



NgRx State Management with Angular



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group

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Collective Idea



What we're going to do today

- General concepts
- Talk about NgRx
- Demo some code



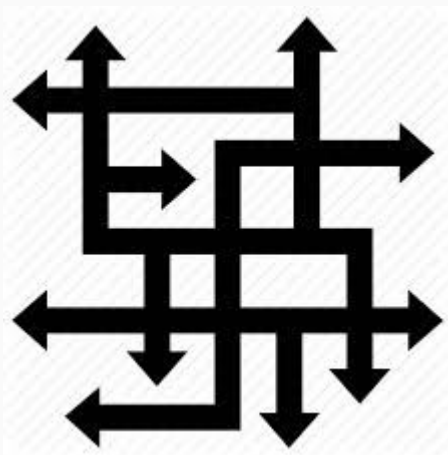
Handling State before Redux?

We passed our state around in services

Maybe even localStorage, session storage, cookies, etc. (there is still many good use cases for these)

This got complicated in large applications

This got complicated in large applications



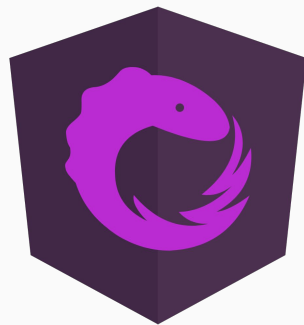
What is Redux and NgRx?

Reactive libraries for Angular

NgRx is Redux implementation for Angular

Manages state for your application

One way data flow

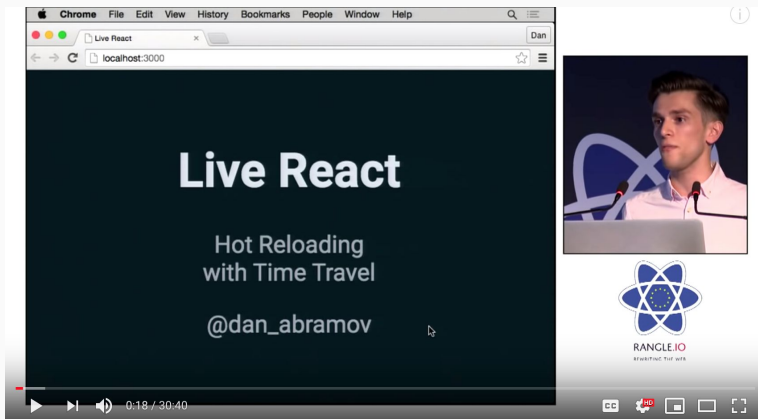


Redux History

Started with React and Facebook releasing Flux

Dan Abramov & Andrew Clark in 2015 created Redux, that was inspired by the Elm framework and its immutable concepts

<https://www.youtube.com/watch?v=xsSn0QynTHs>



Why use NgRx?



Centralized State that you can see in
once place

Elegant pattern

Combats Complexity

Data Cache

Predictable Patterns (you know that
only reducers are changing state)

First Some Concepts...



PURE FUNCTIONS

Deterministic - one goes in, always comes out. Time is an example of something NOT deterministic (it changes)

Consistent input and output with no side effects



IMPURE FUNCTIONS

Impure Functions exist to (think AJAX calls)...we will handle these later.

They have Side Effects. What's a side effect?



IMMUTABILITY

Immutability is a very hot pattern right now in order to counter the ever increasing complexity of our applications and even infrastructure

NO MUTATIONS OF STATE, you destroy and build again

Immutability helps combat complexity



Smart and Dumb Components

Smart Components = Containers

Contains all of your API calls, etc.

Dumb Components = Presentation Components

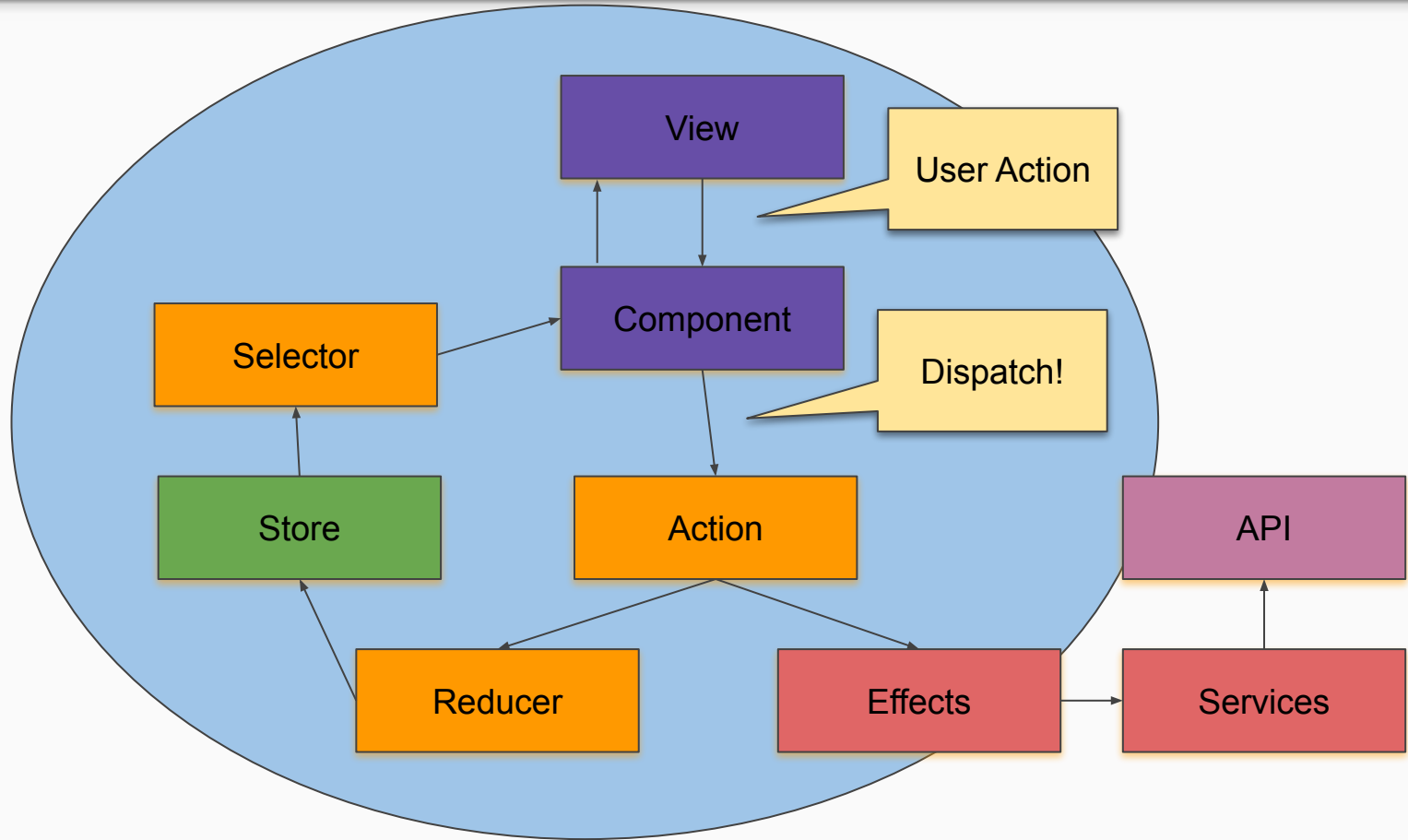
Only concerned with UX, not concerned with API calls, etc.



BUILDING BLOCKS



Redux Pattern with Effects



STORE



In-Memory “Property bag”. This of it as a big client side object database in memory.

Stores all of your application State

Subscribe to updates from store

Dispatch events to store

Organize by Feature Module for each Feature State (or slice)

Single source of truth.

Just JSON structure

ACTIONS



Dispatch Action to change
store/state

Type and a Payload, simple JS object
with typically two properties: Type
and payload

Immutable

Actions are payloads of information
that send data from your application
to your store. They are the *only* source
of information for the store. You send
them to the store using
`store.dispatch()`.

REDUCERS



Reducers specify how the application's state changes in response to actions sent to the store. Remember that actions only describe what happened, but don't describe how the application's state changes.

Handle Transitions from One State to another

Nothing else should alter the store except Reducers!

MetaReducers are executed BEFORE normal reducers. Think of it like middleware. Great for logging.

Only Reducers can change state

Immutable

SELECTORS



These are how you select state from the store

Pure Functions

```
this.store.select(state
```

Slices of State

```
=> state.pizzas);
```

FEATURE MODULE STATE COMPOSITION

IN APP MODULE

Root Reducer - in the root of the app.module, the core reducer for your app

Meta Reducer - for cross cutting concerns like logging

IN FEATURE MODULES

Feature Reducer - go in each Feature Module and is only concerned with that Feature state

EFFECTS



Async processing

Impure Functions (hence the name side effect)

Like Services, it's how we call APIs

Always handle three states Request, Success, Failure

Anything Async, most of time API calls

1. Listen for an action
2. Do something (like call an API)
3. Dispatch new action

TOOLING

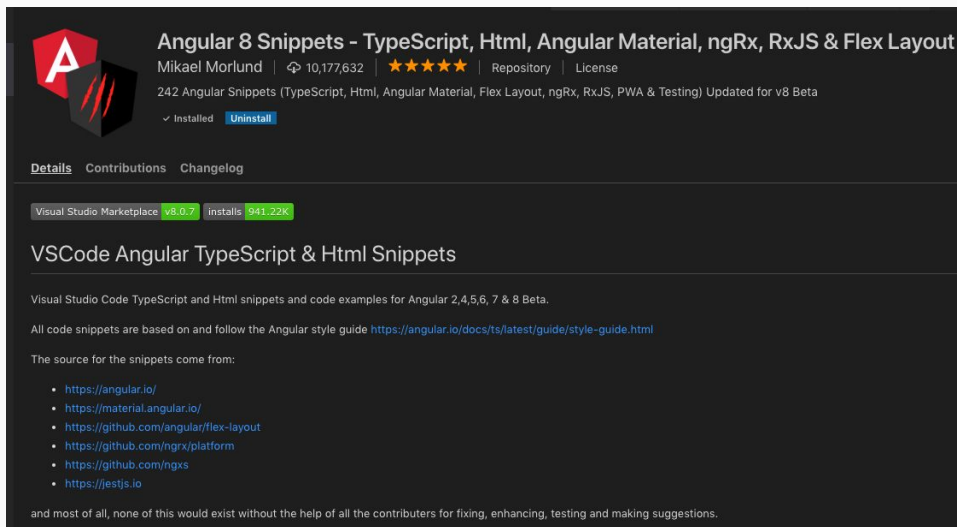


NgRx Snippets in VSCode

Installed Angular 8 Snippets in VSCode

Uses official Angular style guide

Include ngrx and a lot of other snippets



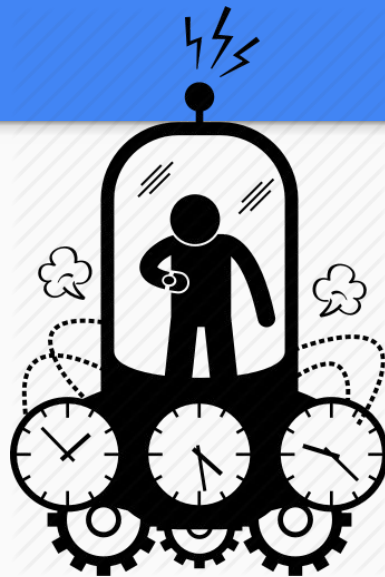
NgRx Chrome Dev Extension

You know it's Redux pattern since it uses the same
NgRx Dev tool

Very helpful state change and debugging tool - you will
live in this while developing

Time Traveling

<https://chrome.google.com/webstore/detail/redux-devtools/lmhkpmbekcpmknklieibfkpmmfiblj?hl=en>



Angular CLI Generate

Generate consistent code quickly
through the command line

`npm install` vs `ng add`



Angular CLI custom Schematics

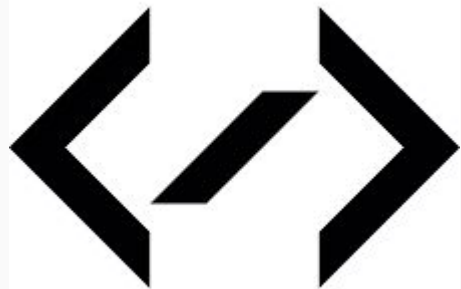
Extensions to the built in generators

NgRx has their own set

Wires up a lot of code automatically




DEMO



A wide-angle photograph of the Taj Mahal in Agra, India, under a clear blue sky. The white marble mausoleum is the central focus, flanked by two tall, slender minarets. In the foreground, a long, narrow reflecting pool is bordered by manicured green lawns and rows of tall, dark cypress trees. A few people can be seen walking on the paths in the distance.

**How I want this live
coding demo to go**

A two-story wooden house with a gabled roof, built on a complex wooden stilt foundation. The house has a central arched entrance on the second floor and a small porch. The siding is light-colored and appears aged. The roof is dark and has some moss or debris on it. The house is surrounded by bare trees and some greenery in the background.

**There is a good
chance it might go like
this. :)**

Types of Maps in Effects and when to use them

switchMap (fastest)

GETs and read onlys (cancel previous request)

concatMap (safer)

Updates, let's all the calls finish

mergeMap (parallel requests)

HTTP requests in parallel. Doesn't guarantee order

exhaustMap (sequential waits)

Waits for initial calls to complete.
Good for logins.

Memory Leaks - async pipe and unsubscribe



Unsubscribe

Used in component.ts

Manually controlling unsubscribe on ngDestroy. Must set and maintain a variable

```
.takeWhile(() =>  
isActiveComponentActive))
```

Async Pipes (automatic)

Used in templates

Automatically subscribes and unsubscribes for you!

Can't use them in the component.ts

```
*ngFor="let product of product$ |  
async"
```

REASONS NOT TO USE NgRx

Too much boilerplate

If your app is small to medium in size,
this might not be worth the
complexity

If your team is not as experienced

Note: There are other ways to reduce boilerplate, such as NgRx Entities or 3rd party package NgRx Data.

Or other solutions such as NgXs, Mobx, Akita...

Should you use NgRx in your project?

Project Size and Complexity

Small - Probably Not

Medium - Maybe

Large “Enterprise-y”: Yes

Team skill set is also a factor, if the team is new to Angular, maybe not



DISPATCH ANY
QUESTIONS



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