# 6 Patrones de escalado

Reparto de responsabilidades y reutilización de código.

# 6.1 Patrón Container/Presenter

#### 6.1.1 Extraer presentación a un componente simple

routes/home/activity.component

```
# Create presentational home componente
ng g c routes/home/activity
```

• Move presentational logic

Move imports and declare input

```
{
  imports: [CurrencyPipe, DatePipe, RouterLink],
}
activity = input.required<Activity>();
```

#### 6.1.2 Refactorizar componente contenedor inteligente

routes/home/home.page

• cambiar imports

```
imports: [ActivityComponent],
```

• declarar uso de componente

#### 6.1.3 Comunicación entre contenedor y presentador

routes/home/home.page

```
<article>
 <header>
    <h2>Activities</h2>
 </header>
 <main>
    @for (activity of activities(); track activity.id) {
    <lab-activity [activity]="activity" [(favorites)]="favorites"</pre>
(favoritesChange) = "onFavoritesChange ($event)" />
 </main>
  <footer>
    <small>
      Showing
      <mark>{{ activities().length }}</mark>
      activities, you have selected
      <mark>{{ favorites.length }}</mark>
      favorites.
    </small>
  </footer>
</article>
```

```
export class HomePage {
    // * Injected services division

#service = inject(HomeService);

    // * Signals division

    /** The list of activities to be presented */
    activities: Signal<Activity[]> = toSignal(this.#service.getActivities$(), {
    initialValue: [] });
```

```
// * Properties division

/** The list of favorites */
favorites: string[] = [];

// * Methods division

/** Handles the change of the favorites list */
onFavoritesChange(favorites: string[]): void {
   console.log("Favorites changed", favorites);
}
```

y routes/home/activity.component

```
if (favorites.includes(slug)) {
    return favorites.filter((favorite) => favorite !== slug);
}

return favorites.concat(slug);
});
}
```

# 6.2 Servicios e inyección de dependencias

### 6.2.1 Extraer lógica y datos a un servicio fachada

routes/home/home.service

```
# Create home service
ng g s routes/home/home
```

```
@Injectable({
    providedIn: "root",
})
export class HomeService {
    #http = inject(HttpClient);
    #apiUrl = "http://localhost:3000/activities";

    getActivities() {
        return this.#http.get<Activity[]>(this.#apiUrl);
    }
}
```

### 6.2.2 Inyectar dependencias en el componente contenedor

routes/home/home.page

```
export default class HomePage {
    #service = inject(HomeService);
    activities: Signal<Activity[]> = toSignal(this.#service.getActivities(), {
    initialValue: [] });
}
```

# 6.3 Principio DRY con código compartido

## 6.3.1 Servicios y utilidades de datos comunes

```
# generate activities service
ng g s shared/api/activities
# go to shared/api folder
cd shared/api
# create file api.functions.ts
touch api/signal.functions.ts
```

tsconfig.json

```
"compilerOptions": {
    "baseUrl": "./",
    "paths": {
        "@api/*": ["src/app/shared/api/*"]
    }
}
```

shared/api/activities.service

```
@Injectable
export class ActivitiesService {
  #http = inject(HttpClient);
  #apiUrl = "http://localhost:3000/activities";
  getActivities() {
    return this.#http.get<Activity[]>(this.#apiUrl);
  getActivityBySlug(slug: string | undefined) {
    if (!slug) return of(NULL ACTIVITY);
   const url = `${this.#apiUrl}?slug=${slug}`;
   return this.#http.get<Activity[]>(url).pipe(
     map((activities) => activities[0] || NULL ACTIVITY),
     catchError(() => of(NULL ACTIVITY))
   );
 putActivity(activity: Activity) {
   const url = `${this.#apiUrl}/${activity.id}`;
    return this.#http.put<Activity>(url, activity).pipe(
      catchError((error) => {
```

```
console.error("Error updating activity", error);
    return throwError(() => new Error(error));
    })
    );
}
```

usarlo en home.service y en bookings.page

```
@Injectable({
    providedIn: "root",
})
export class HomeService {
    #activities = inject(ActivitiesService);

    getActivities() {
        return this.#activities.getActivities();
    }
}
```

```
export default class BookingsPage {
    #activitiesService = inject(ActivitiesService);

activity: Signal<Activity> = toSignal(
    toObservable(this.slug).pipe(switchMap((slug) => this.#activitiesService.getActivityBySlug(slug))),
    { initialValue: NULL_ACTIVITY }
    );

#updateActivityOnBookings() {
    if (!this.booked()) return;
    this.#activitiesService.putActivity(this.activity()).subscribe(() => console.log("Activity status updated"));
    }
}
```

shared/api/signal.functions

```
export type ApiTarget$<T, K> = (sourceValue: T) => Observable<K>;

export function toSignalMap<T, K>(source: Signal<T>, apiTarget$: ApiTarget$<T,
K>, initialValue: K): Signal<K> {
   const source$ = toObservable(source);
   const apiResult$ = source$.pipe(switchMap(apiTarget$));
   return toSignal(apiResult$, { initialValue });
}
```

usarlo en bookings.page

```
export default class BookingsPage {
    #service = inject(ActivitiesService);
    activity: Signal<Activity> = toSignalMap(
        this.slug,
        (slug) => this.#activitiesService.getActivityBySlug(slug),
        NULL_ACTIVITY
    );
}
```

#### 6.3.2 Lógica y tipos de dominio

```
# go to shared folder
cd shared
# move domain into shared
mv domain shared
touch domain/activity.functions.ts
```

```
"compilerOptions": {
    "baseUrl": "./",
    "paths": {
        "@domain/*": ["src/app/shared/domain/*"]
    }
}
```

```
shared/domain/activity.type
shared/domain/booking.type
shared/domain/activity.functions
```

```
export function changeActivityStatus(activity: Activity, totalParticipants:
number) {
  if (["draft", "done", "cancelled"].includes(activity.status)) return;
  if (totalParticipants >= activity.maxParticipants) {
    activity.status = "sold-out";
  } else if (totalParticipants >= activity.minParticipants) {
    activity.status = "confirmed";
  }
}
```

usarlo en bookings.page

```
#changeStatusOnTotalParticipants() {
  const totalParticipants = this.totalParticipants();
  changeActivityStatus(this.activity(), totalParticipants);
  this.participants.update((participants) => {
    participants.splice(0, participants.length);
    for (let i = 0; i < totalParticipants; i++) {
        participants.push({ id: participants.length + 1 });
    }
    return participants;
});
}</pre>
```

### 6.3.3 Componentes reutilizables

```
# generate activity-status component
ng g c shared/ui/activity-status
```

```
"compilerOptions": {
    "baseUrl": "./",
    "paths": {
        "@ui/*": ["src/app/shared/ui/*"]
     }
}
```

shared/ui/activity-state.component

```
.draft {
    color: aqua;
    font-style: italic;
}
.published {
    color: navy;
}
.confirmed {
    color: green;
}
.sold-out {
    color: teal;
    font-style: italic;
}
.done {
    color: olive;
    font-style: italic;
}
```

```
.cancelled {
  color: maroon;
  font-style: italic;
}
```

```
<span [class]="activity().status">{{ activity().status }}</span>
```

```
export class ActivityStatusComponent {
   status = input.required<ActivityStatus>();
}
```

 $usarlo\ en\ \texttt{bookings.page}\ y\ en\ \texttt{activity.component}$ 

```
import { ActivityStatusComponent } from "@ui/activity-status";
{
  imports: [ActivityStatusComponent],
}
```

```
<lab-activity-status [status]="activity.status" />
```