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Disciplina	004
Soggetti	Internet programming Software engineering Web Development Software Engineering
Lingua di pubblicazione	Inglese
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Chapter 3: Putting AngularJS in Context -- Understanding Where AngularJS Excels -- Understanding Round-Trip and Single-Page Applications -- Understanding the MVC Pattern -- Understanding Models -- Understanding Controllers -- Understanding View Data -- Understanding Views -- Understanding RESTful Services -- Common Design Pitfalls -- Putting the Logic in the Wrong Place -- Adopting the Data Store Data Format -- Clinging to the Old Ways -- Summary -- Chapter 4: HTML and Bootstrap CSS Primer -- Understanding HTML. Understanding the Anatomy of an HTML Element -- Understanding Attributes -- Understanding Element Content -- Understanding Void Elements -- Understanding the Document Structure -- Understanding Bootstrap -- Applying Basic Bootstrap Classes -- Modifying Style Context -- Modifying Sizes -- Using Bootstrap to Style Tables -- Ensuring the Correct Table Structure -- Using Bootstrap to Create Forms -- Using Bootstrap to Create Grids -- Creating Responsive Grids -- Summary -- Chapter 5: JavaScript Primer -- Preparing the Example Project -- Understanding the Script Element -- Using Statements -- Defining and Using Functions -- Defining Functions with Parameters -- Defining Functions That Return Results -- Detecting Functions -- Using Variables and Types -- Using the Primitive Types -- Working with Booleans -- Working with Strings -- Working with Numbers -- Creating Objects -- Using Object Literals -- Using Functions as Methods -- Extending Objects -- Working with Objects -- Detecting Objects -- Reading and Modifying the Property Values -- Enumerating an Object's Properties -- Adding and Deleting Properties and Methods -- Determining Whether an Object Has a Property -- Using JavaScript Operators -- Using Conditional Statements -- The Equality Operator vs. the Identity Operator -- Explicitly Converting Types -- Converting Numbers to Strings -- Converting Strings to Numbers -- Working with Arrays -- Using an Array Literal -- Detecting an Array -- Reading and Modifying the Contents of an Array -- Enumerating the Contents of an Array -- Using the Built-in Array Methods -- Comparing undefined and null Values -- Checking for null or undefined -- Working with Promises -- Working with JSON -- Summary -- Chapter 6: SportsStore: A Real Application -- Getting Started -- Preparing the Data -- Creating the Data Structure -- Adding the Data -- Testing the Data Service. Preparing the Application -- Creating the Directory Structure -- Installing the AngularJS and Bootstrap Files -- Building the Basic Outline -- Displaying the (Fake) Product Data -- Creating the Controller -- Displaying the Product Details -- Generating the Content Elements -- Displaying the Category List -- Creating a List of Categories -- Generating the Category Navigation Links -- Generating the Navigation Elements -- Handling the Click Event -- Selecting the Category -- Defining the Controller -- Applying the Controller and Filtering the Products -- Highlighting the Selected Category -- Adding Pagination -- Updating the Controller -- Implementing the Filters -- Updating the View -- Summary -- Chapter 7: SportsStore: Navigation and Checkout -- Preparing the Example Project -- Using the Real Product Data -- Handling Ajax Errors -- Creating Partial Views -- Creating the Cart -- Defining the Cart Module and Service -- Creating a Cart Widget -- Applying the Cart Widget -- Adding Product Selection Buttons -- Adding URL Navigation -- Defining URL Routes -- Displaying the Routed View -- Using URL Routing to Navigate -- Starting the Checkout Process -- Applying the Checkout Summary -- Summary -- Chapter 8: SportsStore: Orders and Administration -- Preparing the Example Project -- Getting Shipping Details -- Adding Form Validation -- Preparing for Validation -- Displaying Validation Feedback -- Linking the Button to Validity -- Adding the Remaining Form Fields -- Placing

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Sommario/riassunto

AngularJS is the leading framework for building dynamic JavaScript applications that take advantage of the capabilities of modern browsers and devices. AngularJS, which is maintained by Google, brings the power of the Model-View-Controller (MVC) pattern to the client, providing the foundation for complex and rich web apps. It allows you to build applications that are smaller, faster, and with a lighter resource footprint than ever before. Best-selling author Adam Freeman explains how to get the most from AngularJS. He begins by describing the MVC pattern and the many benefits that can be gained from separating your logic and presentation code. He then shows how you can use AngularJS's features within in your projects to produce professional-quality results. Starting from the nuts-and-bolts and building up to the most advanced and sophisticated features AngularJS is carefully unwrapped, going in-depth to give you the knowledge you need. Each topic is covered clearly and concisely and is packed with the details you need to learn to be truly effective. The most important features are given a no-nonsense in-depth treatment and chapters include common problems and details of how to avoid them.
