

RxAngular template syntax vs control flow

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Finatix

About me

- Christian Illies
- 36yrs, married, 1 child, 1 dog
- Frontend software developer
- 10+ years XP
- Focussed on Angular since AngularJS/Angular2
- @kloener



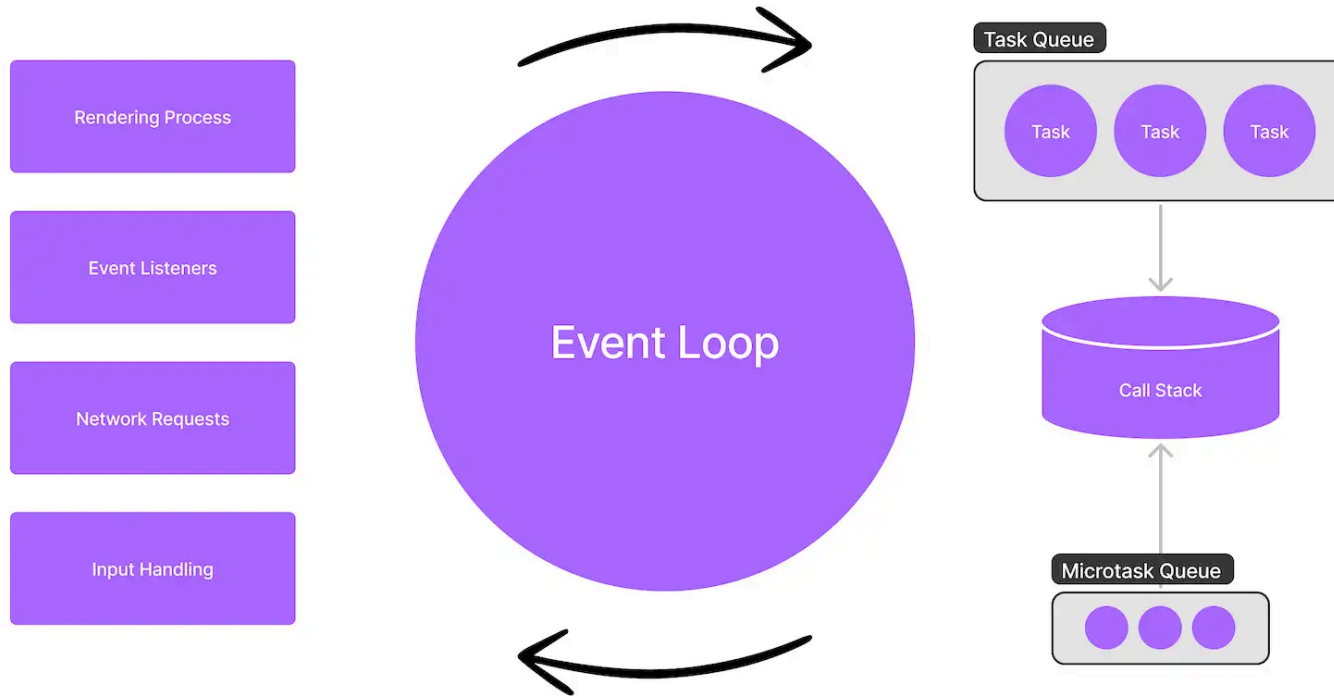
Agenda

1. Browser Scheduling
2. Angular Control Flow
3. RxAngular
4. Comparison

Browser scheduling

How to schedule tasks?

Browser scheduling



Browser scheduling

setTimeout

- MacroTask
- High prio, heavy work

requestIdleCallback

- MacroTask
- Low prio, heavy work

queueMicrotask & Promises

- MicroTask
- High prio, easy work

requestAnimationFrame

- Between Micro- and MacroTask Queues

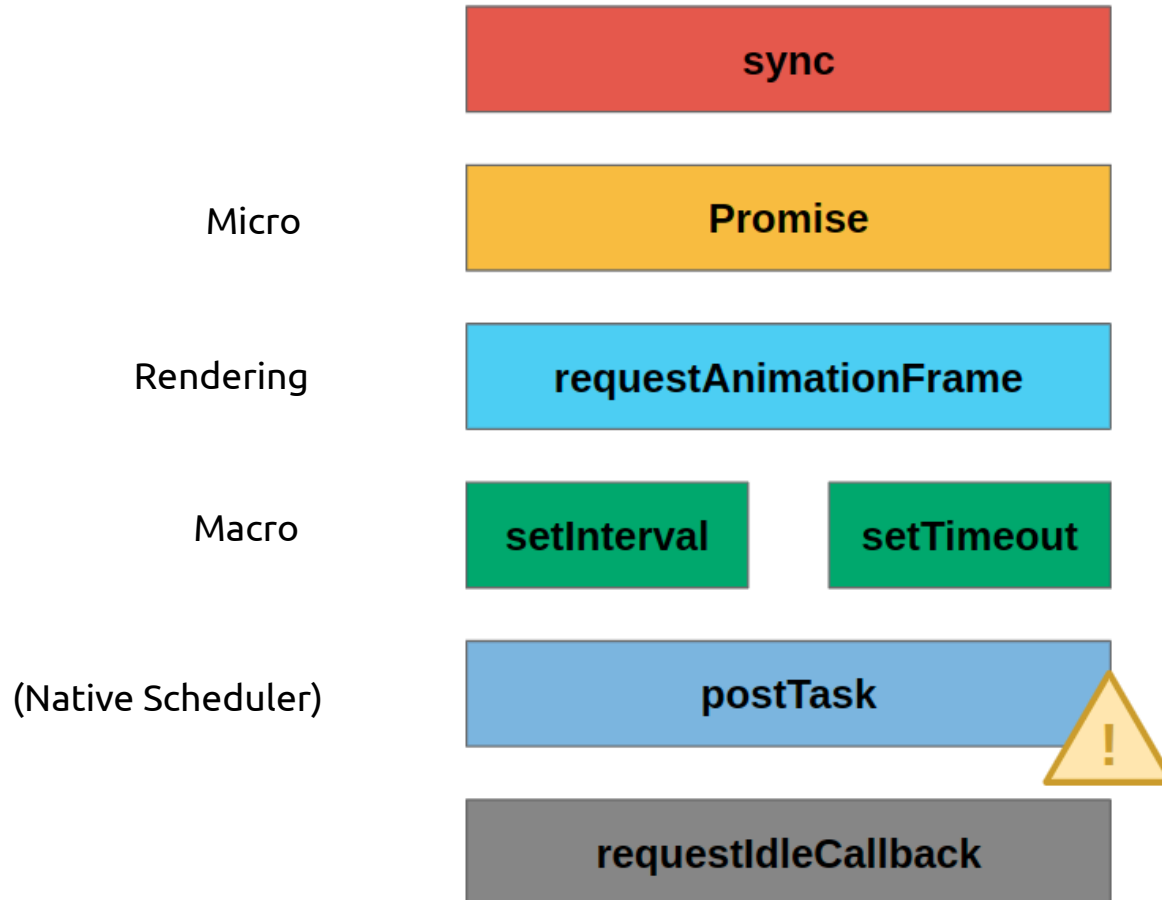
postMessage

- MacroTask
- u. a. für Webworker

scheduler.postTask

- MacroTask
- Native scheduling & prioritizing

Browser scheduling



Angular Control Flow

@if @defer @for

Angular - Control Flow

@if

- New Angular Syntax for „if“ conditions
- No config for scheduling

@defer

- Lazy load components
- Load/Render Scheduling by conditions like viewport, interactions, idle, ...

@for

- New Angular Syntax for „for“ conditions
- No config for scheduling

Angular only uses „requestAnimationFrame“ for scheduling/rendering, see [Github Source](#)

Angular - @for

- Render list all at once
- No scheduling

```
<ul #ul>  
  @for(item of items; track item.id) {  
    <li> ... </li>  
  }  
</ul>
```

Angular - @defer

- Render list but defer loading/rendering of each item
- Renders all items once the condition passes
- Schedule by [viewport, idle, interactions](#), ...

```
<ul #ul>
  @for(item of items; track item.id) {
    @defer (on viewport(ul); on hover; prefetch on idle) {
      <li> ... </li>
    }
  }
</ul>
```

RxAngular

CDK and Template directives

RxAngular

- `npm i -S @rx-angular/template @rx-angular/cdk`
- Enhances rendering performance and enables non-blocking rendering in Angular
- Tasks can be scheduled by their requirements (tooltip, list, popups, ...)
- Provides directives as a drop-in replacement for angular's structural directives
- Directives schedule rendering tasks of your template
- CDK provides the `RxStrategyProvider` to schedule tasks of your code
- Concurrent render strategies: immediate, userBlocking, normal, low, idle

RxAngular - RxFor

```
<ul>  
  <li *rxFor=,"  
    let item of items;  
    trackBy: ,id';  
    strategy: ,normal';  
    renderCallback: itemsRendered$">  
    ...  
  </li>  
</ul>
```


RxAngular - RxLet

- ngIf Async Trick:
 - Typings are hard to handle due to null and undefined
 - Inefficient change detection (Evaluation of the whole template)
 - New but same values (1 => 1) still trigger change detection

```
<ng-container *ngIf="observableNumber$ | async as n">  
  <app-number [number]="n"></app-number>  
  <app-number-special [number]="n"></app-number-special>  
</ng-container>
```

- RxLet
 - Allows fine-grained control of change detection on a per directive basis.
 - Contextual state: suspense, error, complete, ...

```
<ng-container *rxLet="observableNumber$; let n">  
  <app-number [number]="n"></app-number>  
  <app-number-special [number]="n"></app-number-special>  
</ng-container>
```

RxAngular - RxStrategyProvider

```
strategyProvider = inject(RxStrategyProvider);
```

```
this.strategyProvider  
  .schedule(() => this.workA(), { strategy: 'idle' })  
  .subscribe();
```

```
this.strategyProvider  
  .schedule(() => this.workB(), { strategy: 'low' })  
  .subscribe();
```

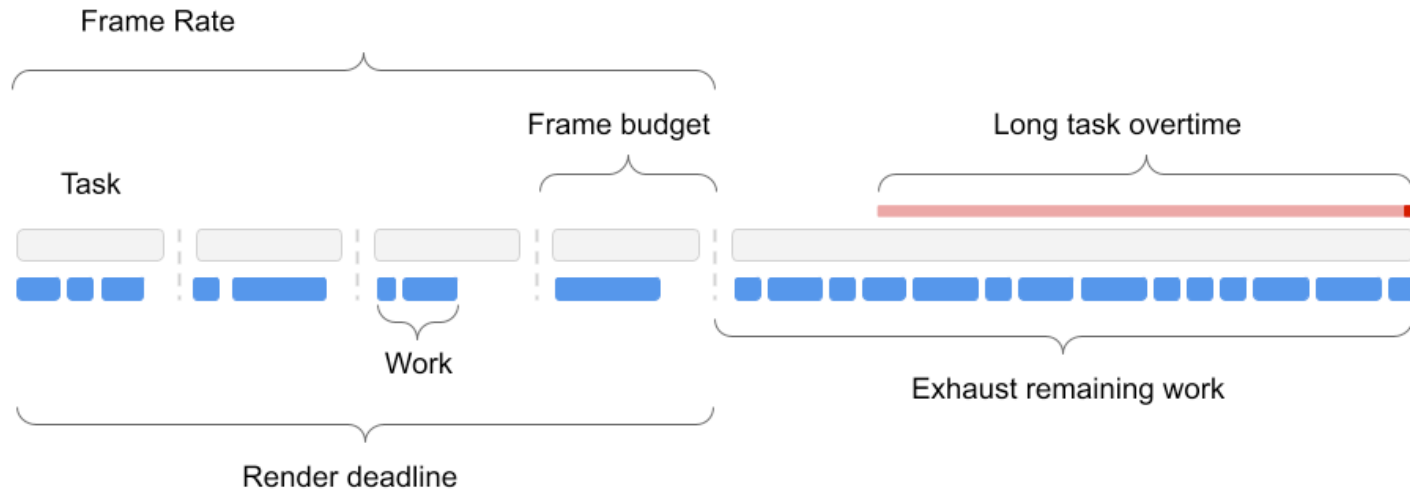
```
this.strategyProvider  
  .schedule(() => this.workC(), { strategy: 'normal' })  
  .subscribe();
```

```
this.strategyProvider  
  .schedule(() => this.workD(), { strategy: 'userBlocking' })  
  .subscribe();
```

```
this.strategyProvider  
  .schedule(() => this.workE(), { strategy: 'immediate' })  
  .subscribe();
```

RxAngular - Strategies

Concurrent Strategies - Anatomy



RxAngular - Strategies

Immediate (Priority 5, Frame budget, Render deadline 0ms)



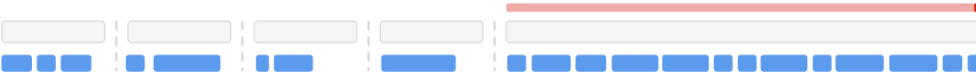
e. g. Tooltips

User Blocking (Priority 5, Frame budget, Render deadline 250ms)



e. g. Dropdown Menu

Normal (Priority 5, Frame budget, Render deadline 5000ms)



e. g. Lists and Cards

Low (Priority 5, Frame budget, Render deadline 10000ms)



e. g. Lazy dialogs

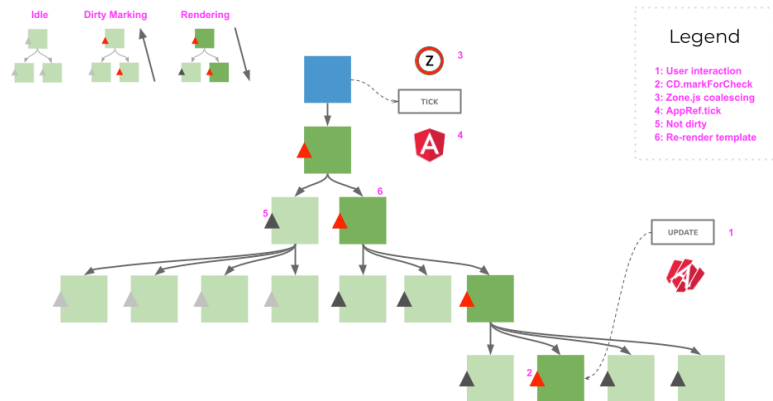
Idle (Priority 5, Frame budget, Render deadline none)



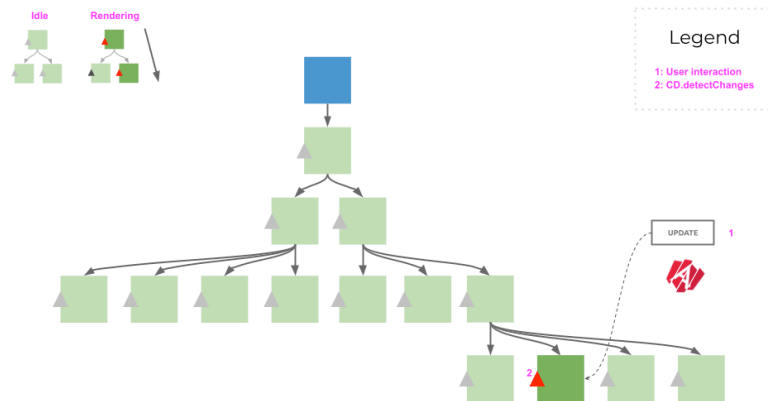
e. g. Background sync

RxAngular - Strategies

- Non-concurrent strategies
 - Native, uses `markForCheck` and re-evaluates from the root of the component tree
 - Local, uses `detectChanges` and re-evaluates from the affected component and its children.
 - Both use `requestAnimationFrame` for scheduling



Native Strategy



Local Strategy

RxAngular - Testing

- Testing can be hard
- Override global primary render strategy using `RX_RENDER_STRATEGIES_CONFIG` token
- Provide Inputs for strategies
- Or wait for the elements to be rendered using `renderCallback`

Comparison

Demo

Thank you!

Questions?

Ressources

- [Samples Repository](#)
- Angular
- [Angular @defer docs](#)
- RxAngular
- [RxAngular Template Directives](#)
- [RxAngular StrategyProvider](#)
- Others
- [Explanation of the Event Loop](#)
- [WebAPI: Scheduler](#)