

# **Updates & Migrations**

- How to update Angular projects
  - Using ng update or nx migrate latest
  - Updating 3<sup>rd</sup> party dependencies
- Important Angular migrations
  - NgModules → Standalone
  - Old to new control flow
  - Migrate to new app builder (esbuild & vite)
  - Migrating to inject()
  - Lazy-loaded routes
  - Signal inputs & queries





#### How to ng update

- when to trigger: between minor version N.1.0 and N.2.N
- before ng update:
  - check https://angular.dev/update-guide
  - check your <u>node version</u>
  - also, check 3<sup>rd</sup> party dependencies
- doing ng update

```
ng update @angular/cli @angular/core @angular/material ng update @angular/cli @angular/core angular-eslint
```



### How to nx migrate latest

- Nx Version is different to NG (see Nx feat. NG matrix)
- when to trigger: NG minor version N.1.0 and N.2.N
- before ng update:
  - check https://angular.dev/update-guide
  - check your node version
  - also, check 3<sup>rd</sup> party dependencies
- doing ng update

```
nx migrate latest
```

commit, then run migrations (and then commit again)

```
nx migrate --run-migrations
```



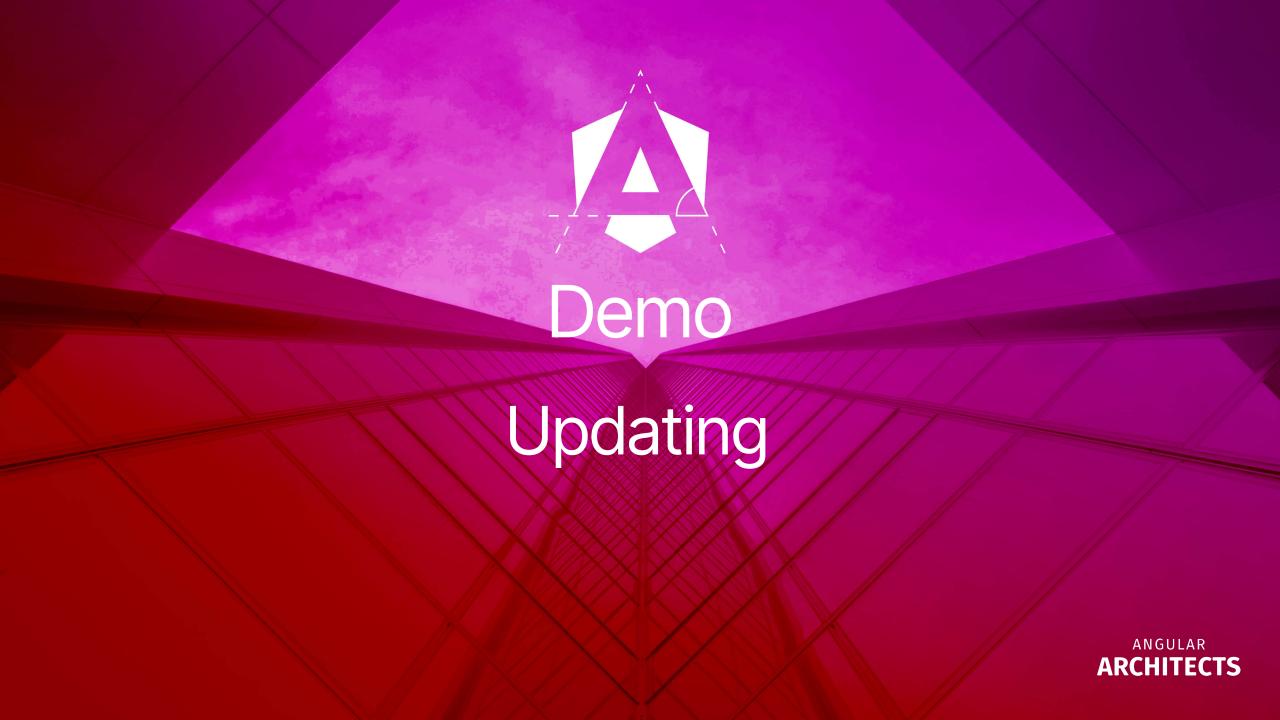
### Updating 3rd party dependencies

after ng update / nx migrate latest check for updates

```
[p]npm outdated
```

- check each package (major/minor) for breaking changes
- do the update (raise version and [p]npm i)
- yes, this is a manual housekeeping process ☺





# Angular migrations

01: standalone 03: build w/ esbuild & vite

05: lazy-loaded routes

02: new control flow

04: inject()

06: signal inputs & queries



# **Updates & Migrations**

- Every six months (NG release N.1.0 and N.2.N)
  - Use ng update or nx migrate latest
  - Update 3<sup>rd</sup> party dependencies
- Important Angular migrations
  - Must do: NgModules → Standalone (for perf & DX)
  - Must do: Old to new control flow (for perf & DX)
  - Do if possible: Migrate to esbuild & vite (for perf & DX)
  - Optional: Migrating to inject()
  - Should do: Lazy-loaded routes (for perf)
  - Should do: Signal inputs & queries (for perf & DX)

Conclusion

ANGULAR ARCHITECTS