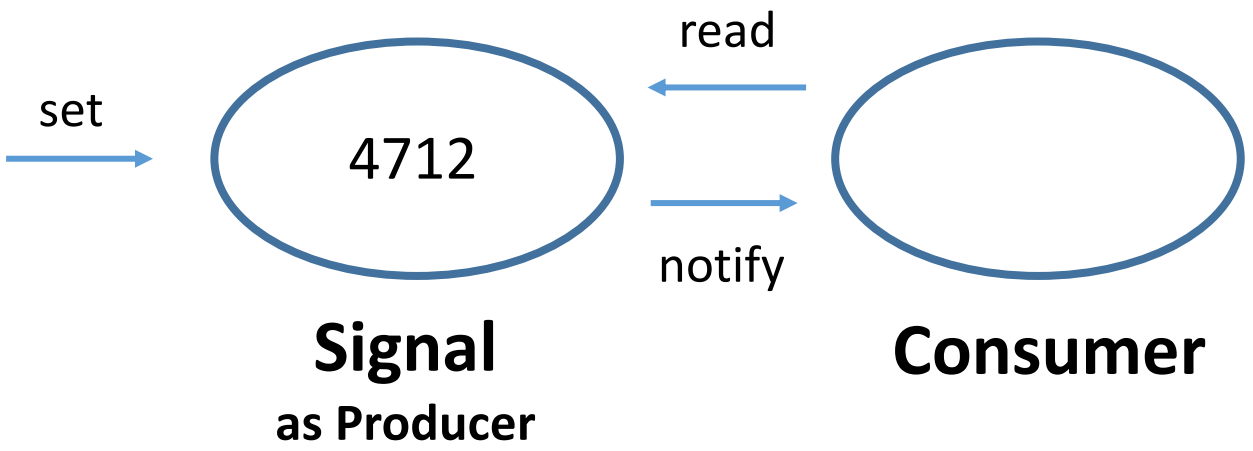

ANGULAR
ARCHITECTS
INSIDE KNOWLEDGE
The Future
Of Angular
Hosted by Alex Thalhammer

Outline

1. Signals
2. takeUntilDestroyed and DestroyRef
3. Non Destructive Hydration

#1: Signals



#1: Signals – Component without signals

```
flights: Flight[] = [];
```

```
const flights = await this.flightService.findAsPromise(from, to);
this.flights = flights;
```

```
<div *ngFor="let f of flights">
    <flight-card [item]="f" />
</div>
```

#1: Signals – Component using signals

```
flights = signal<Flight[]>([]);
```

```
const flights = await this.flightService.findAsPromise(from, to);
this.flights.set(flights);
```

```
<div *ngFor="let f of flights()">
    <flight-card [item]="f" />
</div>
```

#1: Signals – RxJS Interop

toObservable(signal)

toSignal(observable$)

#2: takeUntilDestroyed and DestroyRef

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

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

Only available in the constructor()

#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