

Chapter 1: Component-Based User Interfaces

 **Hi You!**
You got **6** open tasks.

Main

- DASHBOARD

Projects

- YOUR FIRST PROJECT**
- YOUR SECOND PROJECT
- YOUR THIRD PROJECT

Admin

- MANAGE PLUGINS

Your first project

This is your first project in the task management system you're building within the context of the Angular 2 Components book.

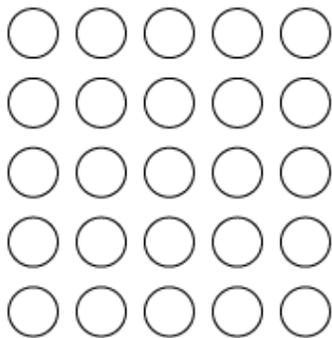
TASKS COMMENTS ACTIVITIES

ALL OPEN DONE

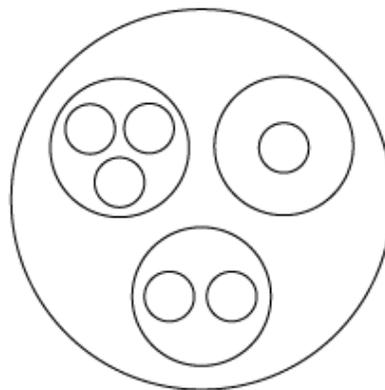
Enter new task title...

<input type="checkbox"/>	Task 1 #1 Created: Today at 7:58 AM Efforts: none of 3d DETAILS
<input type="checkbox"/>	Task 2 #2 Created: Yesterday at 7:58 PM Efforts: none of 1w 4d DETAILS
<input checked="" type="checkbox"/>	Task 3 #3 Created: Today at 5:58 AM Efforts: 4d 4h of 4d 4h DETAILS

System without encapsulation



System with encapsulation



Start

Ready:
Select file names with the mouse
Red-Copy, Yel-Copy/Rename, Blue-Delete
Click 'Start' to execute file name commands

Quit

Clear

Type

Pages: 832
Files listed: 60
Files selected: 0 Delete: 0
Copy/Rename: 0 Copy: 0

Log

DP0: <SysDir.> *.*

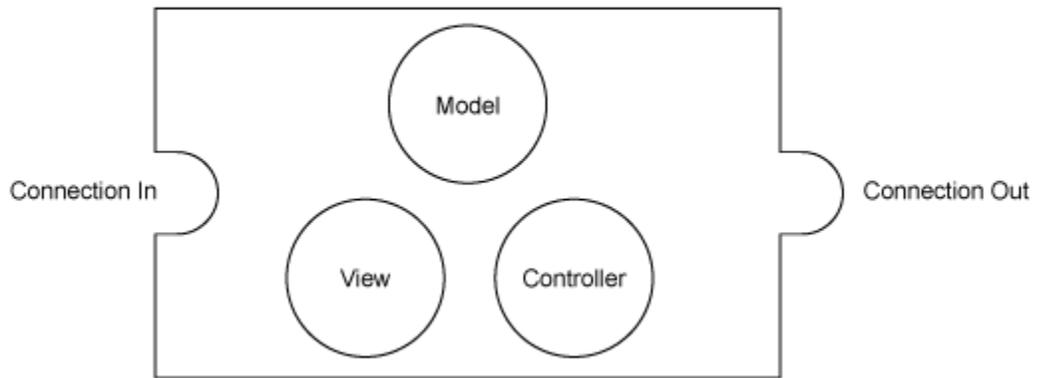
```
~~ BEGINNING ~~  
1012-AstroRoids.Boot.  
Anonymous.1.  
BattleShip.er.  
BattleShip.RUN.  
BlackJack.RUN.  
BuildKal.cm.  
CalcSources.dm.  
Calculator.RUN.  
Chess.log.  
Chess.run.  
Com.Cm.  
CompileKal.cm.  
CRTTEST.RUN.  
DMT.boot.  
EdsBuild.run.  
empress.run.  
Executive.Run.  
Fly.run.  
galaxian.boot.  
Garbage.$.  
Go9.run.  
GoFont.AL.  
Invaders.Run.  
junk.  
junk.press.  
Kal.bcpl.  
Kal.cm.  
KalA.asm.  
KalMc.mu.  
Kinetic4.RUN.  
LoadKal.cm.  
MasterMind.RUN.  
maze.run.  
Mesa.Typescript.  
Missile.run.  
NEPTUNE.RUN.  
othello.run.  
Pinball-easy.run.  
POLYGONS.RUN.
```

Pages: 0
Files listed: 0
Files selected: 0 Delete: 0
Copy/Rename: 0 Copy: 0

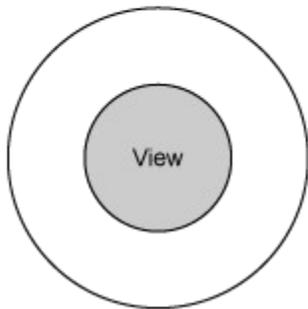
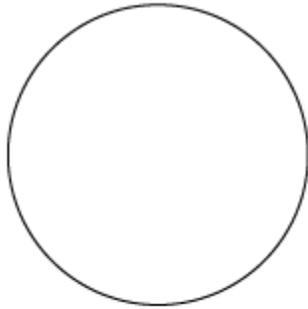
Log

No Disk: <SysDir.> *.*

UI Component encapsulation

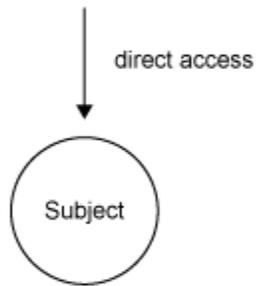


Directive

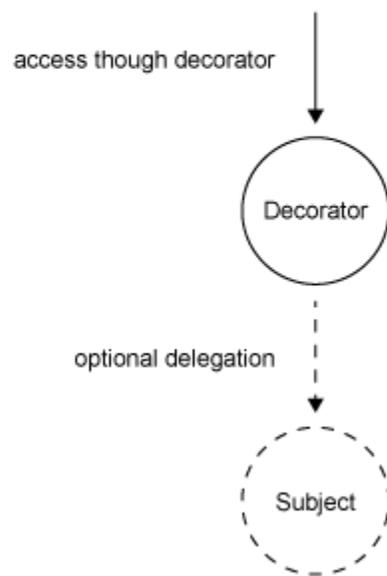


Component

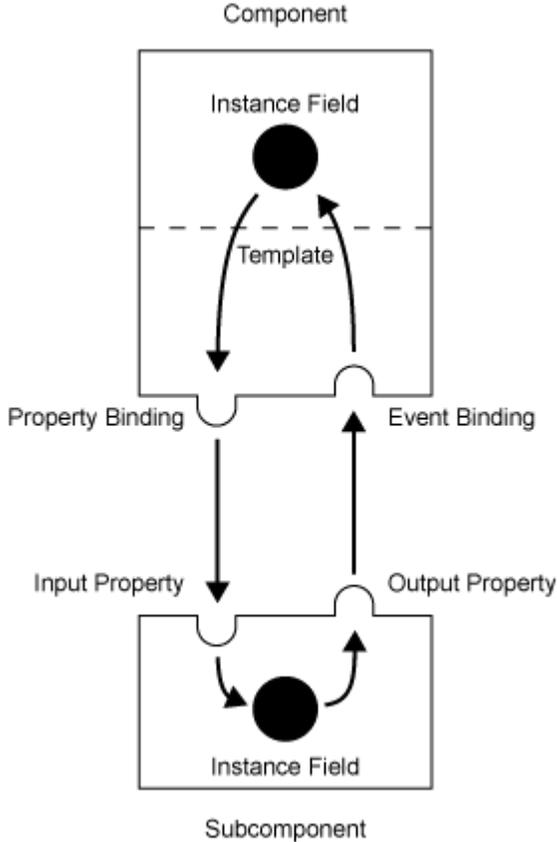
Without decoration



With decoration

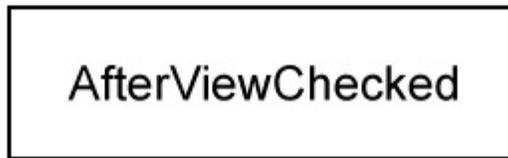
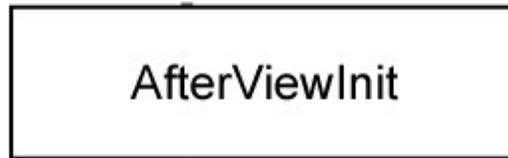
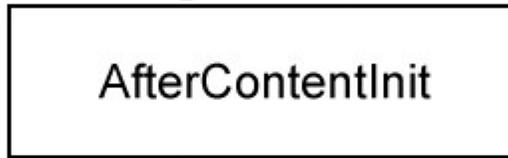
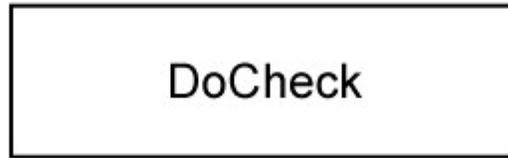
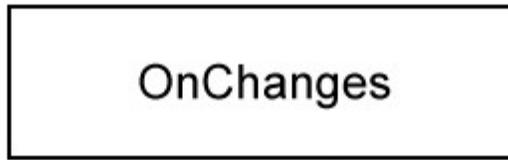


Chapter 2: Ready, Set, Go!



Change Detection

Construction



Destruction





Hi You!

You got 6 open tasks.

Your first project

This is your first project in the task management system you're building within the context of the Angular 2 Components book.

Main

DASHBOARD

Projects

YOUR FIRST PROJECT

YOUR SECOND PROJECT

YOUR THIRD PROJECT

Admin

MANAGE PLUGINS

TASKS COMMENTS ACTIVITIES

ALL

OPEN

DONE

Enter new task title...



Task 1

#1 Created: Today at 7:58 AM

Efforts: none of 3d

DETAILS



Task 2

#2 Created: Yesterday at 7:58 PM

Efforts: none of 1w 4d

DETAILS



Task 3

#3 Created: Today at 5:58 AM

Efforts: 4d 4h of 4d 4h

DETAILS

Enter new task title...

Task 1

Task 2



Task 3

Task 4

ALL

OPEN

DONE

Enter new task title...



Task 1



Task 2

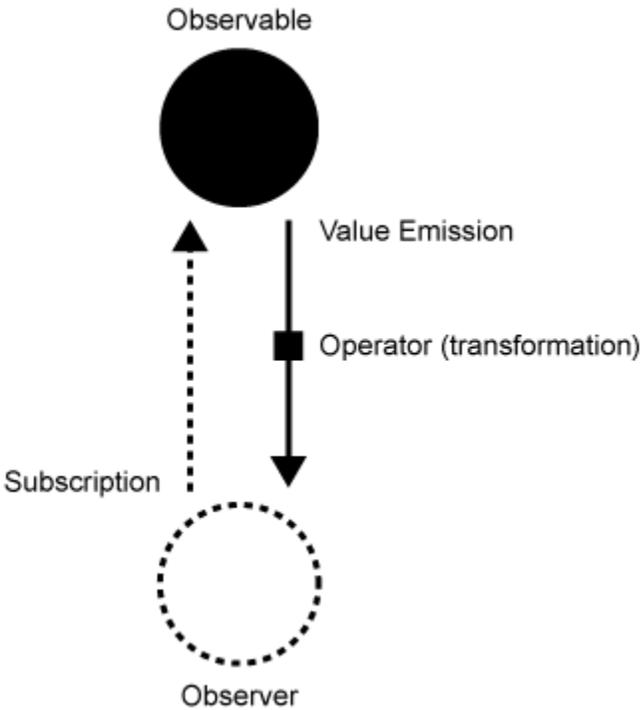


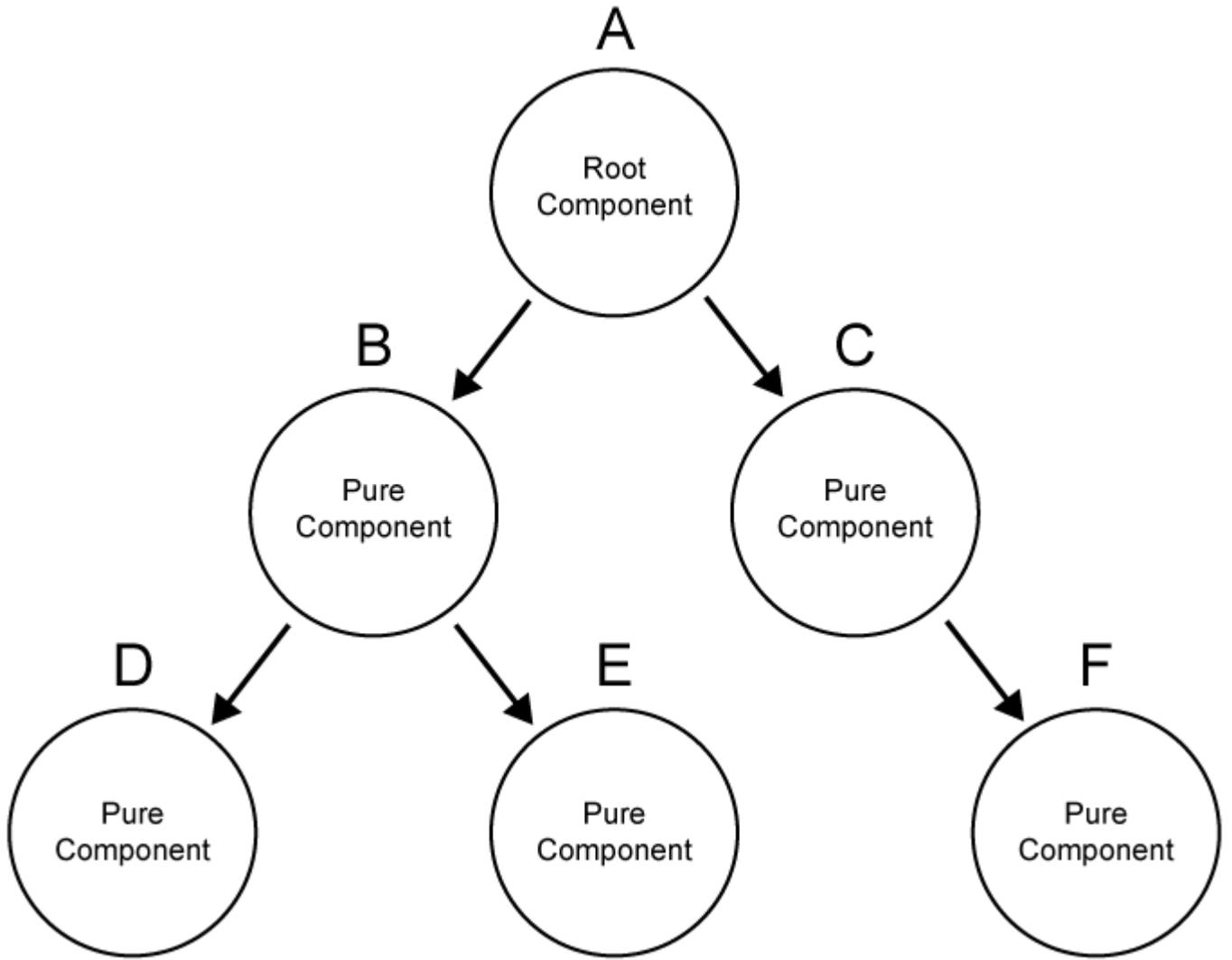
Task 3

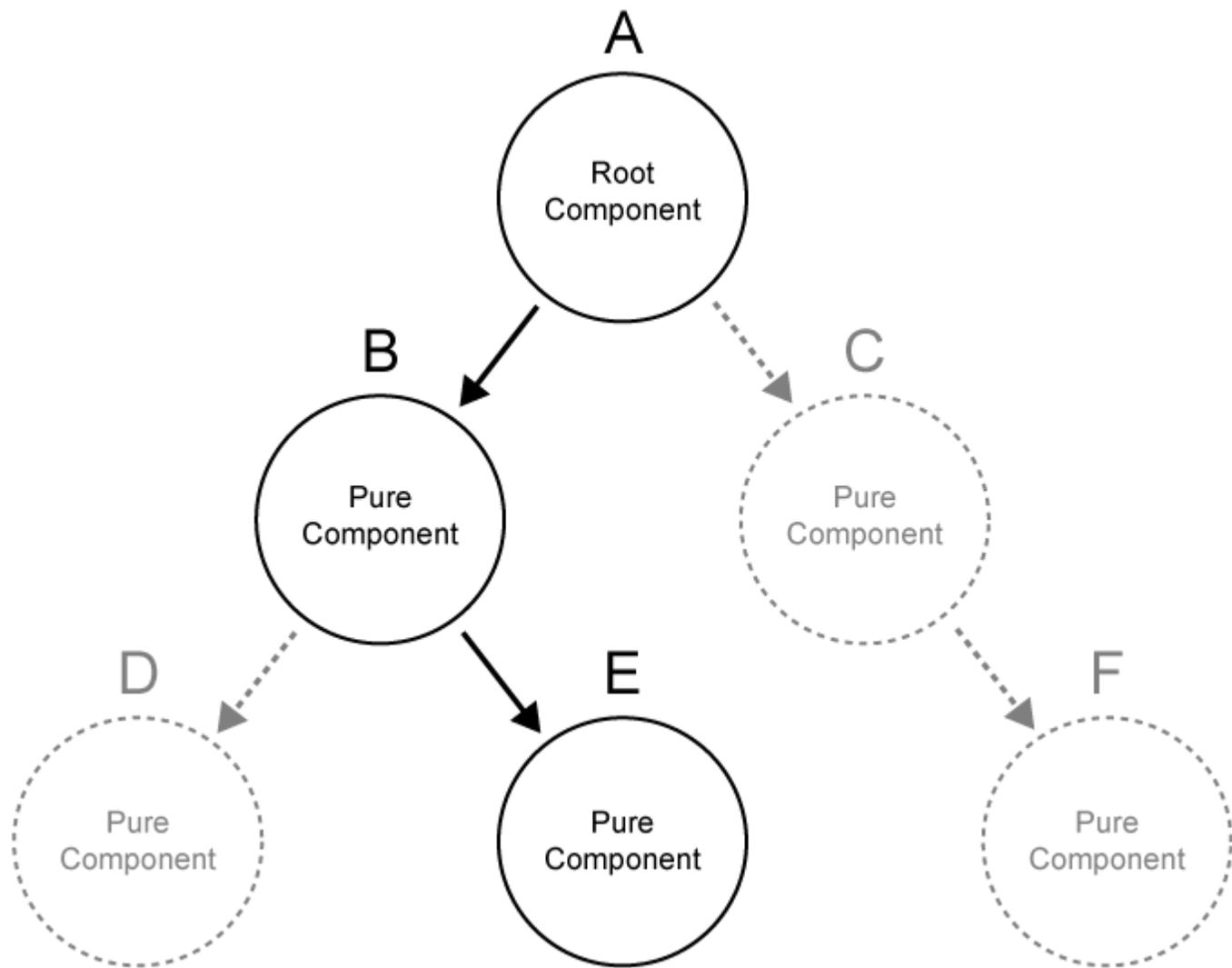


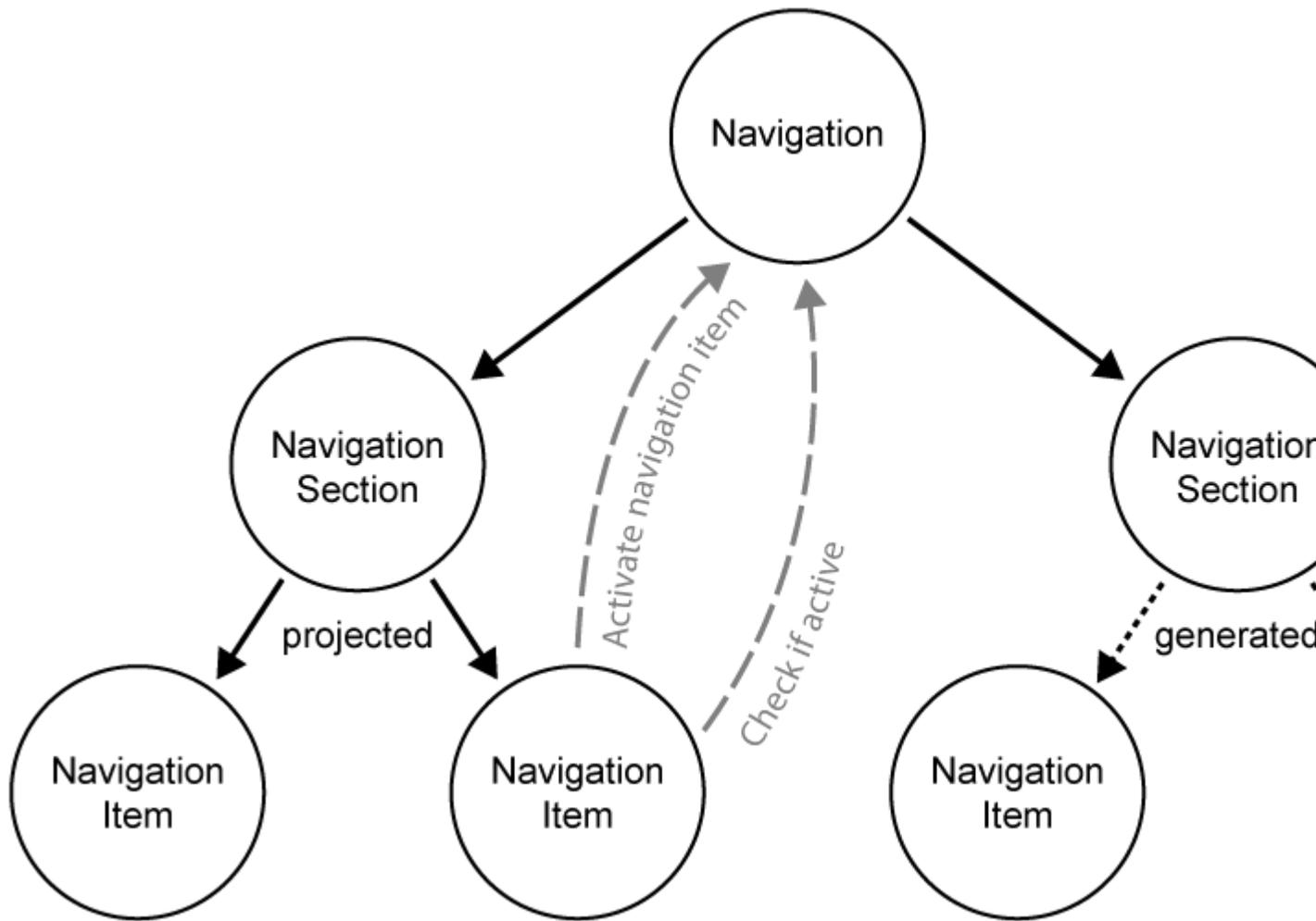
Task 4

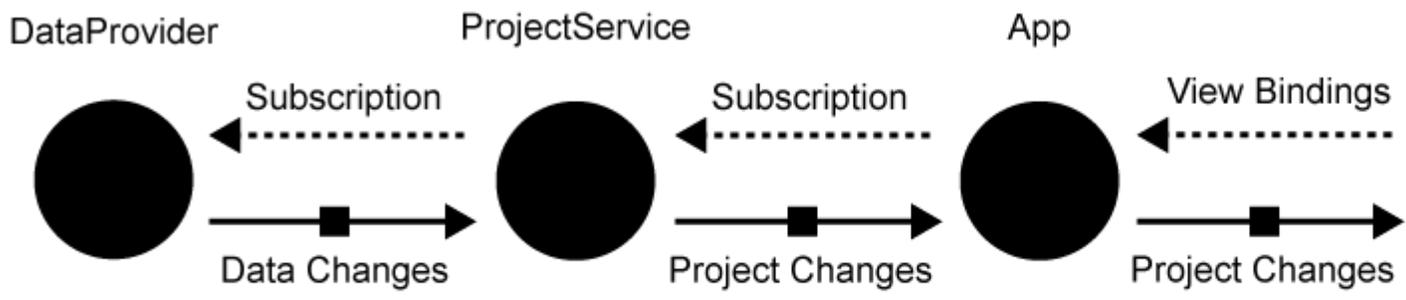
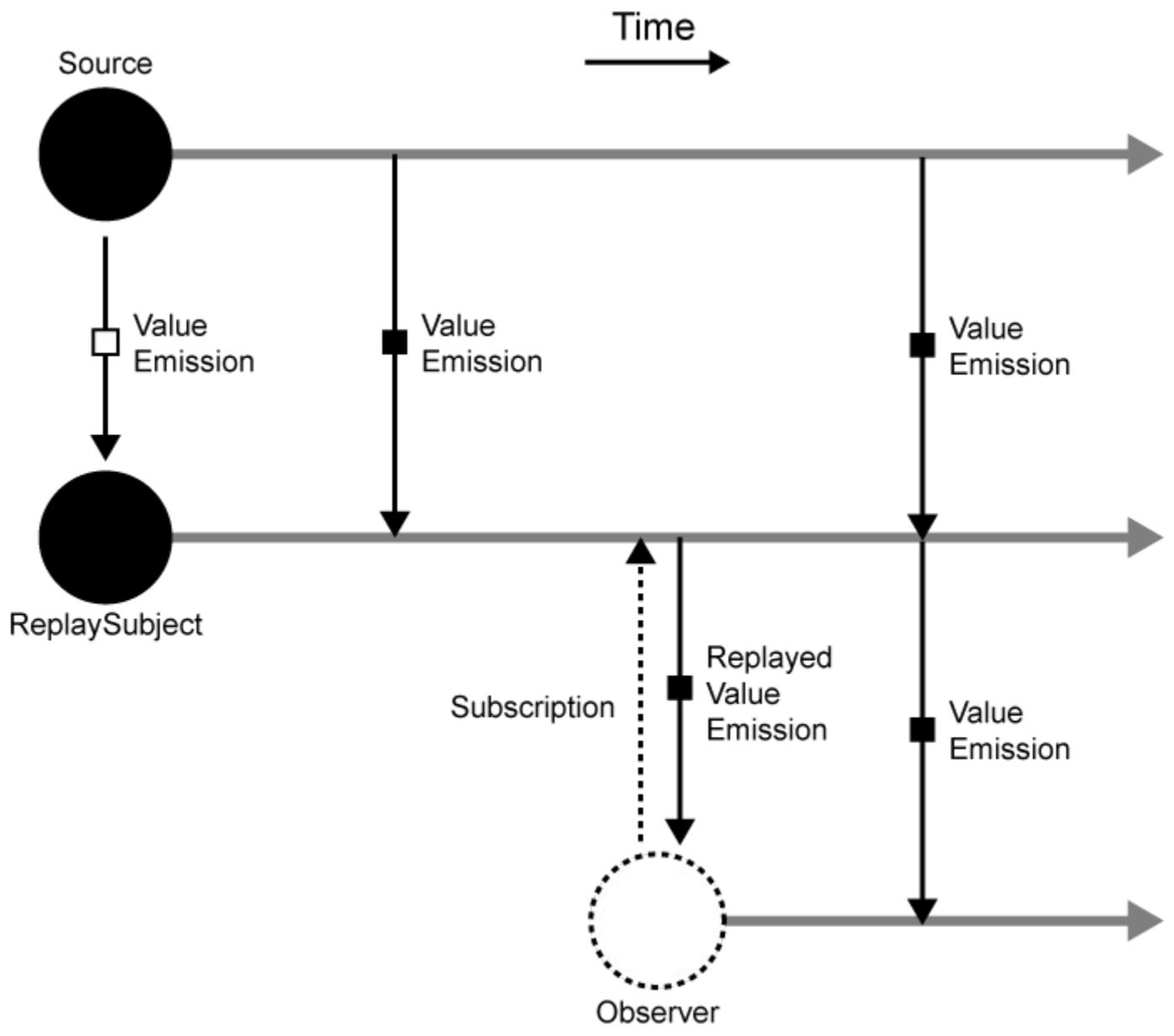
Chapter 3: Composing with Components













Hi You!

You got **5** open tasks.

Projects

YOUR FIRST PROJECT

YOUR SECOND PROJECT

YOUR THIRD PROJECT

Your first project

This is your first project in the task management system you're building.

TASKS

COMMENTS

ACTIVITIES

ALL

OPEN

DONE

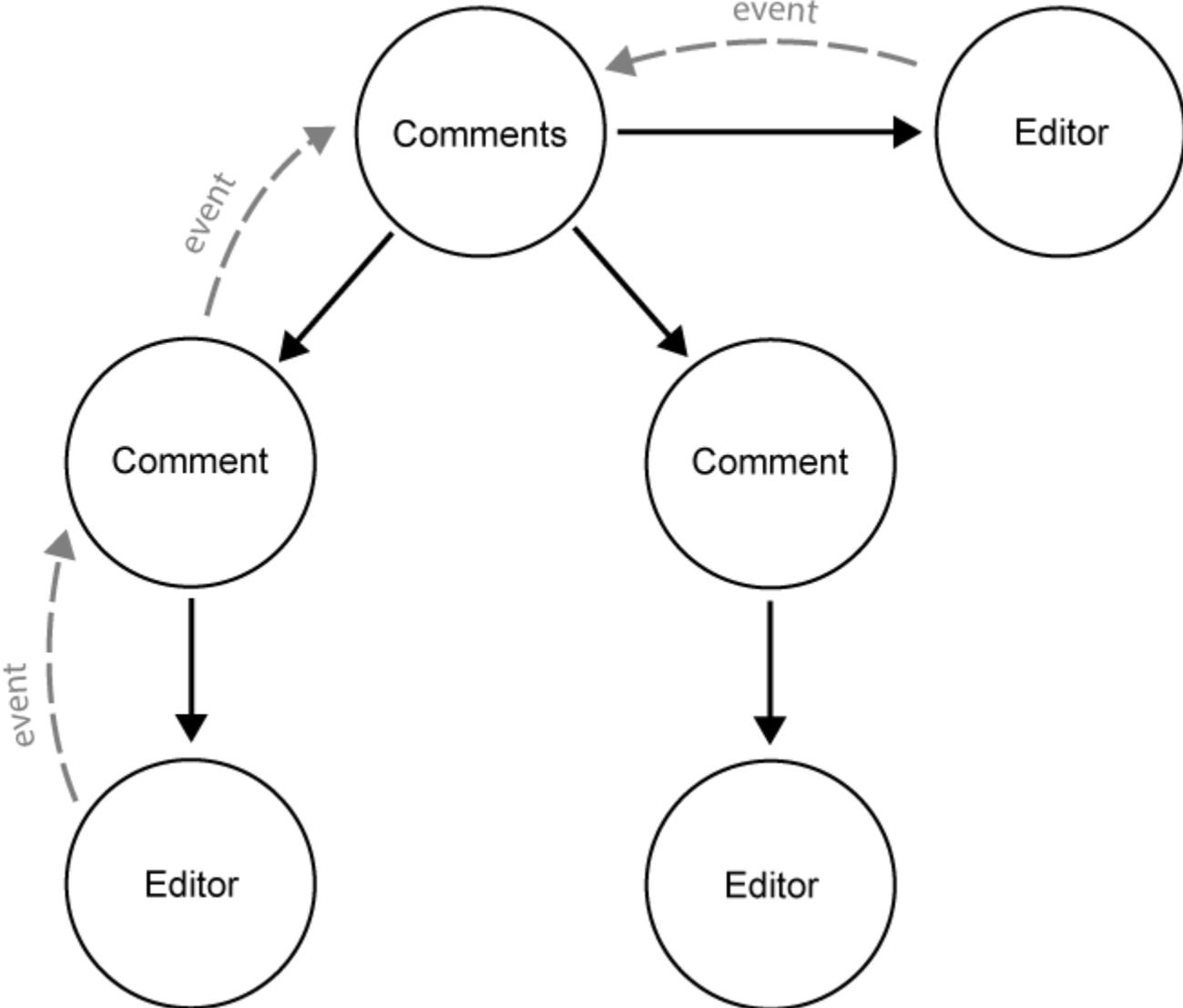


Task 1



Task 2

Chapter 4: No Comments, Please!



<input checked="" type="checkbox"/>	Task 1
<input type="checkbox"/>	Task 2 ✓ ⚡
<input type="checkbox"/>	Task 3

 **Hi You!**
You got **7** open tasks.

Projects

YOUR FIRST PROJECT

YOUR SECOND PROJECT

YOUR THIRD PROJECT

TASKS **COMMENTS** ACTIVITIES

Add new comment

What about adding more comments?

All comments

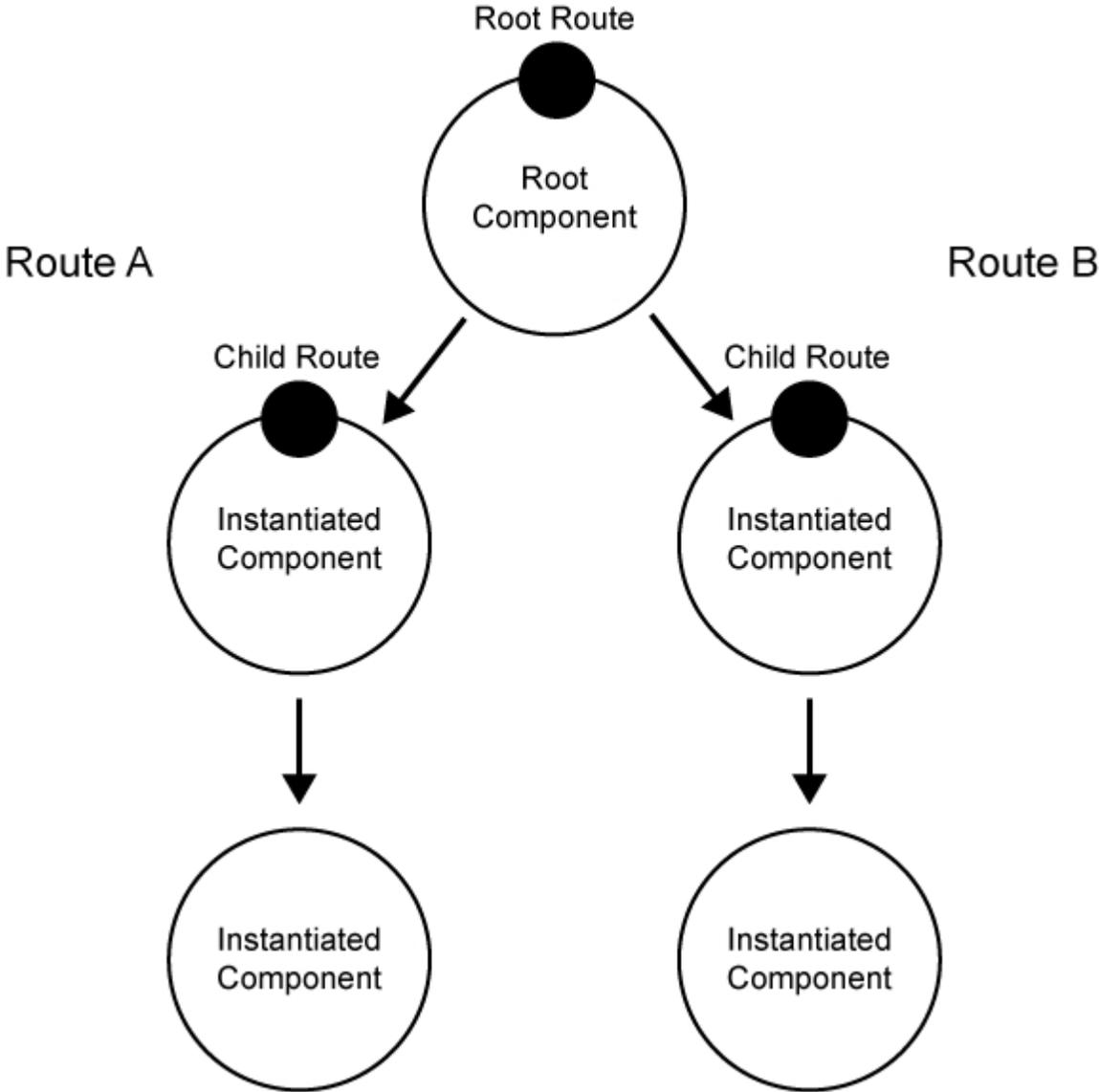
 **You**
a few seconds ago

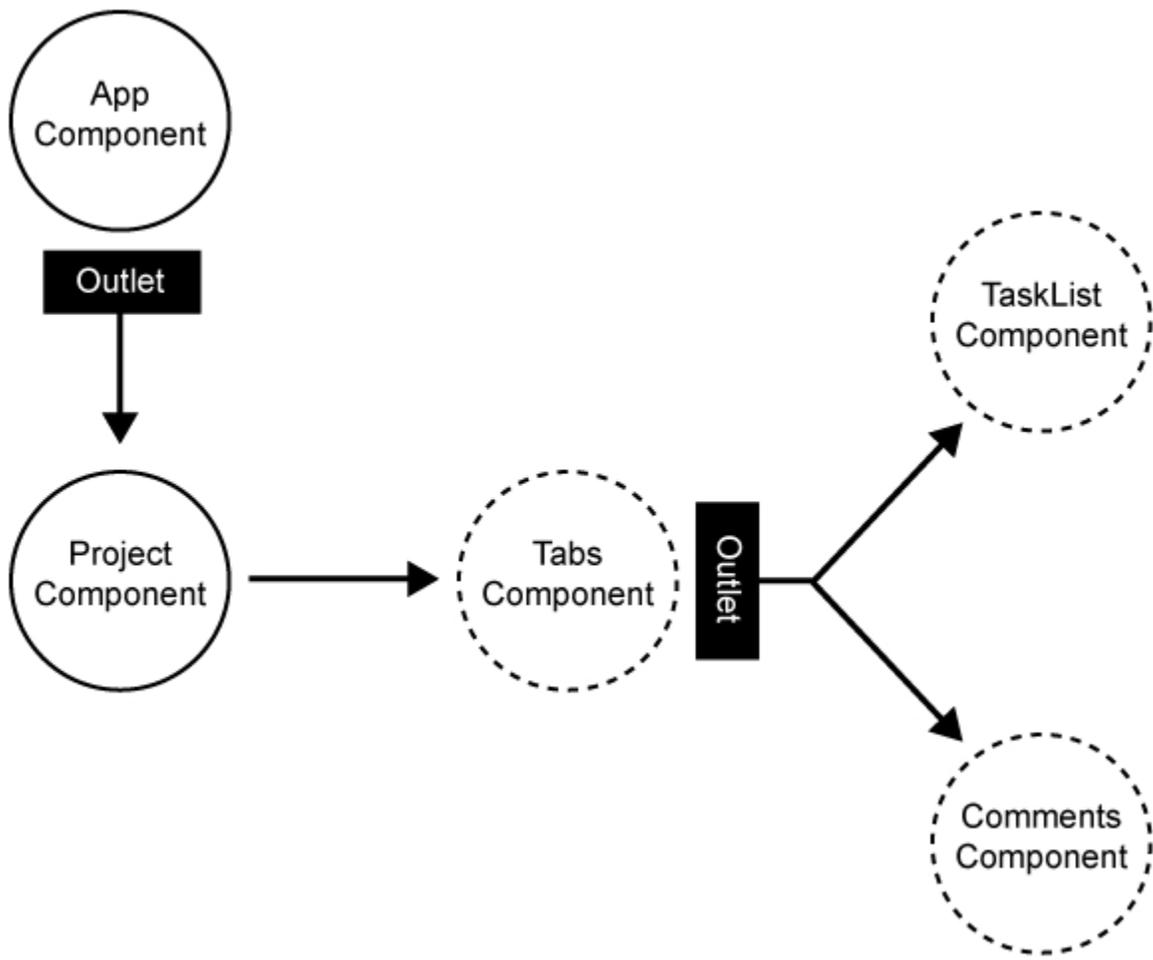
That's an awesome project! ✓ ⚡

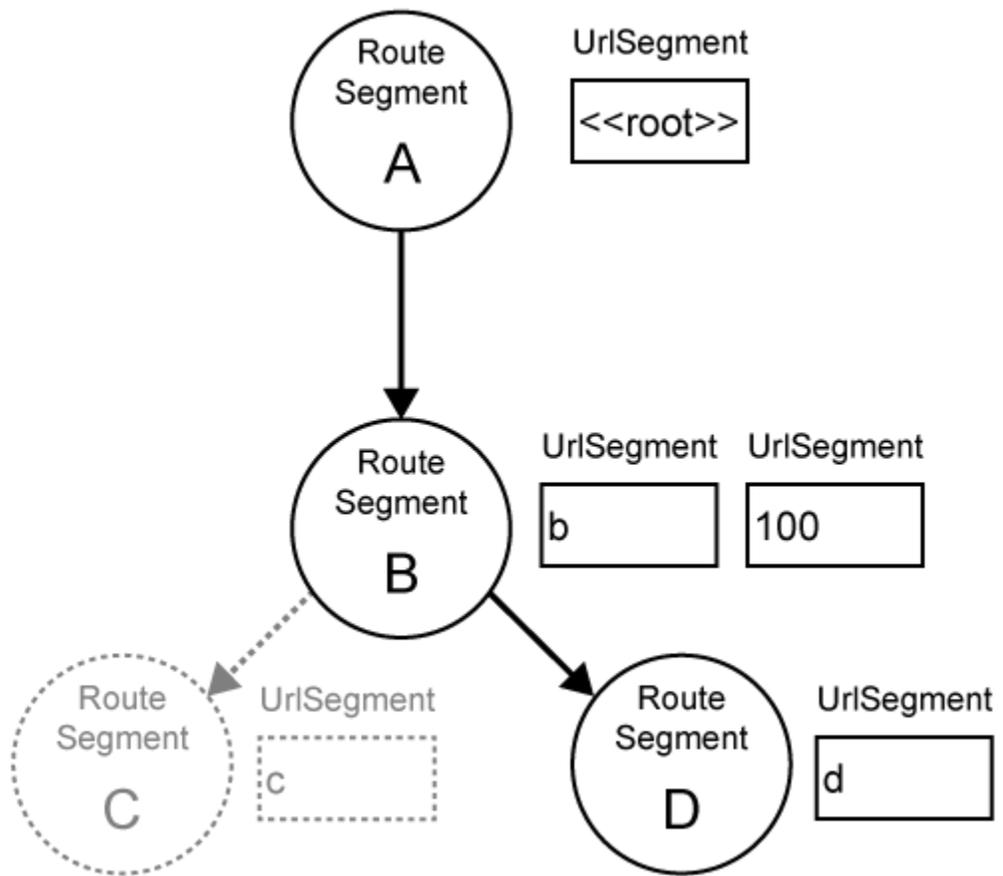
 **You**
3 days ago

Comment on second project

Chapter 5: Component-Based Routing









Hi You!

You got open tasks.

Projects

YOUR FIRST PROJECT

YOUR SECOND PROJECT

YOUR THIRD PROJECT

App Comp

Your second project

This is your second project in the task management system you're building v of the Angular 2 Components book.

TASKS

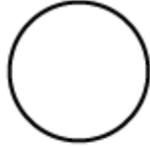
COMMENTS

Tabs Compon

Add new comment

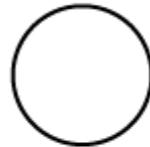
Chapter 6: Keeping Up with Activities

Precision Graphics Markup Language (PGML)

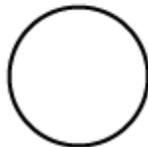


Adobe, Netscape, IBM, Sun Microsystems

Scalable Vector Graphics (SVG)



Vector Markup Language (VML)



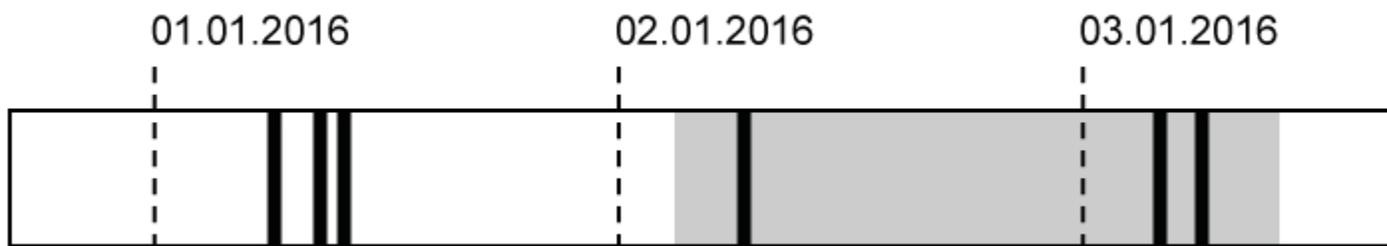
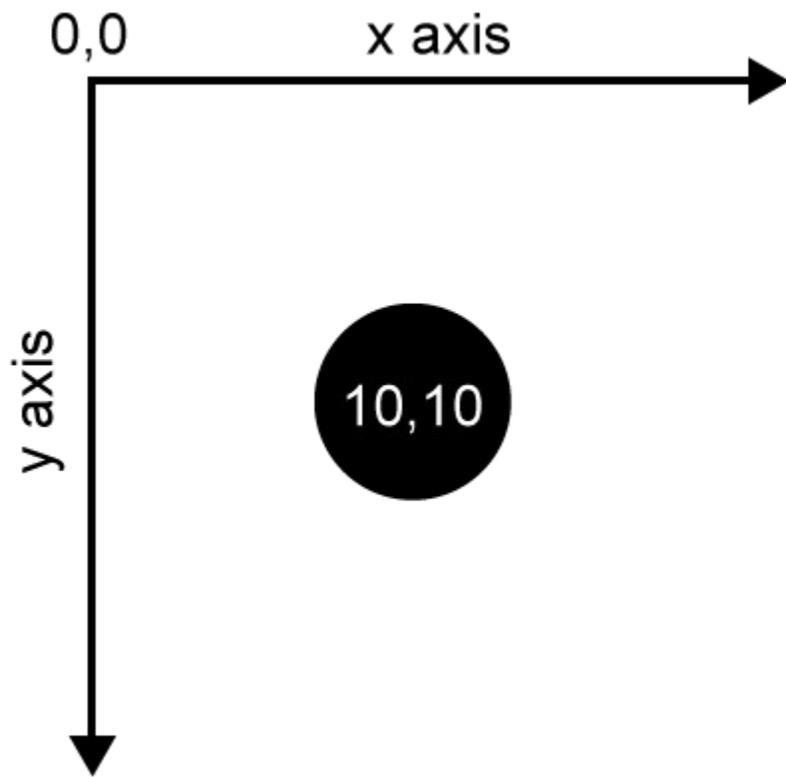
Microsoft, Macromedia, Autodesk, Hewlett-Packard

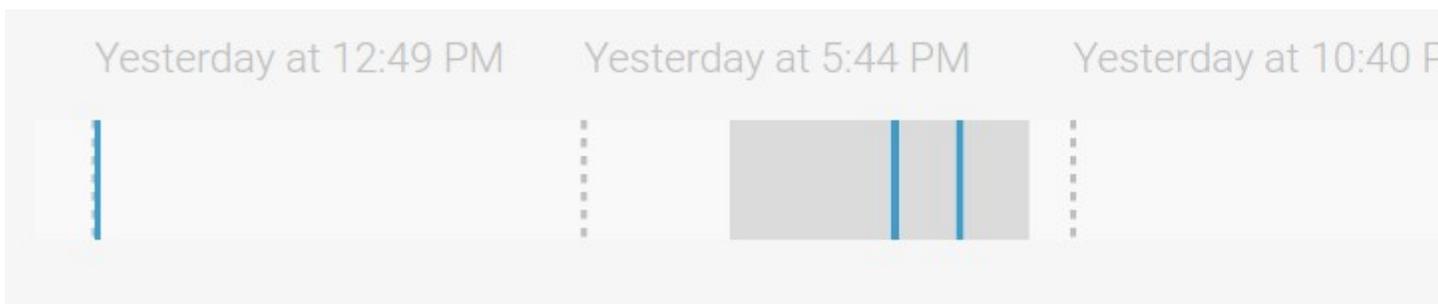
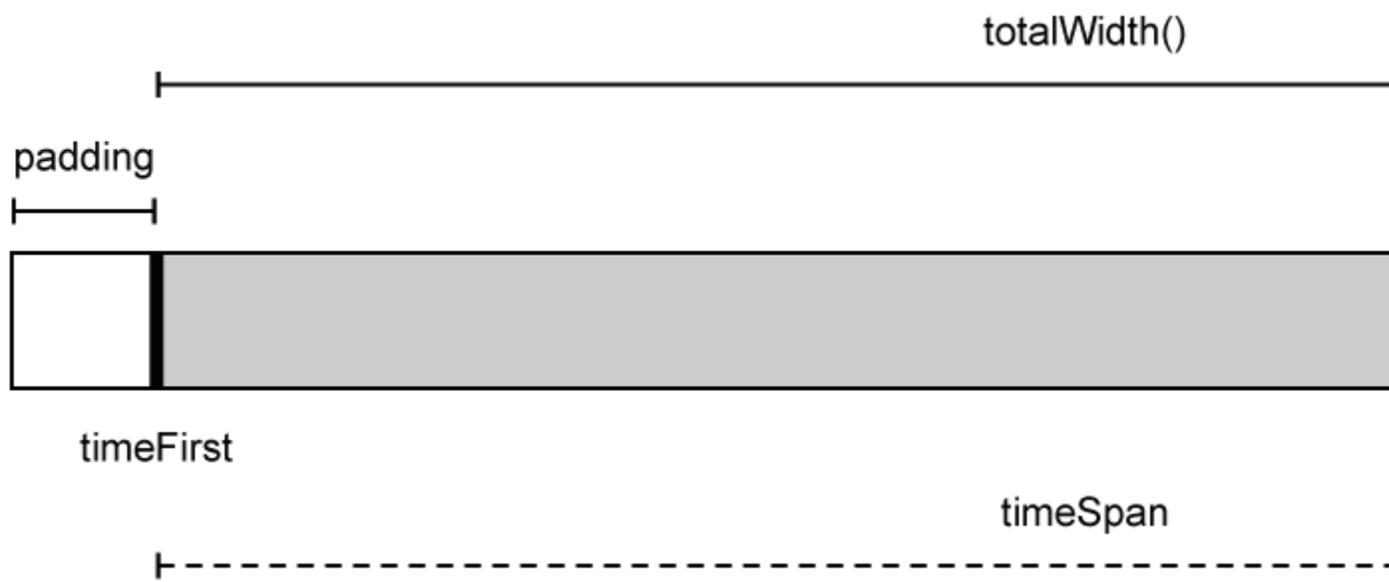
1998

1999

2000









Hi You!

You got open tasks.

Projects

YOUR FIRST PROJECT

YOUR SECOND PROJECT

YOUR THIRD PROJECT

Your first project

This is your first project in the task management system you're building within the cookbook.

TASKS

COMMENTS

ACTIVITIES

Yesterday at 12:49 PM

Yesterday at 6:28 PM

Today at 12:08 AM

Today at 5:47

A task was updated

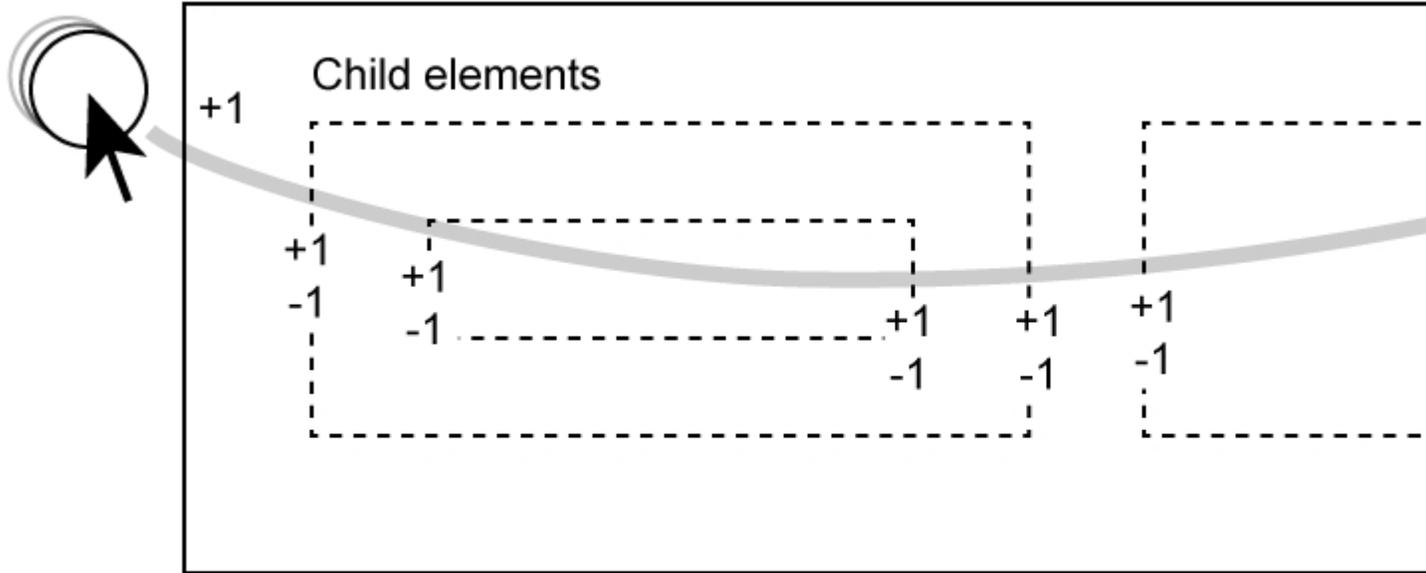
by You a few seconds ago

The task "Task 2" was updated on #project-1.



Chapter 7: Components for User Experience

Host element



dragEnterCount



You

6 minutes ago

Go to the project [Your third project \(2 open t](#)



You

6 minutes ago

Go to the project #project-3

All comments



You

14 hours ago

Your first project (1 open tasks)

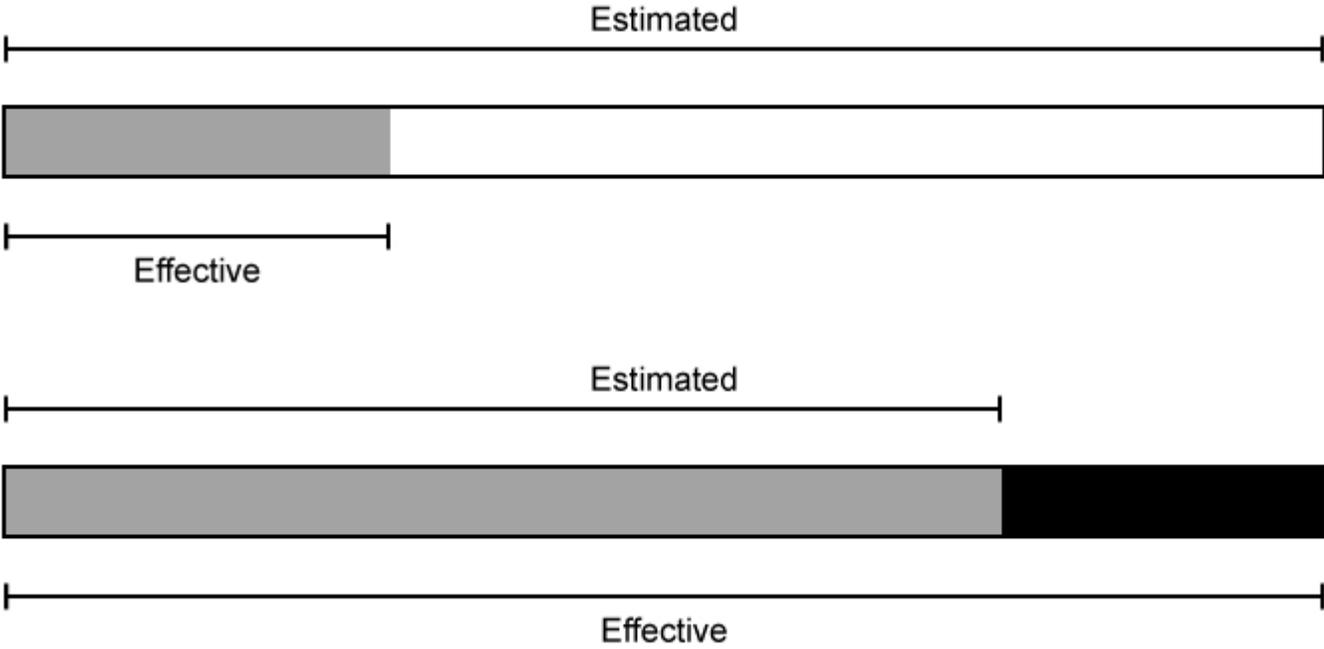
Your second project (1 open tas

Your third project (2 open tasks)

Go to the project #proj



Chapter 8: Time Will Tell



TASK DETAILS OF TASK #1

TITLE

Task 1  

DESCRIPTION

This is a small description with a tag to a different project
[Your second project \(2 open tasks\)](#)

Task One (open)
Task Two (open)
Task Three (done)

Referencing a task #project-3-tas



TASK DETAILS OF TASK #1

EFFORTS

Estimated: 3d



Effective: 1d 6h

+1H

+4H

TASK DETAILS OF TASK #1

EFFORTS

Estimated: 3d

Effective: 3d 6h

+1H



Milestone 1

Milestone 2 ✓

#1

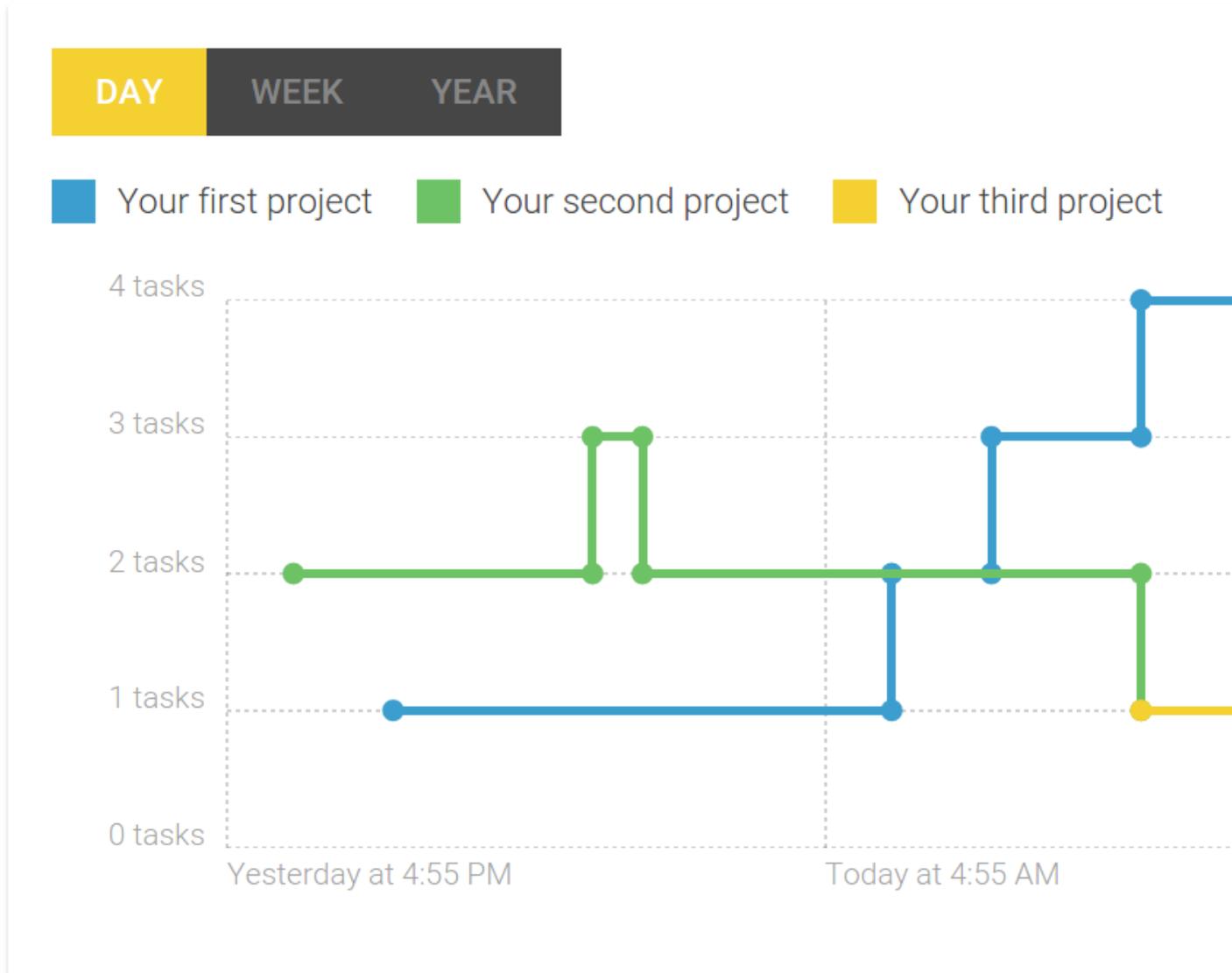
+ Create "Milest"

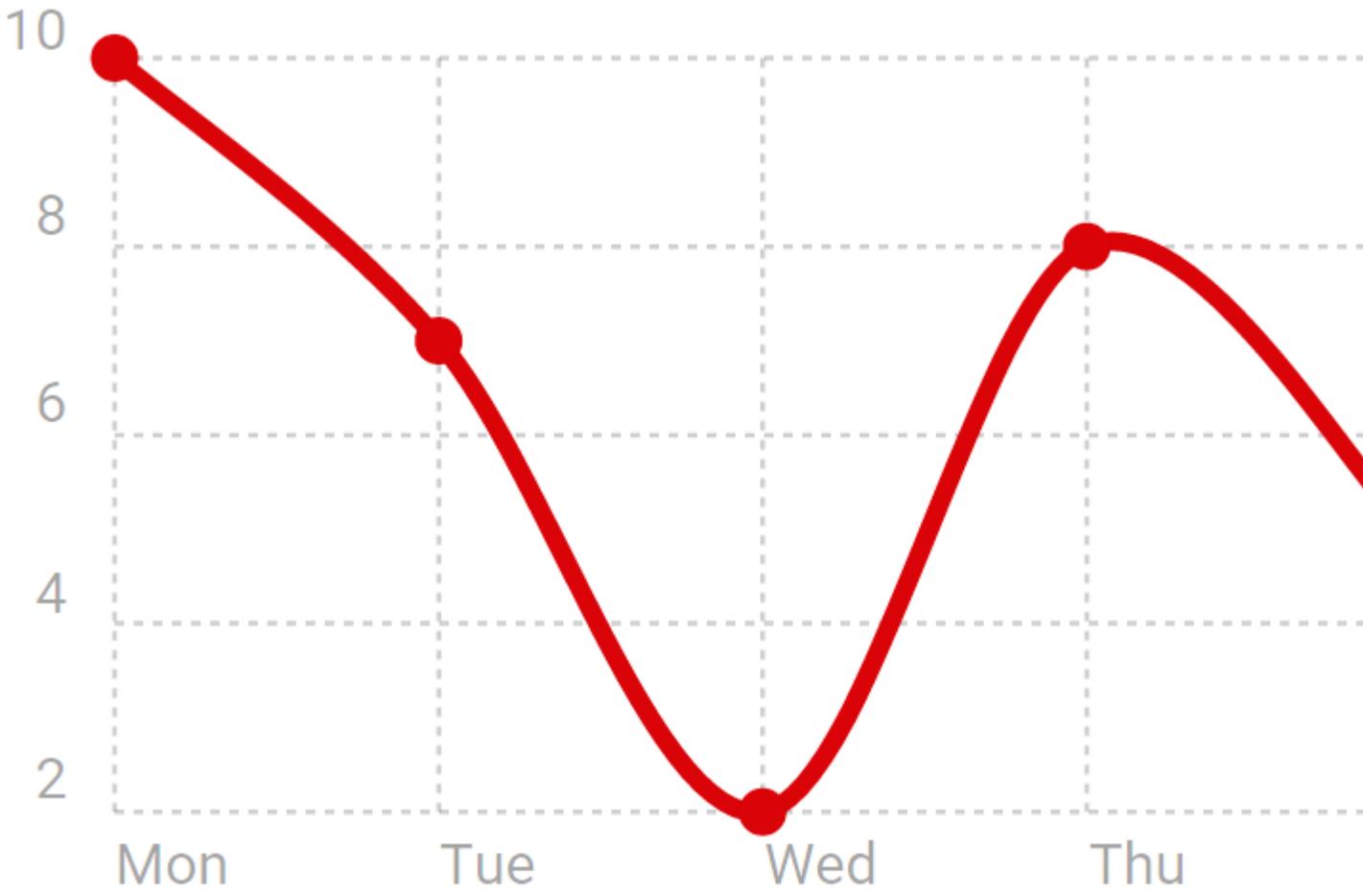
Milest|

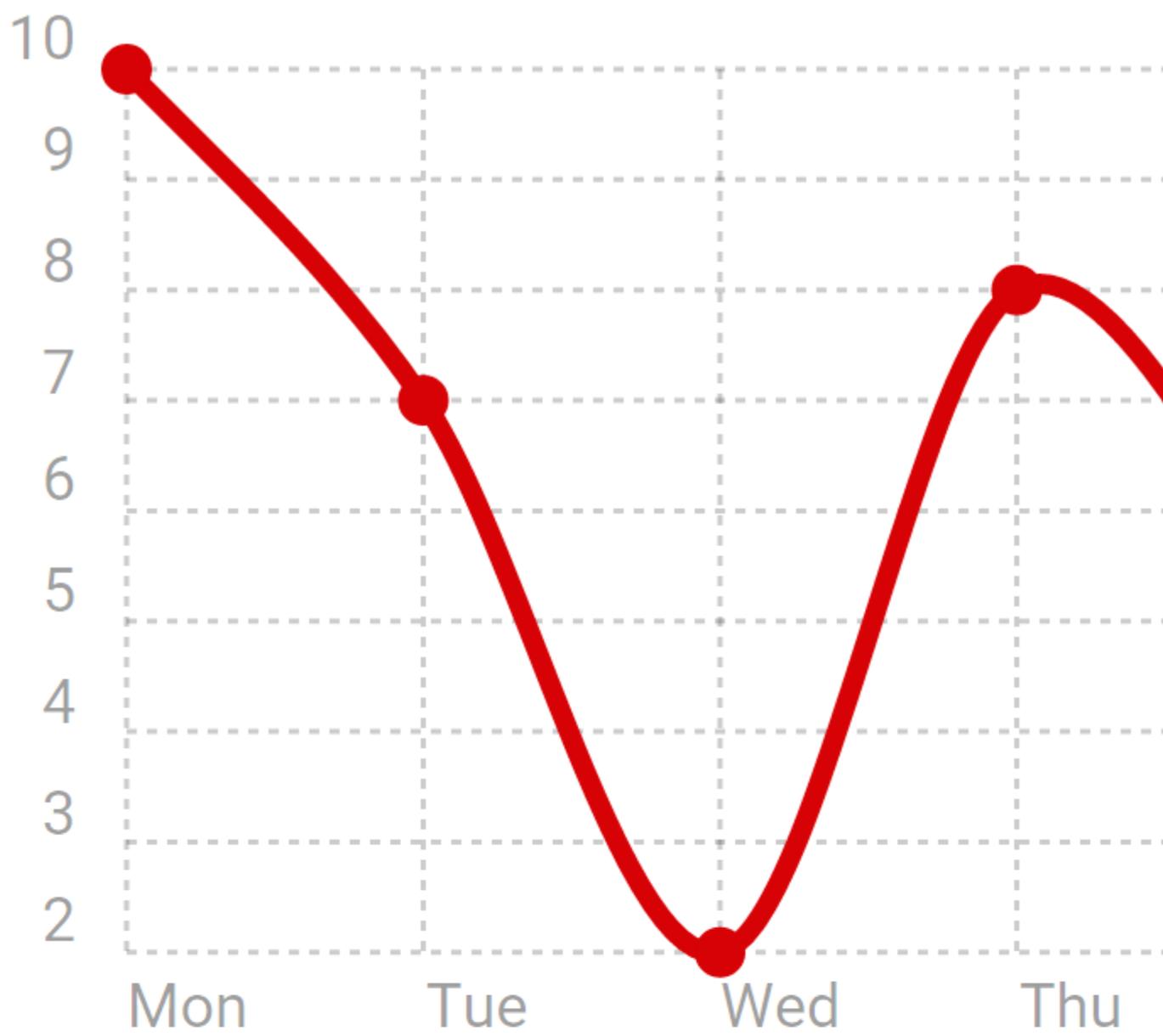


Chapter 9: Spaceship Dashboard

Tasks Overview







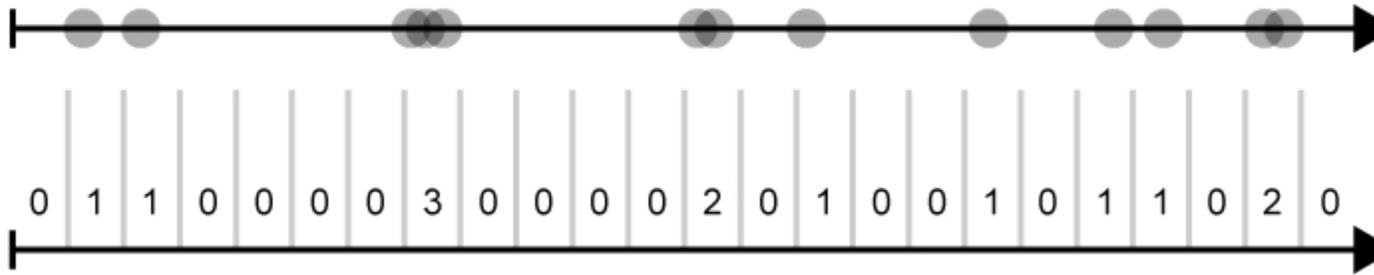
A



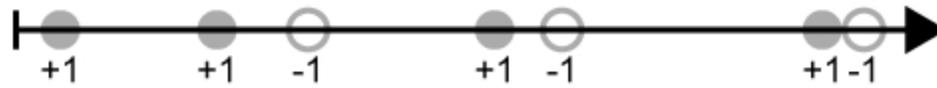
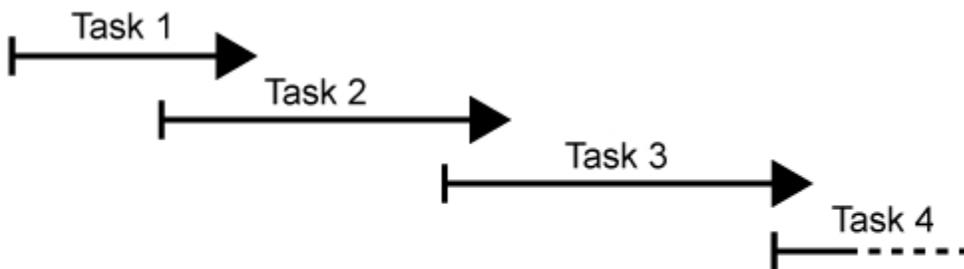
t - 24h

Raw Activities

t

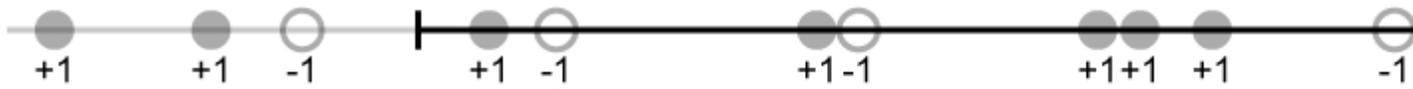


Rasterized Counts



t - 24h

Time Data with Weight +1 / -1



Rasterized Accumulated Counts



Projects

Your first project

This is your first ...

TOTAL EFFORTS



1w 3d 2h of 3w 1d 4h

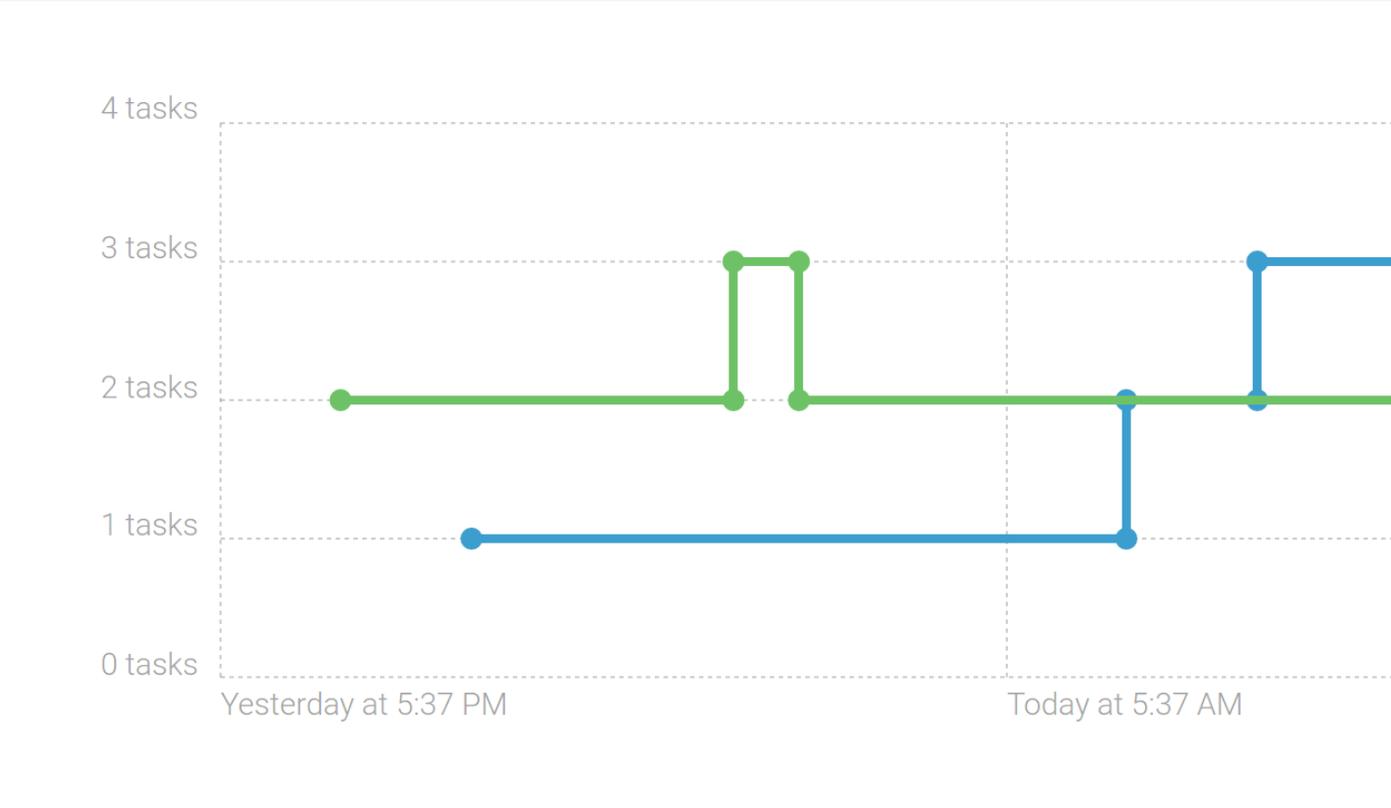
Your second project

This is your second...

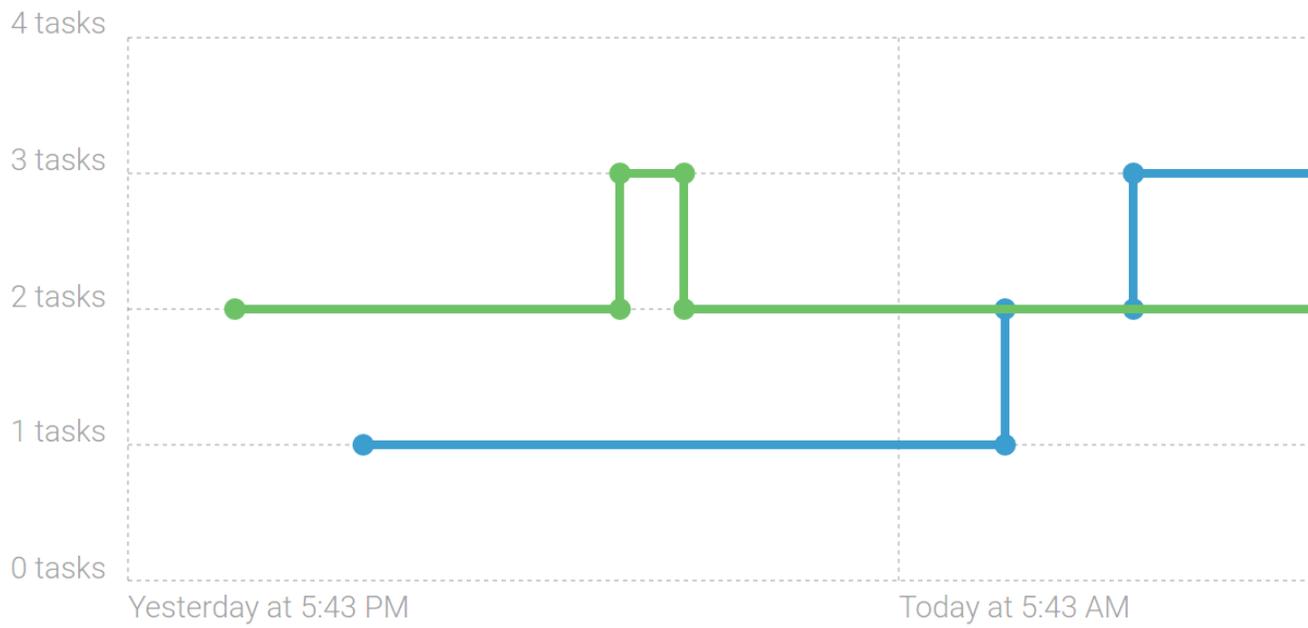
TOTAL EFFORTS



3w 2h of 5w

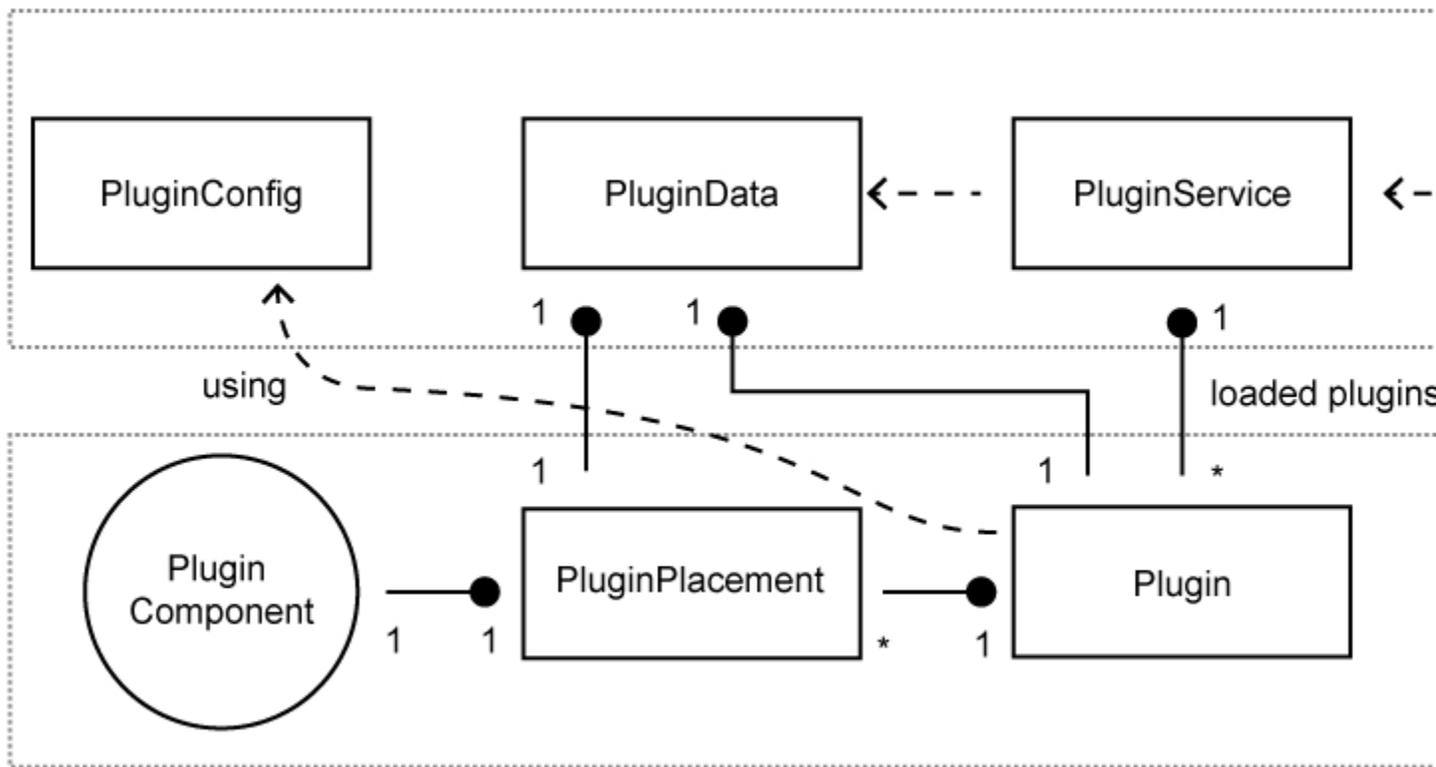


■ Your first project ■ Your second project ■ Your third project



Chapter 10: Making Things Pluggable

Plugin API



Implemented Plugin



Task A

#1 **Created:** Last Saturday at

TASK DETAILS OF TASK #1

STORY POINTS

13|



TASK DETAILS OF TASK #1

STORY POINTS

13



Active Plugins

NAME	URL	DESCRIPTION	PLACEMENTS
agile	/plugins/agile/agile.js	Agile development plugin to manage story points on tasks	task-info task-detail

Active Plugins

NAME	URL	DESCRIPTION	PLACEMENTS
agile	/plugins/agile/agile.js	Agile development plugin to manage story points on tasks	task-info task-detail

Load Plugin

Enter plugin URL

Chapter 11: Putting Things to the Test

 Jasmine 2.4.1

-

1 spec, 0 failures

```
Buying items in the shop  
  should increase the basket count
```