ng-conf 2017

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The Event

- April 3rd 8th, 2017
- Salt Lake City, Utah
- ~ 1500 Angular developers
- 78 speakers
- Lots of Angular core team members present all day

More than a Conference

- big gathering of like-minded people
 - always something to talk about ("what do you do with angular?")
- small exhibition of sponsors
- lots of activities before and after the presentations
 - → learn about angular while having fun

Organisation

- Conference App with
 - schedule, floor plans
 - chat channel for public postings (comments and likes)
 - one-to-one messaging
 - public announcements from the organizers
- Breakfast, lunch, drinks all day, party food in the evening
- "Swag": mugs, t-shirts, stickers, stuff from sponsors
- Sponsor lotteries (drone, iphone)
- Public raffle (tech gadgets or programming related subscriptions)

Activities

- during the day
 - workshops: ng-girls, refugees 101
 - thursday: yoga, mindful meditation, group escape game
- in the evening
 - two parties
 - concert, karaoke
 - game night: Overwatch tournament, table tennis, board games
 - trips: movie, local soccer game at the stadium (beer: \$9,50/bottle)
- community initiated
 - jogging in the morning
 - dinner groups in the evening
 - ski/snowboarding on the weekend

So, you missed it

- Just google it for review articles
- Community-created resource list: https://goo.gl/KpFHSZ
- Video recordings on youtube channel: https://goo.gl/IH9UQ7

Keynote Takeaways

- Angular usage on public websites is growing fast (Google crawler results)
- Angular 4 released:
 - apps are smaller, bootstrap faster than Angular 2.4
 - No breaking changes between 2.4 and 4.0
 - Together with Angular CLI 1.0
- Time-based releases: Patches every week, minor release every month
- Version 5 in October:
 - AOT will be faster, compile incrementally, and will be default also in development mode
 - Improved tree-shaking
- LTS (long-term support) version of Angular 4 in October (critical fixes and security patches for one year)
- TypeScript is now an official language at Google (besides C/C++, Java, JavaScript, Python, Go)
- Google migrates all its AngularJS applications to Angular until 12/2017

66 Presentation videos

Don't limit yourself by an opinionated choice of tools/frameworks

1. Thoughtful Component Design z4. weicome to ng-com zo n - códe 01 2 There and Rack Again a developer's tale Conduct 3. The Memory Leak Brain Drain Just an intro to another talk 4. The Little Tool That Dreams Big sive Web Apps 5. The Angular Compiler 4.0 using the Angular Mobile Toolkit 6. Reactive Programming with RxJS A 27. When You Can't Use the Word "BIG Beginner's Perspective BANG" Kids 7. ng STEAM 28. Build, Measure, and Machine Learn 8. Module vs Module with Angular 9 Mischief Maker Music 29. Kick Your Components up a Notch with 10. Mad science with the Angul Directives BAM! 30. Lost in Translation 11. Keeping the Sand Out of Your Eyes No Sandbox, No Problem 31. Step by Step Improving Startup 12. I AM ONE WITH ANGULAR, ANGULAR Performance with Lazy Loading in Angular IS ONE WITH ME 32. Firebase: Cloud Functions & 13. How to Scratch an Itch 33. Using Components in Angl Creativity Girls 14. Embrace Component Trand 34. Building a roboarmy with A 15. Creating VR Experiences with Angular 35. Alexa, create a voice activated chat and WebGL bot 16. Back from the past: A tale of helpir ls: Redux Edition Help others to upgrade others upgrade from Angular 1.x 17. Animations in Angular 4.0.0 39. Angular Form Validation 18. Keynote Day 1 40. Breaking The Eyes 19. The day I met Steve Burnout 41. Using the Angular Template Language 20. Powering Content Driven Alexander Service with the World's Most Popular CMS 42. Angular and GraphQL - A modern API 21. Interactive video apps with atform Deleted (copyright issues) Videogular2 ackage size and 23. PrimeNG: Native UI Compd NaModule Angular 45. Addicted to AngularJS?

46. Angular Pre Rendering for SEO,
Speed, and Happy Users
48. Giving Bootstrap the Boot
49. Eve vthing is a plugin! Mastering

Dont' use bootstrap.
Write your own styles
with ngrx
52. Docker: What Every Angular Developer

Think twice before adding another library to your project ons:

55. Do More with Less

56. Create and Attend Meetups

57. ngCirls Just Want to Have Fun

58. NG Conf2017 Angular Team Panel

59. Angular Material 2 Workshop

60. Super TypeScript II Turbo – FP Remix

61. Packaging Angular

62. Best Practice

63. Voice User Interfaces with Angular

64. Upgrading Enterprise Angular Applications

65. Diving into TypeScript

66. Keynote Day 3

45 Technical Presentations

- 1. Thoughtful Component Design
- 4. The Little Tool That Dreams Big
- 5. The Angular Compiler 4.0
- 6. Reactive Programming with RxJS A Beginner's Perspective
- 8. Module vs Module
- 10. Mad science with the Angular Compiler
- 11. Keeping the Sand Out of Your Eyes No Sandbox, No Problem
- 12. I AM ONE WITH ANGULAR, ANGULAR IS ONE WITH ME
- 14. Embrace Component Tranquility
- 15. Creating VR Experiences with Angular and WebGL
- 17. Animations in Angular 4.0.0
- 20. Powering Content Driven Applications with the World's Most Popular CMS
- 23. PrimeNG: Native UI Components for Angular
- 25. DiY Angular Compiler
- 26. Automatic Progressive Web Apps using the Angular Mobile Toolkit 27. When You Can't Use the Word "BIG BANG"

- 28. Build, Measure, and Machine Learn with Angular
- 29. Kick Your Components up a Notch with Directives BAM!
- 30. Lost in Translation
- 31. Step by Step Improving Startup Performance with Lazy Loading in Angular
- 32. Firebase: Cloud Functions Workshop
- 33. Using Components in Angular 1.5
- 34. Building a roboarmy with Angular
- 35. Alexa, create a voice activated chat bot
- 36. FormControl Freaks: Redux Edition
- 39. Angular Form Validation
- 40. Breaking The Eyes
- 41. Using the Angular Template Language Service
- 42. Angular and GraphQL A modern API for a modern Platform
- 44. Reducing package size and complexity with NgModule
- 45. Addicted to AngularJS?
- 46. Angular Pre Rendering for SEO, Speed, and Happy Users

- 49. Everything is a plugin! Mastering webpack from the inside out
- 50. The Memory Leak Brain Drain Workshop
- 51. From Inactive to Reactive with ngrx
- 52. Docker: What Every Angular Developer Should Know About It!
- 53. RxJS: The Good Parts
- 54. Firebase and Google Cloud Functions: Serverless Peanut Butter and Jelly
- 59. Angular Material 2 Workshop
- 60. Super TypeScript II Turbo FP Remix
- 61. Packaging Angular
- 62. Best Practice
- 63. Voice User Interfaces with Angular
- 64. Upgrading Enterprise Angular Applications
- 65. Diving into TypeScript

Angular Technologies I

Core stuff

- 4. The Little Tool That Dreams Big Angular CLI
- 12. I AM ONE WITH ANGULAR, ANGULAR IS ONE WITH ME Coding Demo with Angular CLI and VS Code
- 26. Automatic **Progressive Web Apps** using the Angular Mobile Toolkit
- 31. Step by Step Improving Startup Performance with Lazy Loading in Angular
- 46. Angular **Pre Rendering** for SEO, Speed, and Happy Users
- 62. Best Practice (for smaller bundles)

Compiler

- 5. The Angular Compiler 4.0
- 10. Mad science with the Angular Compiler
- 25. DiY Angular Compiler

Angular Technologies II

Components (Application architecture)

- 2. Thoughtful Component Design
- 15. Embrace Component Tranquility
- 25. PrimeNG: Native UI Components for Angular
- 31. Kick Your Components up a Notch with Directives BAM!
- 35. Using Components in Angular 1.5
- 62. Angular Material 2 Workshop

Reactive Programming

- 7. Reactive Programming with RxJS A Beginner's Perspective
- 38. FormControl Freaks: Redux Edition
- 54. From Inactive to Reactive with ngrx
- 56. RxJS: The Good Parts

Angular Technologies III

Graphical Stuff

- 16. Creating **VR** Experiences with Angular and WebGL
- 18. **Animations** in Angular 4.0.0
- 44. Angular and **GraphQL** A modern API for a modern Platform

Firebase

- 32. Firebase: Cloud Functions Workshop
- 46. Reducing package size and complexity with NgModule (in firebase applications)
- 57. Firebase and Google Cloud Functions: Serverless Peanut Butter and Jelly

Upgrading

- 29. When You Can't Use the Word "BIG BANG"
- 47. Addicted to AngularJS?
- 64. Upgrading Enterprise Angular Applications

Miscellaneous

- 8. Module vs Module ES2015 Module vs. NgModule
- 11. Keeping the Sand Out of Your Eyes No Sandbox, No Problem **Security** considerations now that the expression sandbox is removed in AngularJS 1.6
- 20. Powering Content Driven Applications with the World's Most Popular CMS How to use the **REST API of Wordpress** (Wordpress as a Backend)
- 28. Build, Measure, and Machine Learn with Angular
- 30. Lost in **Translation**
- 34. Building a roboarmy with Angular robots (Bluetooth with NativeScript)
- 35. Alexa, create a voice activated chat bot
- 39. Angular Form Validation
- 40. Breaking The Eyes Accessability
- 41. Using the Angular Template Language Service
- 49. Everything is a plugin! Mastering webpack from the inside out
- 50. The **Memory Leak** Brain Drain Workshop
- 52. Docker: What Every Angular Developer Should Know About It!
- 60. Super TypeScript II Turbo FP Remix Functional Programming
- 61. Packaging Angular To publish your own libraries
- 63. Voice User Interfaces with Angular
- 65. Diving into **TypeScript**

Observations

- AngularJS is practically dead.
 - Two of the 45+ technical presentations were about AngularJS.
 - 4 talks were about upgrading to Angular
 - No announcements of upcoming 1.x versions etc.
 - There are no plans for an LTS version for AngularJS
- Every speaker used VS Code
- TypeScript is the standard language
- Webpack is the standard build tool (though rollup is still useful for aggressive size optimizations)
- ng-conf is getting more and more entertaining every year

Thank You

Event Web Site:

https://www.ng-conf.org/

These Slides:

 https://github.com/AndreasIllg/ng-conf_2017_presentation/raw/master/ngconf2017.pdf

Links:

- Video recordings on youtube channel https://goo.gl/lH9UQ7
- Community-created resource list: https://goo.gl/KpFHSZ

Fun:

- ng-rap: https://hirez.io/ng-rap
- Router Presentation: https://youtu.be/EzRZOoRXNUM from 58' 10"