



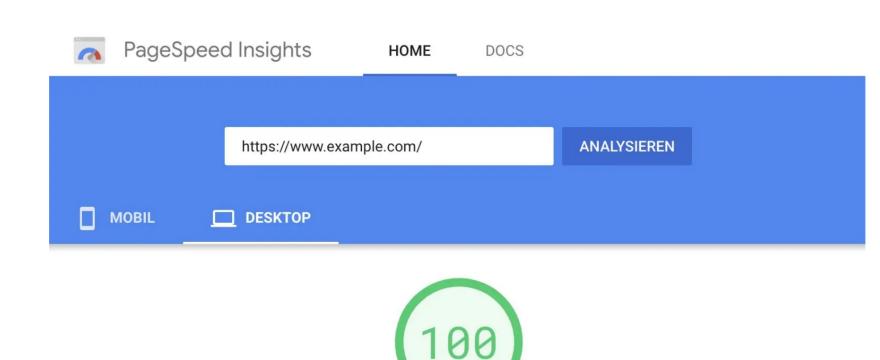


#### Outline

- 1. Use web performance best practices
- 2. Use NgOptimizedImage (since NG 14.2.0)
- 3. Use Build Optimization
- 4. Avoid large 3rd party libs / CSS frameworks
- 5. Use Lazy Loading done right
- 6. Critical Rendering Path / Above the fold
- 7. Server-side rendering & prerender or cache on the server
- 8. Use a URL cache



Web Performance Best Practices



https://www.example.com/





#### #1: Use web performance best practices - I

#### **Problems:**

- Images not optimized
- Images not properly sized
- Slow server infrastructure
- Unused JS code or CSS styles
- Too large assets, too many assets
- Caching not configured correctly
- Compression not configured correctly
- ...



## #1: Use web performance best practices - II

#### Identify:

- Lighthouse & PageSpeed Insights
- WebPageTest.org or
- Chrome DevTools



#### #1: Use web performance best practices - III

#### Solutions:

- Images not optimized → Use .webp, .avif or .svg
- Images not properly sized → Use srcsets
- Slow server infrastructure → HTTP/2, CDN
- Unused JS code or CSS styles → Clean up & lazy load assets
- Too large assets, too many assets -> Clean up & lazy load assets
- Caching not configured correctly 

  Configure it
- Compression not configured correctly → Brotli or Gzip
- ...



### #2: Use NgOptimizedImage (since NG 14.2.0)

• Problem: Lighthouse or PageSpeed report image errors / warnings

Identify: Lighthouse & PageSpeed Insights / WebPageTest or DevTools

- Solution: Use NgOptimizedImage's ngSrc instead of src attribute
  - Takes care of intelligent lazy loading
  - Prioritization of critical images ("above-the-fold")
  - Also creates srcset & sizes attributes (for responsive sizes, since NG 15.0.0)
  - Also supports high-resolution devices ("Retina images")



Build optimization





## #3: Advantages of Angular Ivy (since V9)

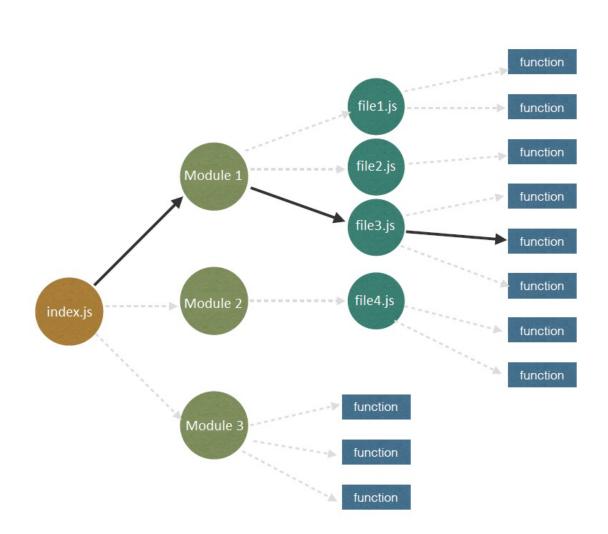
- Angular ViewEngine itself was not tree-shakable
- Default since NG 10, for libs default since NG 12
- AOT per default 

  You don't need to include the compiler!
- Ivy also does a lot of under the hood optimization
- Tools can easier analyse the code
  - Remove unneeded parts of frameworks
  - Called Tree Shaking
    - Also 3rd party and
    - Even our own libs



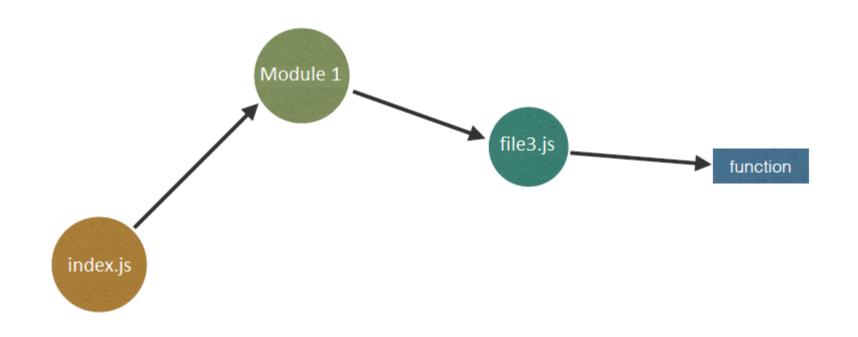
## #3: Tree Shaking

#### **Before Tree Shaking**



## #3: Tree Shaking

#### **After Tree Shaking**





#### #3: Use Build Optimization — I

#### Problem:

- Too large build
- Downloading the Angular App takes too much time / ressources

#### Identify:

- CSS / JS Files not minimized
- Unused JS code included in the build



#### #3: Use Build Optimization — II

#### Solution:

- Use production build
  - ng b(uild) (--c production)
- Set up angular.json correctly

```
"production": {
   "buildOptimizer": true,
   "optimization": true,
   "vendorChunk": true
}
```



# DEMO – Build Configuration



## #4: Avoid large 3<sup>rd</sup> party libs / CSS frameworks

- Problem: Importing large 3rd party libraries that are not treeshakable
  - moment
  - lodash
  - charts
  - ...
- Identify: Source Map Analyzer or Webpack Bundle Analyzer
- Solution: Remove or replace that lib / framework
  - moment → date-fns
  - $lodash \rightarrow lodash-es$
  - ...



# DEMO – Large Libs



# Lab

Initial Load Performance



Lazy Loading



### #5: Angular Lazy Loading

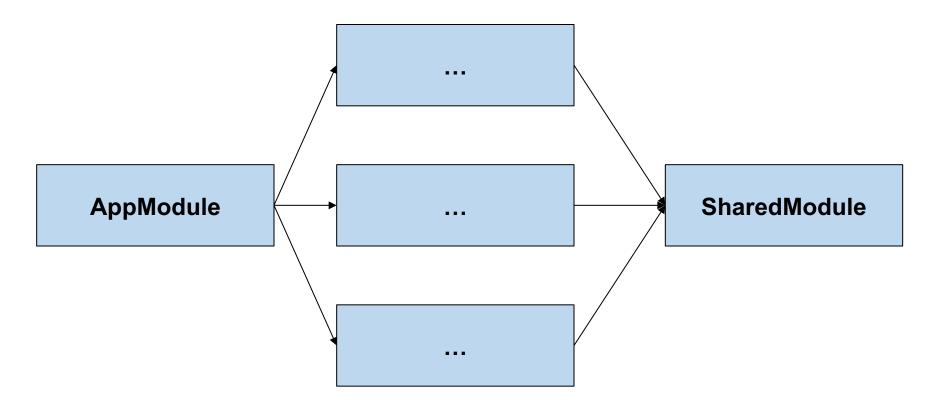
Lazy Loading means: Load it later, after startup

Better initial load performance

But: Delay during execution for loading on demand



## #5: Angular Module Structure



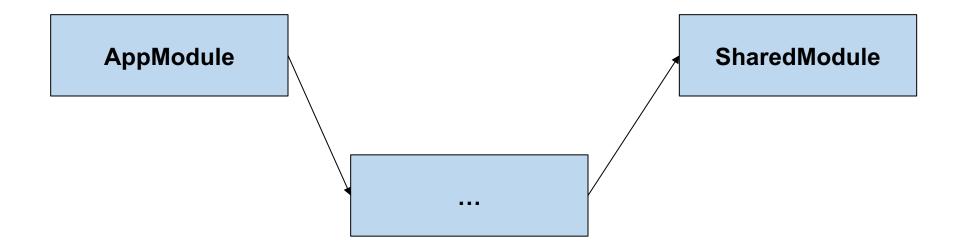
**Root Module** 

**Feature Modules** 

**Shared Module** 



## #5: Angular Lazy Loading



**Root Module** 

**Feature Modules** 

**Shared Module** 



### #5: AppModule Routes with Lazy Loading



### #5: Routes for "lazy" Module



**Triggers Lazy Loading w/ loadChildren** 



Preloading



#### #5: Preloading Modules

- Module that might be needed later are loaded after the application started
- When module is needed it is available immediately



## #5: Activate Preloading (in AppModule)



#### #5: Use Lazy Loading a lot

#### Problem:

- Loading to much source (libs / components) at startup
- Resulting in a big main bundle (and vendor if used)

#### Identify:

- Not using lazy loading throughout the App (source code)
- Webpack Bundle Analyzer or
- Import Graph Visualizer



## #5: Use Lazy Loading a lot - but carefully ;-)

#### Solution:

- Implement lazy loading whereever you can
  - Use lazy loading with the router
    - Modules
    - Components (new since NG15!)
    - Maybe use a CustomPreloadingStrategy if App is very big
  - Use dynamic components
- Use Import Graph Visualizer to detect why things land in main bundle
- But don't lazyload the initial feature, because it will be delayed ;-)
- And don't destroy lazy loading by (eagerly) loading a huge shared module



#### #5 What about services?

```
...
@Injectable({
   providedIn: 'root'
})
...
```

- When used by 1 lazy loaded module/comp exlusively it will be put into that chunk
- When used by 2 or more lazy loaded modules/comps it will be put into a common chunk
- When used by an eagerly loaded part it will be put into main bundle



# DEMO – Lazy Loading



## #5.1 Intelligent Preloading with ngx-quicklink

```
imports: [
    [...]
    QuicklinkModule,
    RouterModule.forRoot(
         ROUTE_CONFIG,
         { preloadingStrategy: QuicklinkStrategy }
    );
]
...
```

https://web.dev/route-preloading-in-angular/ https://www.npmjs.com/package/ngx-quicklink



# DEMO – Ngx Quicklink



#### #5.2 Lazy Loading without Standalone Comps



# DEMO –Lazy Loading Standalone



# DEMO – Dynamic Lazy Loading



#### #5.5 Lazy Loading without the router

```
... <ng-container #cnt></ng-container>
```



# Lab

Lazy Loading



## #6: Critical Rendering Path / Above the fold

Problem: Bad PageSpeed Score that cannot be fixed with #1

- Identify: Initial load is too slow
  - Using Lighthouse / PageSpeed Insights or
  - WebPageTest

- Solution: Use custom lazy loading of content below the fold
  - Not trivial
  - Has to be implemented manually



Server-side rendering



### #7: Server-side rendering (Angular Universal)

- Problem: After download rendering on the client takes too much time
  - Search Engines may not be abled to index the App correctly
- Identify: After .js files have been loaded js main thread takes too long
  - Search Engines don't index correctly
- Solution: Use Angular Universal
  - Page is rendered on the server and then served to the client



## #7: Server-side rendering (Angular 16)

New feature called "non destructive hydration"





## #7.5: Prerender important routes (Universal)

• Problem: Server response takes to long cos page has to be rendered

Identify: Long server response time when using Universal SSR

- Solution: Prerender the important pages on the server
  - Built-in Angular Universal since V11
  - Then serve them rendered to the user



### #8: Use a (URL) cache

#### **Alternative Solution:**

- Of course you could also use an alternative caching solution
  - E.g. Cloudflare or any other CDN



#### Recap

- 1. Use web performance best practices
- 2. Use NgOptimizedImage (since v15)
- 3. Use Build Optimization
- 4. Avoid large 3rd party libs / CSS frameworks
- 5. Use Lazy Loading done right
- 6. Critical Rendering Path / Above the fold
- 7. Server-side rendering & prerender or cache on the server
- 8. Use a URL cache



#### References

- Optimize the bundle size of an Angular application
  - https://www.youtube.com/watch?v=19T3O7XWJkA

- Angular Docs
  - NgOptimizedImage
  - NG Build
  - Lazy-loading feature modules
  - Server-side rendering (SSR) with Angular Universal

