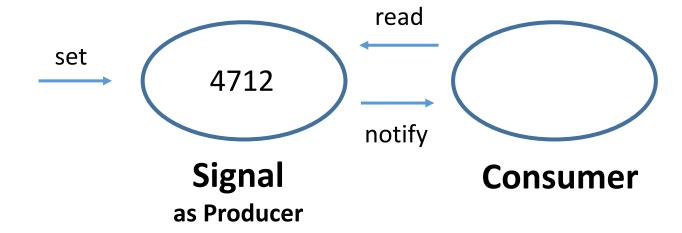


Outline

- 1. Signals
- 2. DestroyRef and takeUntilDestroyed() operator
- 3. Non Destructive Hydration



#1: Signals





#1: Signals – Component without signals



#1: Signals – Component using signals



#1: Signals – RxJS Interop

toObservable(signal)

toSignal(observable\$)



#2: DestroyRef and takeUntilDestroyed() op.

```
@Component({...})
export class AppComponent {
  constructor() {
    inject(DestroyRef).onDestroy(() => {
        // Writte your cleanup logic
    })
  }
}
Only available in the constructor()
```

```
const sub = this.store.select(getUser()).pipe(takeUntilDestroyed())
   .subscribe((user) => {
   this.user = user
});
```



#3: Non Destructive Hydration

Server Side Rendering

Until NG 15 the complete DOM was destroyed and rerendered

From NG 16 the DOM from the server will be partially replaced

Thus we don't have a flash → better UX

