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Further Topics of Performance Optimization

Hosted by Alex Thalhammer

Outline

1. Don't use Angular resolvers (if you ask me)
2. Smart vs Dumb Components
3. API Architecture
4. RxJS & NgRx
5. Web Workers for heavy calculations
6. Service Worker / PWA
7. Scheduling
8. Building with Nx
9. Use latest Angular

#1: Don't use Angular resolvers

- Better to show the title and everything possible, even just the frame
- Instead use local spinners where data is being loaded

#2: Thought experiment

- What if <flight-card> would handle use case logic?
 - e.g. communicate with API (thru a service)
- Number of requests ==> Performance?
- Traceability?
- Reusability?



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Smart vs. Dumb
Components

#2: Smart vs. Dumb Components

Smart

- Use Case controller
- Container

Dumb

- Independent of Use Case
- Reusable
- Leaf



#3: API Architecture

- Try to minimize API calls
 - E.g. fetch data in list not list item
 - If possible aggregate data in backend, not frontend
- Think about caching API calls
 - If possible, maybe valid for limited time only
- Maybe use GraphQL?

#4: Use RxJS & NgRx

- Use RxJS properly
 - Share hot observables where possible
 - Pipe operators
 - Use async pipe
 - Manage subscriptions
- Use State Management (NgRx preferred, else NGXS)
 - By using Redux libraries properly, you can improve its performance, by reducing the number of events that occur during data communication



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#4: State management options

- Global
 - NgRx (better)
 - NgXS
- Local
 - State Services / Facades with BehaviourSubjects or Signals
 - [@rx-angular/state](#)

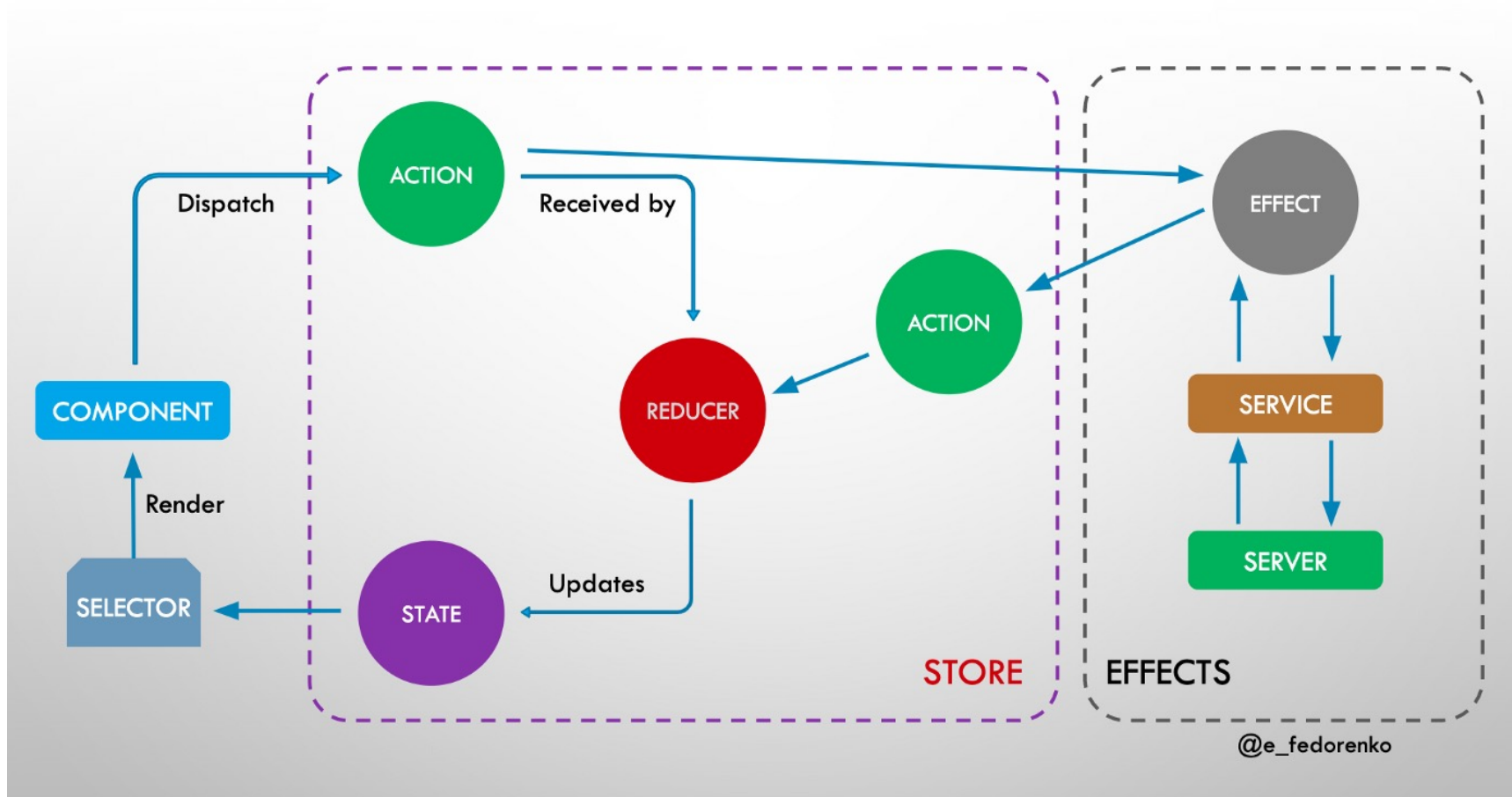


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#4: Global state management (NgRx)



<https://medium.com/angular-in-depth/how-i-wrote-ngrx-store-in-63-lines-of-code-dfe925fe979b>



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#5: Web Workers for heavy calculations

- Problem: JS is single threaded, how to do heavy calculations?
- Solution: Delegate to web worker, it will create a new thread called the Worker Thread that will run a JS script parallel to the main thread

#5: Web Workers – Use cases

- Import external scripts
- Make XMLHttpRequest / API requests
- Use setTimeout() and setInterval()
- Spawn other workers
- Use IndexedDB, Notifications API, Web Crypto API, WebAssembly, WebSockets, WebGL, OffscreenCanvas, ImageData...
- Terminate themselves when you deem they are no longer needed
- ...



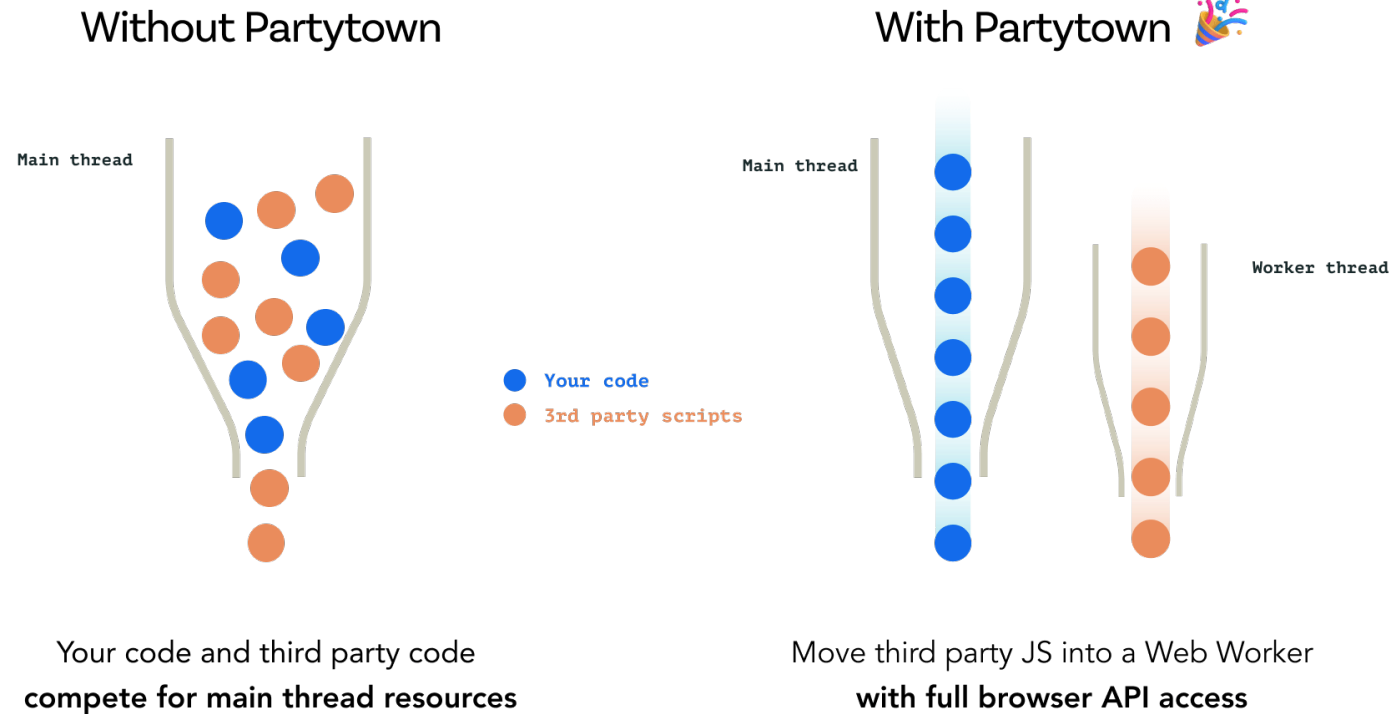
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#5: Web Workers – Implementations

- Worklet API
- partytown
- Comlink?
- ...



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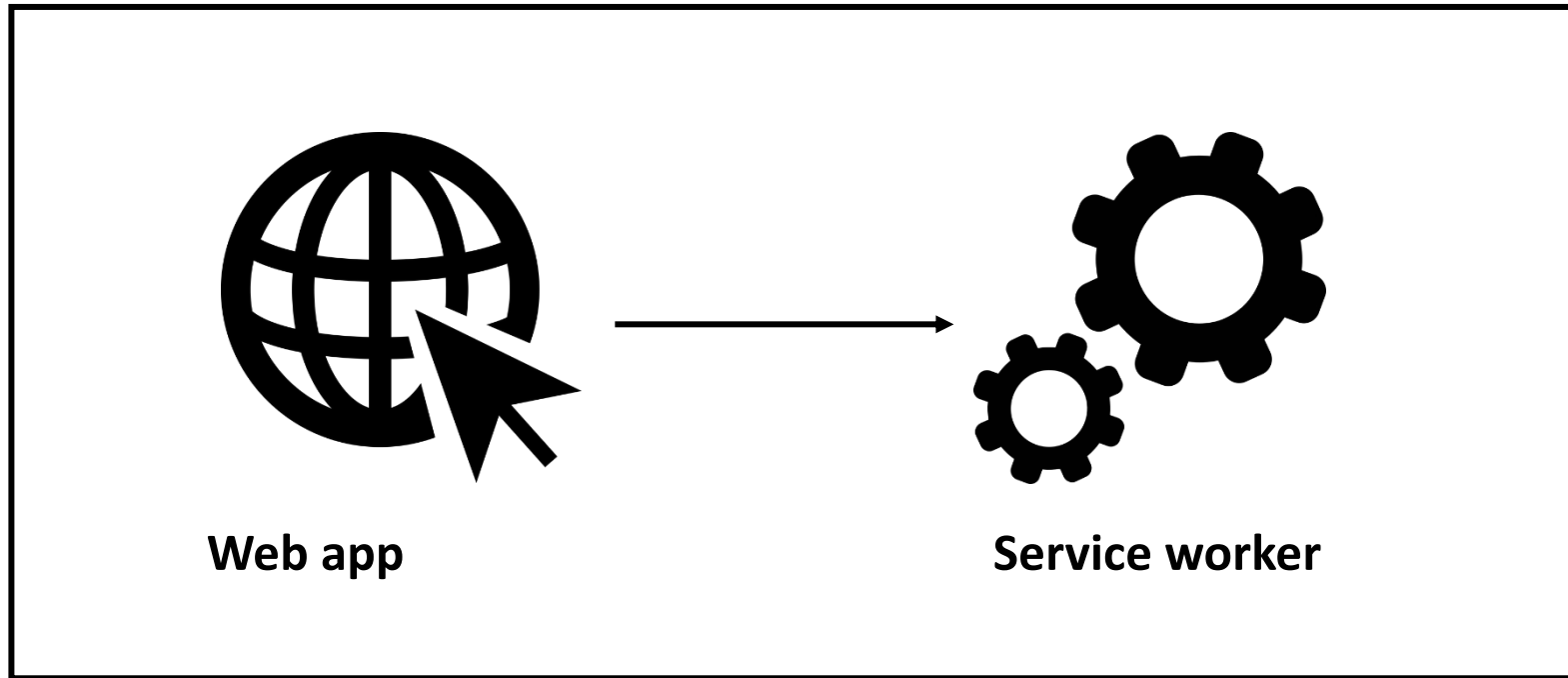


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#6: Service Workers (PWA)

- Handle offline state (no connection)
- Web push notifications (new in iOS)
- Proxy or serving HTTP requests
- Background code execution
- Process payments
- ...

Service Worker



Browser

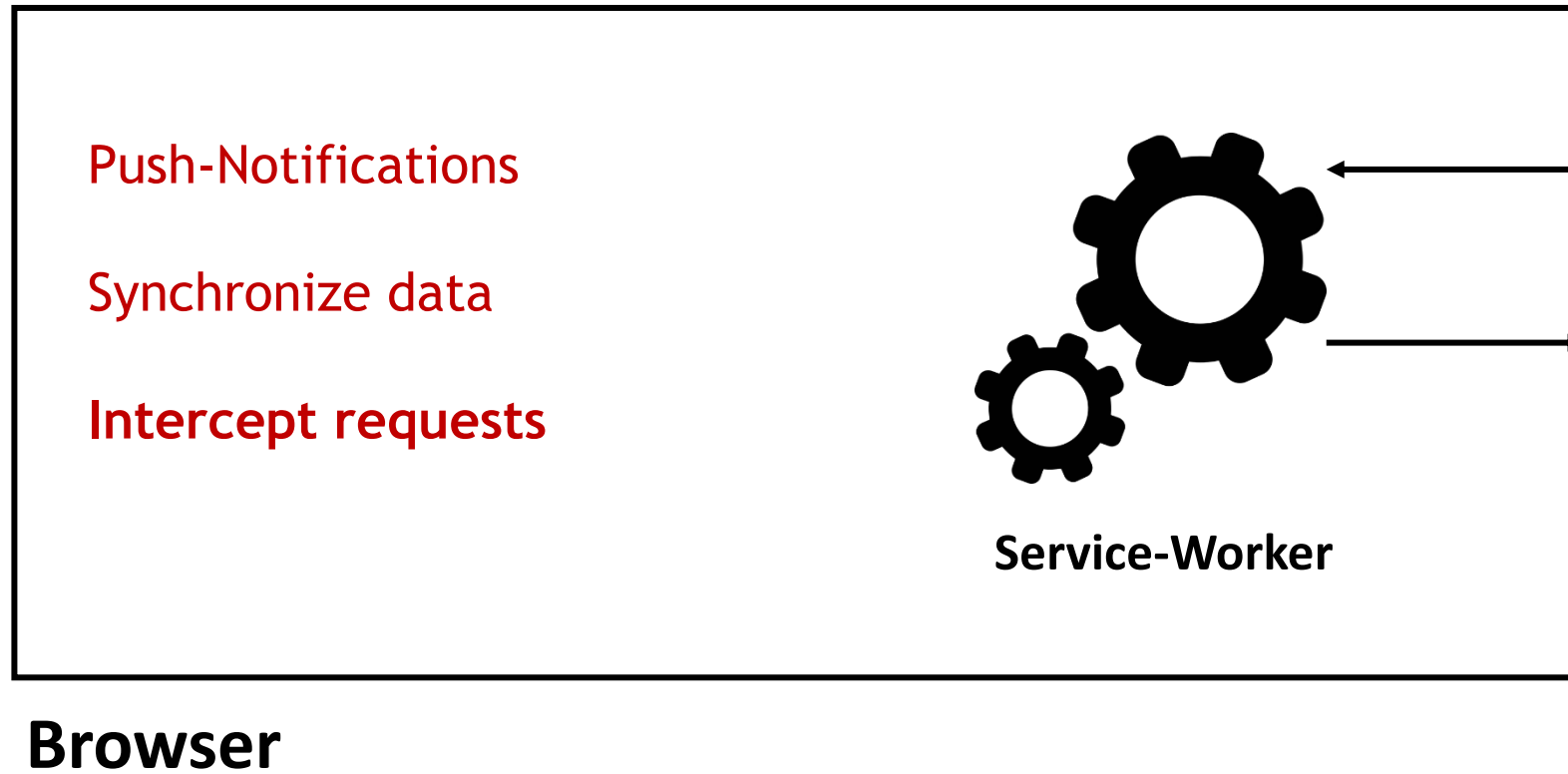


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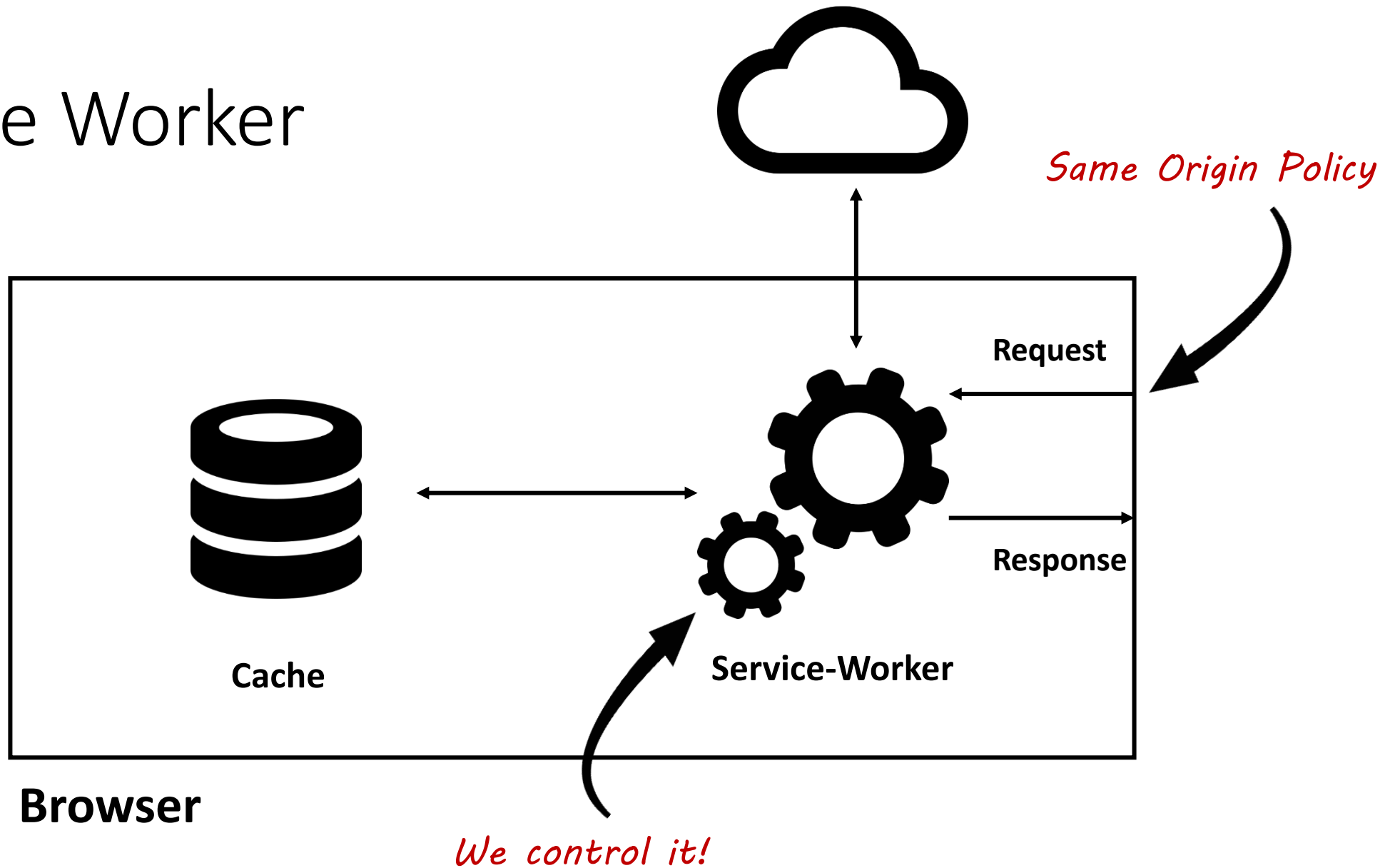


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Service Worker



Service Worker



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Cache Strategies

Cache only

Network only

Try Cache,
fallback to
Network

Try Network,
fallback to
Cache

...



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Add to
home screen

Web App Manifest

```
{
  "name": "Hotel PWA-Demo",
  "short_name": "Hotel",
  "icons": [{
    "src": "images/touch/icon-128x128.png",
    "sizes": "128x128",
    "type": "image/png"
  }, [...] ],
  "start_url": "/index.html?homescreen=1",
  "display": "standalone",
  [...]
}
```



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@angular/pwa

- Installiert @angular/service-worker
 - npm install
 - Importiert Angular-Modul
 - Generiert ngsw-config.json
 - Generiert Web App Manifest
- ng add @angular/pwa

#7: Scheduling

- Use `setTimeout()` to delay work
- Use `setInterval()` to invoke tasks continuously
- Don't forget to `clearTimeout()` and `clearInterval()` on destroy
- Can lead to unwanted Change Detection

#8: Building with Nx

- For bigger / enterprise Apps use @nx
- Nx is a 3rd party extension for Angular CLI supporting
 - Monorepo workspace
 - Split App(s) into buildable parts / libs
 - Only recompile changed parts (both during serve & build)
 - Possible to have a cloud build cache
 - Other features like
 - Schematics / generators
 - Access restrictions
 - Dependency graph
 - Out-of-the-box support for JEST, (Cypress | Playwright) & Storybook



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#9: Use latest Angular

- Try to update to latest version
 - My recommendation: Wait for X.1.0 or X.2.0
- From v. 12 – 15 migration should be easy (and automatic)
- Caution with v. 16: ViewEngine support dropped for libraries
- Use <https://update.angular.io>

Recap

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