

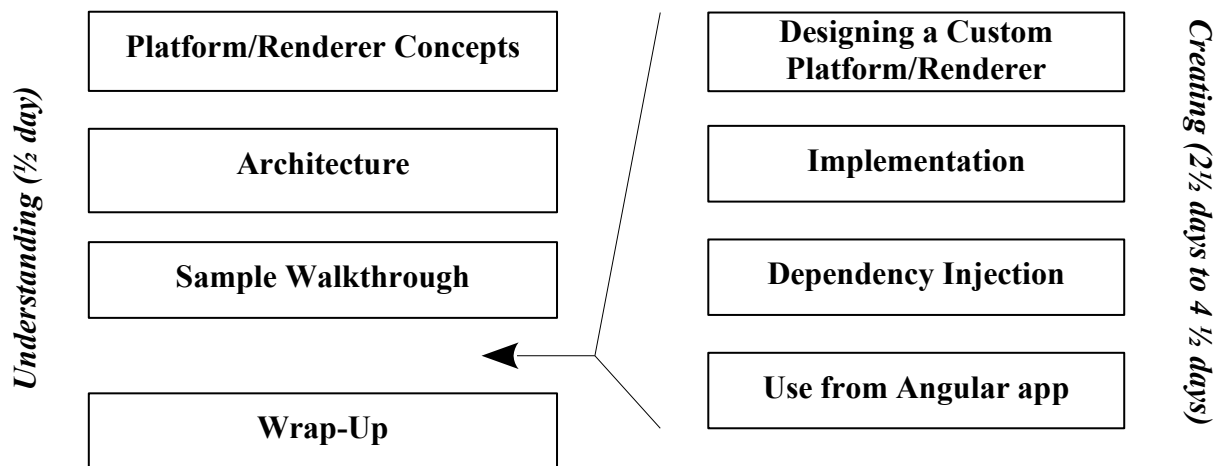
Creating A Custom Angular Platform/Renderer

Technical background, Best way of achieving goals, Detailed engineering & test, Configuring via DI, Usage from app, On-going development

Overview

Angular apps should not (and most do not) directly use the DOM – instead they use a renderer, which provides greater flexibility in how content is rendered. A platform configures the renderer, location manager and other singleton constructs. Angular comes with a range of standard platforms and renderers. For more specialist needs, custom implementations of these can be created and configured. The twin goals of this workshop are firstly to enable attendees to understand the role and rich capabilities of Angular’s platforms and renderers and secondly to help them create custom platforms and/or custom renderers for their advanced applications.

Eight-Stage Strategy For This Workshop



- **Platform/Renderer Concepts** – Though platforms and renderers are a central part of the Angular framework, many app developers are unfamiliar with exactly what they are and what benefits they can bring - we first examine these ideas and the relationship between them
- **Architecture** – We explore how to structure a platform ([createPlatformFactory](#)) and an Angular 5 renderer ([Renderer2](#), [RendererFactory2](#), [RendererType2](#)) or an Angular 6 renderer ([Renderer3](#), [RendererFactory3](#), [\[ObjectOriented|Procedural\]Renderer3](#), [LView](#), [LNode](#))
- **Walkthrough of a Sample Custom Platform/Renderer** – Exploring the source for a sample custom platform and a custom renderer will more clearly demonstrate what is involved
- **Designing a Custom Platform/Renderer** – Deciding on the facilities to be offered to applications and then creating an appropriate skeleton project layout which will be fleshed out in later steps
- **Implementation** – Developing + testing the main functionality of the custom platform / renderer
- **Dependency Injection** – DI plays a key role in delivering platform services to applications
- **Use from Angular App** – Specialist interaction between the Angular app and the custom platform/custom renderer can range from none (app is not aware that its substrate is different) to more tightly delivering custom functionality (app makes specialist calls into platform/renderer)
- **Wrap-Up** – Ensuring the team members are up to speed on all aspects of creating custom Angular platforms and custom renderers and they are in a position to continue to evolve them as needed

Features & Benefits

Platform/Renderer Concepts	By understanding what platforms and renderers are all about, workshop attendees will be in a much better position to make decisions about where to successfully deploy them
Architecture	At first platforms and renderers seem quite complex to develop, but by methodically examining each part of their architecture and how they interact, a much clearer picture emerges
Walkthrough of a sample custom Platform/Render	A detailed example brings clarity to custom platform and renderer construction
Designing a Custom Platform / Renderer	By creating a sound foundation for the project, we enable fast on-going development of the rest of the platform/renderer
Implementation	We develop the code and tests for the implementation and discover it is not too difficult
Dependency Injection	We see how DI is akin to LEGO as we explore how to integrate our custom platform/renderer with the rest of the Angular app
Use from Angular App	By investigating the range of usage options when considering how apps make calls into the platform and renderer, we decide how best to exploit their specialist capabilities from the app
Wrap-Up	Platforms / renderers need to evolve in tandem with the app- hence the team members must be in a position to do this

Target Market

This workshop targets software teams anywhere in Europe who need to create a custom Angular platform and/or renderer to enhance their advanced Angular applications with a more customised foundation.

Software Architect from Clipcode


This workshop will be run by Clipcode's Eamon O'Tuathail, who has extensive knowledge of Angular's platforms and renderers - he wrote the five [“platform” chapters from the Angular Source Tour](#) which detail how the platforms and their associated renderers work.

Who Should participate from the Client

The workshop attendees should consist of the client's software architect and senior developers who need to create the initial custom platform and/or renderer and continue its evolution. Each should have development experience with Angular.

How to proceed

If you wish to arrange this workshop on-site in your company's offices, please contact Clipcode below. We need to discuss arrangements further, agree goals for the engagement and set a tentative schedule.

 www.clipcode.net	If your dev team is starting an important project and needs help, please contact us via email at sales@clipcode.com to discuss how we can be of assistance.
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