various parts of your web pages It s a comprehensive framework that makes both development and testing easier by extending web applications with MVC capability Marc Wandschneider senior developer advocate at Google has more than 20 years of experience as a developer and is the author of two programming books and two other LiveLessons video training In this video training Marc uses a live coding approach throughout to show developers how to start from scratch and work their way up to building a meaningful yet not overly complicated application In this video training Marc starts by introducing Angular and showing how to install it along with related tools like Node js TypeScript Bootstrap Angular CLI and Visual Studio Code After a quick tutorial on TypeScript the video course next shows how to create an Angular application from scratch while explaining the primary pieces of an Angular application and see how they work together Using lots of examples the core parts of Angular are introduced such as Components Directives the Router Services and Pipes and Directives About the Instructor Marc Wandschneider has worked extensively with open source and web development platforms He travels the globe consulting as a lead manager for software projects and teams He is the author of the book Learning Node js Addison Wesley and the video courses Learning Node js and Learning Angular LiveLessons A graduate of the McGill University School of Computer Science he spent five years working for Microsoft where he developed and managed developers on the Visual Basic Visual J and NET Windows Forms teams Skill Level Beginner Intermediate What You Will Learn Why Angular is really exciting How Angular is hugely innovative and new How not to be afraid of TypeScript and indeed how to embrace it How to write fast compact and reliable applications How to stay up to date with the latest in web application design and techniques Who Should Take This Course Web developers and instructors who want to quickly get up to speed with the fundamentals of the latest version of the

Angular framework Course Requirements Basic understand      **EssentialsAngular** Dhananjay Kumar,2019-09-19 Basic to Advance learning of Angular concepts DESCRIPTION This book is an Essentials guide for every Angular developer It covers all required topics an Angular developer need to get started This book is written in Angular version 7 and explains vital concepts of Angular in extremely descriptive way with lot of code examples KEY FEATURES A complete overview of the key aspects of Angular Up to date with the latest Angular release The book covers the framework s mental model API and the design principles behind it WHAT WILL YOU LEARN Components Binding Web API SPAs Routing Template Driven Forms Forms HTTP Unit Testing ngModel Angular Directives Pipes Ignite UI WHO THIS BOOK IS FOR Students of Polytechnic Diploma Classes Computer Science Information Technology Graduate Students Computer Science CSE IT Computer Applications Master Class Students Msc CS IT MCA M Phil M Tech M S Industry Professionals Preparing for Certifications Table of Contents 1 Introduction 2 Component and Data Binding 3 Components Communications 4 Angular Directives 5 ViewEncapsulation in Angular 6 Pipes 7 Template Driven Forms 8 Reactive Forms 9 Angular Routing 10 Change Detection 11 Services and Providers 12 Working with API and http 13 Advanced Components      **Hands-on Reactive Programming in Angular with NgRx** Charlie Washington,2019-06-28 This book is a quick and useful guide to learning the reactive programming in Angular through step by step pictorial tutorials that are easily understood by beginners It covers four important packages including NgRx Store NgRx Entity NgRx Effects and RxJS for developing large scale reactive projects Features in these four packages are covered thoroughly in this book with hands on examples that allow readers to become experts in creating scalable and extendable web applications What This Book Covers Chapter 0 Getting Started with Angular NgRx covers setting up an environment for developing Angular NgRx applications If you are familiar with the development of the web application with Angular please skip this chapter Chapter 1 Reactive Programming in Angular for Beginners develops a web application for beginners to Angular NgRx We simplify the example in this chapter to focus on the basic and important concepts about the store and the relationship between a store and components and help beginners to grasp the main ideas in this chapter Chapter 2 Communication between Two Components evolves the concepts of the store which shows how two components talk via a centralized store Chapter 3 Nested Store Data Structure manipulates the complicated data structure of states introduces the concept of payload and demonstrates how to select data from states with different levels Chapter 4 Build Hierarchical Module State and Reducer investigates how to build scalable and extendable projects with hierarchical modules states and reducers It shows how NgRx Entity automatically generates code with functions of creating retrieving updating and deleting data CRUD Chapter 5 Retrieve the Store with Selectors continues to discuss how to retrieve data based on NgRx Entity and how to mimic the functions of SQL SELECT with selectors Chapter 6 Introduction to RxJS walks you through creating filtering transforming and manipulating observables which are streams of data RxJS is an important tool to create reactive applications and help you understand the next chapters Chapter 7 Injectable Action Listener

Processor and Dispatcher explores NgRx Effects which listen to actions and perform the function of logging Chapter 8 Handling HTTP Requests with Effects demonstrates the interactions among servers services effects stores and components through a stock view web application *Starting with Angular 5*, 2018 Angular version 5 purpose to keep this course on the cutting edge of Angular technology and be consistent in providing instruction for the features found in the latest Angular release v5 In this update we addressed the major changes in the Angular version 5 major release Per our course content including hands on coding exercises there were a few breaking changes in the 5.1 releases which ripped across much of the original project code and also included minor non breaking changes which outdated certain aspects of our original content We've updated all of the course's code along video content with version 5 code including Angular CLI repositioning syntax usage related to its repositioning Angular CLI npm syntax usage Angular CLI template output changes Material 2 Library Module massive positioning changes Material 2 inclusion and configuration syntax changes Material 2 Animations Module repositioning Fallout of the above deltas outdated a large percentage of the course's existing content Each affected video in the series was updated to reflect the current release Resource description page **Learn Angular: Related Tool & Skills** Jurgen van de Moere, Florian Rappl, Ilya Bodrov-Krukowski, Jeff Smith, Michael Wanyoike, Todd Motto, 2018-06-15 Angular is not just a framework but rather a platform that empowers developers to build applications for the web mobile and the desktop This book provides an overview of some essential Angular tools such as Angular CLI Angular Augury and Sublime Text as well as outlining some must have TypeScript tips This book is for all front end developers who want to become proficient with Angular and its related tools You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion *CodeCraft: Orchestrating Mastery in Full Stack Symphony* Mizanur Rahman, 2023-12-25 Uncover the artistry of Full Stack Development in CodeCraft Orchestrating Mastery in Full Stack Symphony This comprehensive guide navigates the dynamic landscape of web development revealing the core principles and advanced techniques that shape the digital world From sculpting captivating frontends to powering robust backends each chapter enhances your expertise Seamlessly connecting components and optimizing performance CodeCraft is your gateway to mastering the harmonious dance of Full Stack Development With practical exercises and a forward thinking approach this book is your companion on the journey to code mastery *Node.js, MongoDB and Angular Web Development* Brad Dayley, Brendan Dayley, Caleb Dayley, 2017-10-11 Node.js MongoDB and Angular Web Development The definitive guide to using the MEAN stack to build web applications Node.js is a leading server side programming environment MongoDB is the most popular NoSQL database and Angular is the leading framework for MVC based front end development Together they provide an easy to implement fully integrated web development stack that allows web programmers to create high performance sites and applications built completely in JavaScript from server to client Updated for Angular 2 Angular 4 and subsequent versions this new edition of Node.js MongoDB and Angular Web Development shows

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### **Table of Contents Codecraft Angular 5**

1. Understanding the eBook Codecraft Angular 5
  - The Rise of Digital Reading Codecraft Angular 5
  - Advantages of eBooks Over Traditional Books
2. Identifying Codecraft Angular 5
  - Exploring Different Genres
  - Considering Fiction vs. Non-Fiction
  - Determining Your Reading Goals
3. Choosing the Right eBook Platform
  - Popular eBook Platforms
  - Features to Look for in an Codecraft Angular 5
  - User-Friendly Interface
4. Exploring eBook Recommendations from Codecraft Angular 5
  - Personalized Recommendations

- Codecraft Angular 5 User Reviews and Ratings
- Codecraft Angular 5 and Bestseller Lists
- 5. Accessing Codecraft Angular 5 Free and Paid eBooks
  - Codecraft Angular 5 Public Domain eBooks
  - Codecraft Angular 5 eBook Subscription Services
  - Codecraft Angular 5 Budget-Friendly Options
- 6. Navigating Codecraft Angular 5 eBook Formats
  - ePub, PDF, MOBI, and More
  - Codecraft Angular 5 Compatibility with Devices
  - Codecraft Angular 5 Enhanced eBook Features
- 7. Enhancing Your Reading Experience
  - Adjustable Fonts and Text Sizes of Codecraft Angular 5
  - Highlighting and Note-Taking Codecraft Angular 5
  - Interactive Elements Codecraft Angular 5
- 8. Staying Engaged with Codecraft Angular 5
  - Joining Online Reading Communities
  - Participating in Virtual Book Clubs
  - Following Authors and Publishers Codecraft Angular 5
- 9. Balancing eBooks and Physical Books Codecraft Angular 5
  - Benefits of a Digital Library
  - Creating a Diverse Reading Collection Codecraft Angular 5
- 10. Overcoming Reading Challenges
  - Dealing with Digital Eye Strain
  - Minimizing Distractions
  - Managing Screen Time
- 11. Cultivating a Reading Routine Codecraft Angular 5
  - Setting Reading Goals Codecraft Angular 5
  - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Codecraft Angular 5
  - Fact-Checking eBook Content of Codecraft Angular 5

- Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
  - Utilizing eBooks for Skill Development
  - Exploring Educational eBooks
- 14. Embracing eBook Trends
  - Integration of Multimedia Elements
  - Interactive and Gamified eBooks

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