

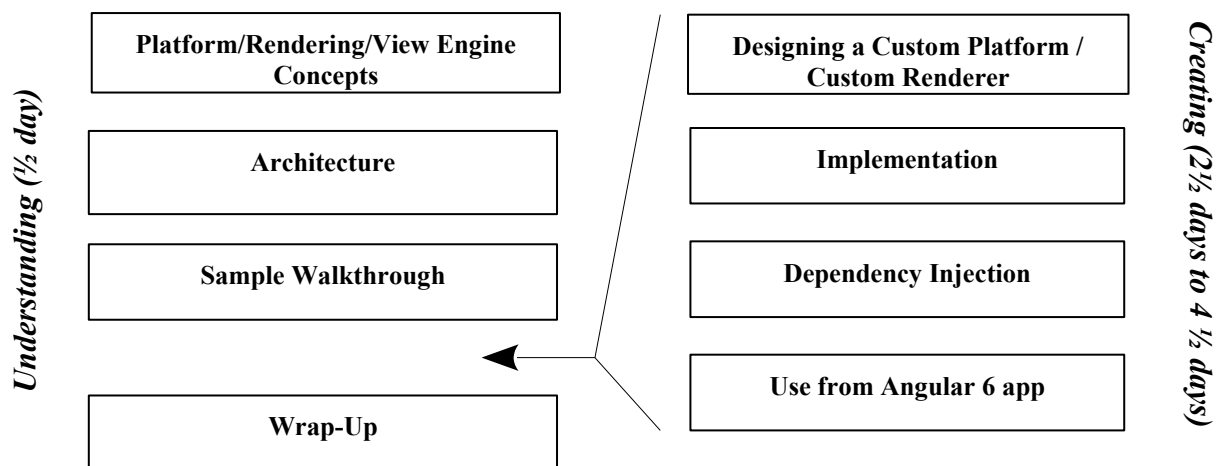
Creating A Custom Angular 6 Platform/Renderer

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

Overview

Angular 6 apps use a Render3 view engine and an [associated renderer](#) to display content. A platform configures how rendering works, along with a variety of singleton constructs. Angular 6 comes with one [view engine](#), a number of rendering options and a number of standard platforms ([browser UI thread](#), [web worker](#), [server](#)). For more specialist needs, custom implementations of platforms and renderers can be created and configured. The twin goals of this workshop are firstly to enable attendees to understand the architecture and rich capabilities of Angular in these areas and secondly to help attendees create their own custom platform and/or custom renderer for their advanced applications.

Eight-Stage Strategy For This Workshop



- **Platform/Rendering/View Engine Concepts** – Though platforms, rendering and view engines 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 custom platform ([createPlatformFactory](#)) and a custom Angular 6 renderer ([\[ObjectOriented|Procedural\]Renderer3](#))
- **Walkthrough of a Sample Custom Platform/ Custom Render** – Exploring the source for a custom platform / custom render will clearly demonstrate what is involved
- **Designing a Custom Platform/Custom 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 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/renderer/view engine 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 / Rendering / View Engine Concepts	By understanding what platforms, renderers and view engines are all about, workshop attendees will be in a much better position to make decisions about where to successfully deploy
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 custom samples	Detailed examples brings clarity to custom 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 custom solution
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 and / or custom renderer with the rest of the Angular 6 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	Custom platforms & renderers need to evolve in tandem with the app - hence the team 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 custom renderer to enhance their advanced Angular applications with a more custom foundation.

Software Architect from Clipcode

This workshop will be run by Clipcode's Eamon O'Tuathail, who has extensive knowledge of platforms, renderers and view engines - he wrote the five [“platform” chapters from the Angular Source Tour](#) (and the Render3 appendix) 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.