



# Angular for TypeScript Cheat Sheet (v2.0.0-alpha.44)

Source: angular.io/cheatsheet

Developer Preview Only  
Some details might change

<b>Bootstrapping</b>	<code>import {bootstrap} from 'angular2/angular2';</code>
<code>bootstrap(MyAppComponent, [MyService, provide(...)]);</code>	Bootstraps an application with MyAppComponent as the root component and configures the DI providers.

<b>Template syntax</b>	
<code>&lt;input [value]="firstName"&gt;</code>	Binds property <code>value</code> to the result of expression <code>firstName</code> .
<code>&lt;div [attr.role]="myAriaRole"&gt;</code>	Binds attribute <code>role</code> to the result of expression <code>myAriaRole</code> .
<code>&lt;div [class.extra-sparkle]="isDelightful"&gt;</code>	Binds the presence of the css class <code>extra-sparkle</code> on the element to the truthiness of the expression <code>isDelightful</code> .
<code>&lt;div [style.width.px]="mySize"&gt;</code>	Binds style property <code>width</code> to the result of expression <code>mySize</code> in pixels. Units are optional.
<code>&lt;button (click)="readRainbow(\$event)"&gt;</code>	Calls method <code>readRainbow</code> when a click event is triggered on this button element (or its children) and passes in the event object.
<code>&lt;div title="Hello {{ponyName}}"&gt;</code>	Binds a property to an interpolated string, e.g. "Hello Seabiscuit". Equivalent to: <code>&lt;div [title]=" 'Hello' + ponyName"&gt;</code>
<code>&lt;p&gt;Hello {{ponyName}}&lt;/p&gt;</code>	Binds text content to an interpolated string, e.g. "Hello Seabiscuit".
<code>&lt;my-cmp [(title)]= "name"&gt;</code>	Sets up two-way data binding. Equivalent to: <code>&lt;my-cmp [title]="name" (title-change)="name=\$event"&gt;</code>
<code>&lt;video #movieplayer ...&gt;</code> <code>&lt;button (click)="movieplayer.play()" &gt;</code>	Creates a local variable <code>movieplayer</code> that provides access to the <code>video</code> element instance in data- and event-binding expressions in the current template.
<code>&lt;p *my-unless="myExpression"&gt;...&lt;/p&gt;</code>	The <code>*</code> symbol means that the current element will be turned into an embedded template. Equivalent to: <code>&lt;template [my-unless]="myExpression"&gt;&lt;p&gt;...&lt;/p&gt;&lt;/template&gt;</code>
<code>&lt;p&gt;Card No.: {{cardNumber   myCreditCardNumberFormatter}}&lt;/p&gt;</code>	Transforms the current value of expression <code>cardNumber</code> via pipe called <code>creditCardNumberFormatter</code> .
<code>&lt;p&gt;Employer: {{employer?.companyName}}&lt;/p&gt;</code>	The Elvis operator ( <code>?</code> ) means that the <code>employer</code> field is optional and if undefined, the rest of the expression should be ignored.

<b>Built-in directives</b>	<code>import {NgIf, ...} from 'angular2/angular2';</code>
<code>&lt;section *ng-if="showSection"&gt;</code>	Removes or recreates a portion of the DOM tree based on the <code>showSection</code> expression.
<code>&lt;li *ng-for="#item of list"&gt;</code>	Turns the <code>li</code> element and its contents into a template, and uses that to instantiate a view for each <code>item</code> in <code>list</code> .
<code>&lt;div [ng-switch]="conditionExpression"&gt;</code> <code>&lt;template [ng-switch-when]="case1Exp"&gt;...&lt;/template&gt;</code> <code>&lt;template [ng-switch-when]="case2LiteralString"&gt;...&lt;/template&gt;</code> <code>&lt;template [ng-switch-default]&gt;...&lt;/template&gt;</code> <code>&lt;/div&gt;</code>	Conditionally swaps the contents of the <code>div</code> by selecting one of the embedded templates based on the current value of <code>conditionExpression</code> .
<code>&lt;div [ng-class]="{active: isActive, disabled: isDisabled}"&gt;</code>	Binds the presence of css classes on the element to the truthiness of the associated map values. The right-hand side expression should return (class-name: true/false) map.

<b>Forms</b>	<code>import {FORM_DIRECTIVES} from 'angular2/angular2';</code>
<code>&lt;input [(ng-model)]= "userName"&gt;</code>	Provides two-way data-binding, parsing and validation for form controls.

<b>Class decorators</b>	<code>import {Directive, ...} from 'angular2/angular2';</code>
<code>@Component(...)</code> <code>class MyComponent() {}</code>	Declares that a class is a component and provides metadata about the component.
<code>@Pipe(...)</code> <code>class MyPipe() {}</code>	Declares that a class is a pipe and provides metadata about the pipe.
<code>@Injectable()</code> <code>class MyService() {}</code>	Declares that a class has dependencies that should be injected into the constructor when the dependency injector is creating an instance of this class.

<b>@Directive configuration (used as @Directive({ property1: value1, ... } ))</b>	
<code>selector: '.cool-button:not(a)'</code>	Specifies a css selector that identifies this directive within a template. Supported selectors include: <code>element</code> , <code>[attribute]</code> , <code>.class</code> , and <code>:not()</code> . Does not support parent-child relationship selectors.
<code>providers: [MyService, provide(...)]</code>	Array of dependency injection providers for this directive and its children.

<b>@Component configuration (@Component extends @Directive, so the @Directive configuration above applies to components as well)</b>	
<code>viewProviders: [MyService, provide(...)]</code>	Array of dependency injection providers scoped to this component's view.
<code>template: 'Hello {{name}}'</code> <code>templateUrl: 'my-component.html'</code>	Inline template / external template url of the component's view.
<code>styles: '.primary {color: red}'</code> <code>styleUrls: ['my-component.css']</code>	List of inline css styles / external stylesheet urls for styling component's view.
<code>directives: [MyDirective, MyComponent]</code>	List of directives used in the the component's template.
<code>pipes: [MyPipe, OtherPipe]</code>	List of pipes used in the component's template.

<b>Class field decorators for directives and components</b>	<code>import {Input, ...} from 'angular2/angular2';</code>
<code>@Input() myProperty;</code>	Declares an input property that we can update via property binding, e.g. <code>&lt;my-cmp [my-property]="someExpression"&gt;</code>
<code>@Output() myEvent = new EventEmitter();</code>	Declares an output property that fires events to which we can subscribe with an event binding, e.g. <code>&lt;my-cmp (my-event)="doSomething()"&gt;</code>
<code>@HostBinding(['class.valid']) isValid;</code>	Binds a host element property (e.g. css class <code>valid</code> ) to directive/component property (e.g. <code>isValid</code> )
<code>@HostListener('click', ['Sevent']) onClick(e) {...}</code>	Subscribes to a host element event (e.g. <code>click</code> ) with a directive/component method (e.g. <code>onClick</code> ), optionally passing an argument ( <code>\$event</code> )
<code>@ContentChild(myPredicate) myChildComponent;</code>	Binds the first result of the component content query ( <code>myPredicate</code> ) to the <code>myChildComponent</code> property of the class.
<code>@ContentChildren(myPredicate) myChildComponents;</code>	Binds the results of the component content query ( <code>myPredicate</code> ) to the <code>myChildComponents</code> property of the class.
<code>@ViewChild(myPredicate) myChildComponent;</code>	Binds the first result of the component view query ( <code>myPredicate</code> ) to the <code>myChildComponent</code> property of the class. Not available for directives.
<code>@ViewChildren(myPredicate) myChildComponents;</code>	Binds the results of the component view query ( <code>myPredicate</code> ) to the <code>myChildComponents</code> property of the class. Not available for directives.

<b>Directive and component change detection and lifecycle hooks (implemented as class methods)</b>	
<code>constructor(myService: MyService, ...) { ... }</code>	The class constructor is called before any other lifecycle hook. Use it to inject dependencies, but avoid any serious work here.
<code>onChanges(changeRecord) { ... }</code>	Called after every change to input properties and before processing content or child views.
<code>onInit() { ... }</code>	Called after the constructor, initializing input properties, and the first call to <code>onChanges</code> .
<code>doCheck() { ... }</code>	Called every time that the input properties of a component or a directive are checked. Use it to extend change detection by performing a custom check.
<code>afterContentInit() { ... }</code>	Called after <code>onInit</code> when the component's or directive's content has been initialized.
<code>afterContentChecked() { ... }</code>	Called after every check of the component's or directive's content.
<code>afterViewInit() { ... }</code>	Called after <code>onContentInit</code> when the component's view has been initialized. Applies to components only.
<code>afterViewChecked() { ... }</code>	Called after every check of the component's view. Applies to components only.
<code>onDestroy() { ... }</code>	Called once, before the instance is destroyed.

<b>Dependency injection configuration</b>	<code>import {provide} from 'angular2/angular2';</code>
<code>provide(MyService, {useClass: MyMockService})</code>	Sets or overrides the provider for <code>MyService</code> to the <code>MyMockService</code> class.
<code>provide(MyService, {useFactory: myFactory})</code>	Sets or overrides the provider for <code>MyService</code> to the <code>myFactory</code> factory function.
<code>provide(MyValue, {useValue: 41})</code>	Sets or overrides the provider for <code>MyValue</code> to the value <code>41</code> .

<b>Routing and navigation</b>	<code>import {RouteConfig, ROUTER_DIRECTIVES, ROUTER_PROVIDERS, ...} from 'angular2/router';</code>
<code>@RouteConfig([ { path: '/myParam', component: MyComponent, as: 'MyCmp' }, { path: '/staticPath', component: ..., as: ... } { path: '/*wildCardParam', component: ..., as: ... } ])</code> <code>class MyComponent() {}</code>	Configures routes for the decorated component. Supports static, parameterized and wildcard routes.
<code>&lt;router-outlet&gt;&lt;/router-outlet&gt;</code>	Marks the location to load the component of the active route.
<code>&lt;a [router-link]="[ '/MyCmp', {myParam: 'value' } ]"&gt;</code>	Creates a link to a different view based on a route instruction consisting of a route name and optional parameters. The route name matches the <code>as</code> property of a configured route. Add the <code>/</code> prefix to navigate to a root route; add the <code>./</code> prefix for a child route.
<code>@CanActivate(() =&gt; { ... })</code> <code>class MyComponent() {}</code>	A component decorator defining a function that the router should call first to determine if it should activate this component. Should return a boolean or a promise.
<code>onActivate(nextInstruction, prevInstruction) { ... }</code>	After navigating to a component, the router calls component's <code>onActivate</code> method (if defined).
<code>canReuse(nextInstruction, prevInstruction) { ... }</code>	The router calls a component's <code>canReuse</code> method (if defined) to determine whether to reuse the instance or destroy it and create a new instance. Should return a boolean or a promise.
<code>onReuse(nextInstruction, prevInstruction) { ... }</code>	The router calls the component's <code>onReuse</code> method (if defined) when it re-uses a component instance.
<code>canDeactivate(nextInstruction, prevInstruction) { ... }</code>	The router calls the <code>canDeactivate</code> methods (if defined) of every component that would be removed after a navigation. The navigation proceeds if and only if all such methods return <code>true</code> or a promise that is resolved.
<code>onDeactivate(nextInstruction, prevInstruction) { ... }</code>	Called before the directive is removed as the result of a route change. May return a promise that pauses removing the directive until the promise resolves.