



ANGULAR
ARCHITECTS

Updates & Migrations

Alexander Thalhammer | @LX_T

Updates & Migrations

- How to update Angular projects
 - Using ng update or nx migrate latest
 - Updating 3rd 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 [node version](#)
 - also, check 3rd party dependencies
- doing ng update

```
ng update @angular/cli @angular/core
```

```
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 3rd 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[p]npm outdated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 😊



Demo

Updating

Angular migrations

01:
standalone

03: build w/
esbuild & vite

05: lazy-
loaded routes

02: new
control flow

04: inject()

06: signal
inputs &
queries



Demo

Migrating

Updates & Migrations

- Every six months (NG release N.1.0 and N.2.N)
 - Use ng update or nx migrate latest
 - Update 3rd 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