



Mastering Angular 2 Components

By Gion Kunz

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Key Features

- Developers will be able to make better websites right away by building the example components in the book
- You'll learn new ways of conceptualizing how to design your web applications, which will prepare you to keep making more sophisticated projects
- Learning these concepts and building these apps will put developers ahead of the curve in preparing for "tomorrow's Internet," as component-based development and component-centric thinking are increasingly in demand

Book Description

Through this book, you will learn how to use Angular 2 and its component-based architecture in order to develop modern user interfaces. A new holistic way of thinking about UI development will be established throughout this book, and you will discover the power of Angular 2 components through many examples. This book is based on Release Candidate 1(RC1) of Angular 2.

On this journey, you'll discover the benefits of component-based user interfaces over the classical MVC design. Also, you will get a chance to compare a classical MVC with a component-based approach and understand the challenges of modern user interfaces. You will learn the very basics of the required core technologies and the setup needed to get going with Angular 2, and progressively enhance your understanding of Angular 2 components by working on the example application.

After reading the book and following the example application, you will have built a small-to-mid-sized application with Angular 2 using a component-based UI architecture.

What you will learn

- Understand the concept of a component-based UI architecture
- Grasp Angular 2 core concepts
- See the technologies used to work with Angular 2 (mainly ES6)
- Perform basic and advanced tasks using Angular 2 components

- Use dependency injection within Angular 2 components
- Test Angular 2 components with testing frameworks
- Structure an application using Angular 2
- Build an entire application from A to Z using Angular 2

About the Author

Gion Kunz has years of experience with web technologies and is totally in love with web standards. With over 10 years of experience of writing interactive user interfaces using JavaScript, he constantly evaluates new approaches and frameworks. He's worked with AngularJS for over 3 years now and is one of the earliest adopters of Angular 2. Gion speaks about Angular 2 at conferences, and he helps with the organization of the Zurich Angular Meetup group in Switzerland.

He currently works for the start-up company oddEVEN in Zurich, where they help customers build websites and applications. Besides working for oddEVEN, Gion is a head instructor at the SAE Institute in Zurich and loves to get his students enthusiastic about the Web.

He is also the creator of the responsive charting library Chartist, and he loves to contribute to the open source community whenever he finds time.

When Gion is not busy with web technologies, you can probably find him at his home music studio, outdoors, fishing, or spending quality time with his girlfriend and their cute little dog.

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Editorial Review

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