Angular Advanced short recap – day #2

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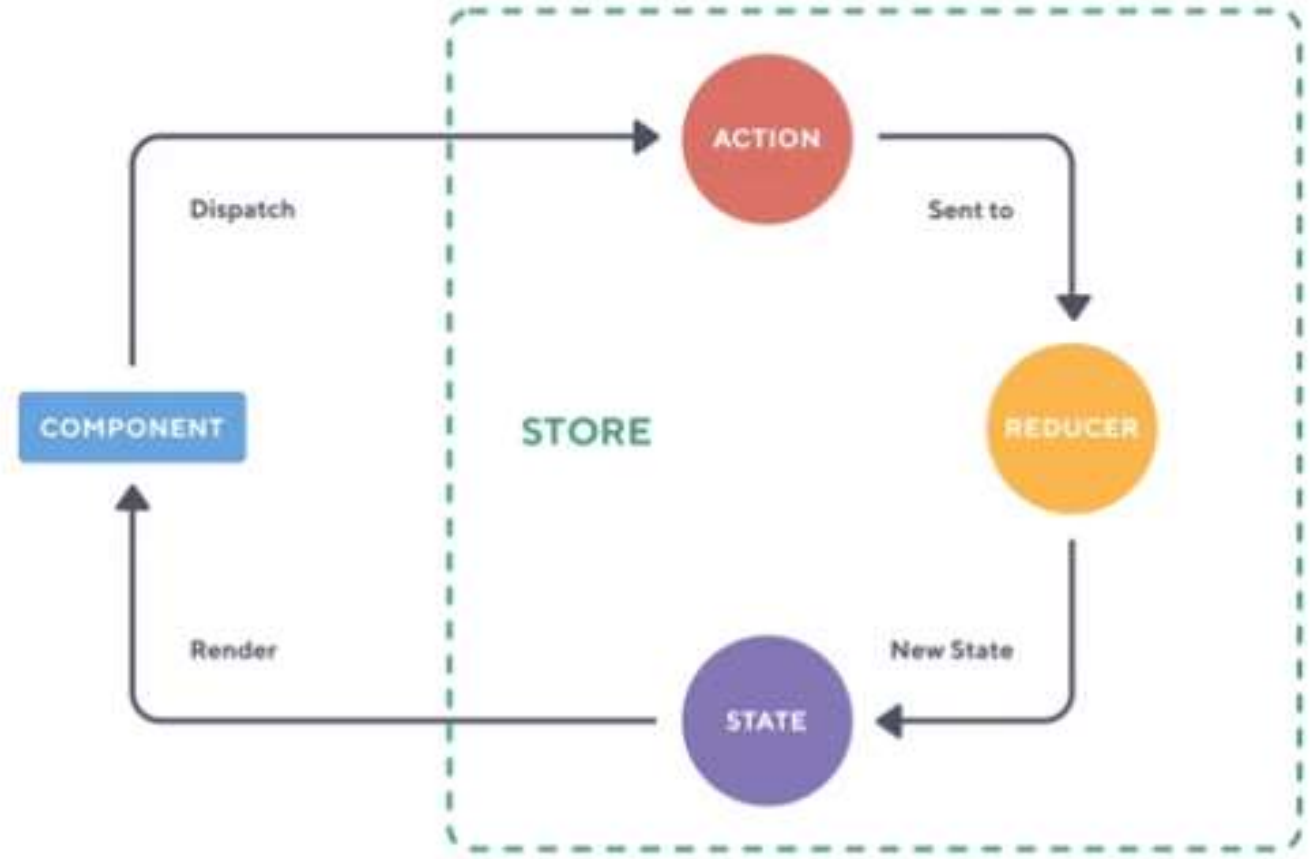
Recap day 2 – State Management

- User Interface Libraries
  - Bootstrap-variants, ng-zorro, Angular Material, PrimeFaces
- Observables – from scratch
- State Management
  - Concepts – store, state, actions, reducers
  - Working with basic types & complex types
  - Working with `Http` (directly)
  - Redux DevTools
  - Using `@ngrx/effects` and `@Effect()`

REDUX ARCHITECTURE

One-way dataflow



https://platform.ultimateangular.com/courses/ngrx-store-effects/lectures/3788532

Yesterdays questions:

- Making sure a module is only loaded once
  - `../110-lazy-loading`
  - We added a CoreModule. It can be loaded only once
- Updating a City in the store
  - `…207-ngrx-store-complex-types`
  - We used [(ngModel)] to update a City type
- ElementRef/Renderer2 example – not gotten around to it.

Optional – workshop

Case

(see slides in repo)

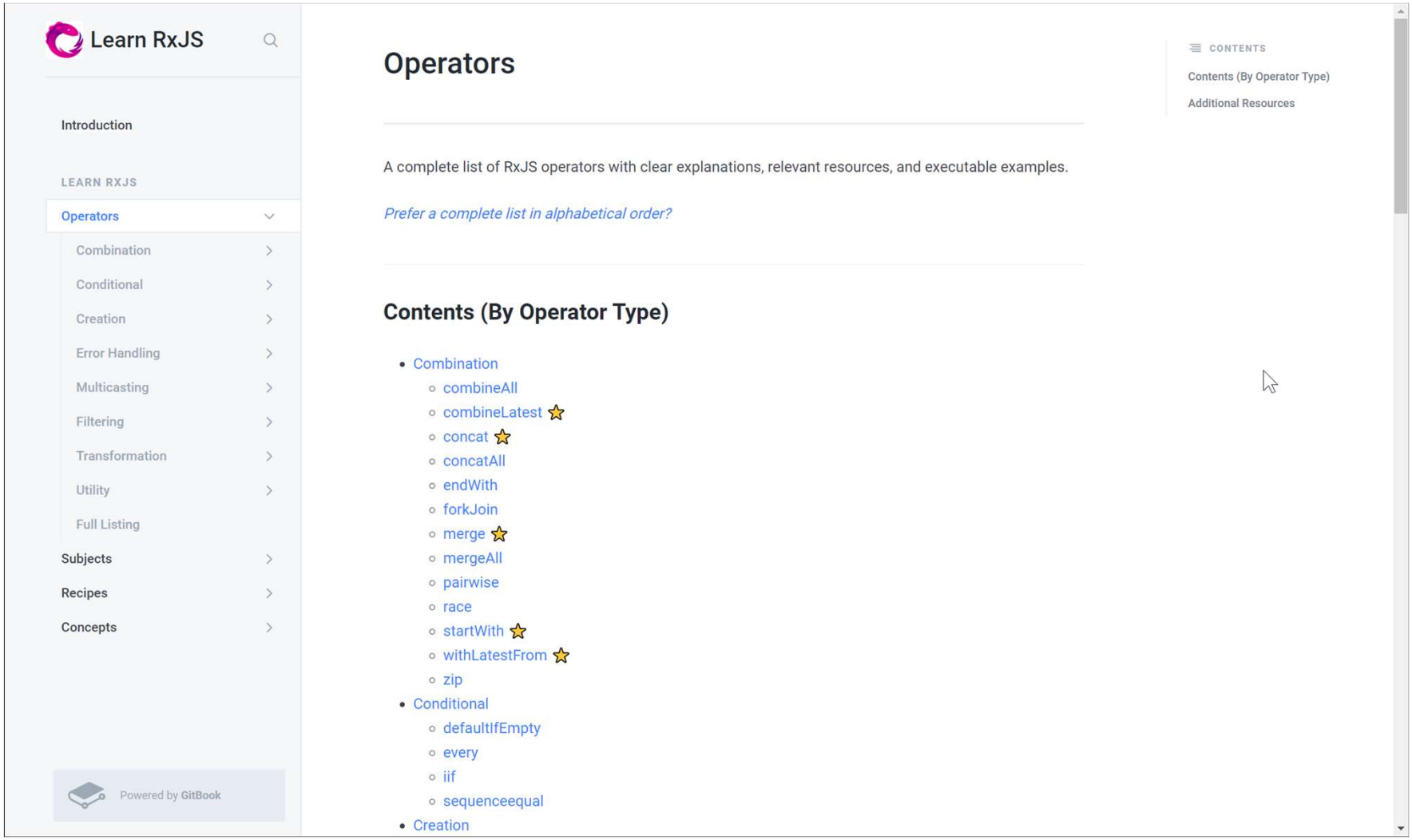
Any other questions?

Today - day 3 – Miscellaneous

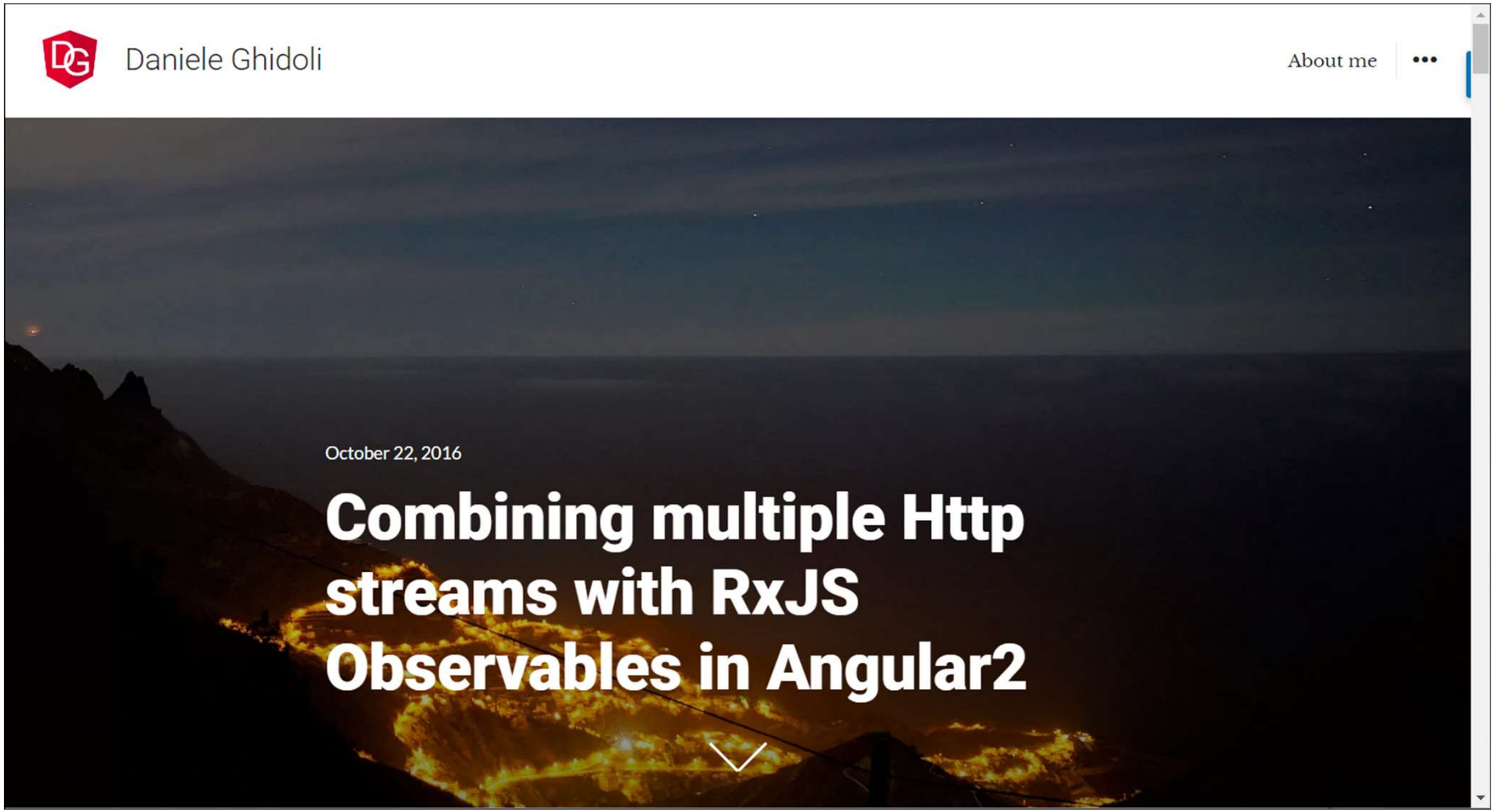
- Q & A
- Angular Performance tips/tricks/tools
- Some observable operators
- Enterprise applications – monorepo….or not?
- Creating Angular Libraries [publish to NPM]
- Realtime databases w/ firebase?
- Unit Testing ?

- …wrap up a little bit early

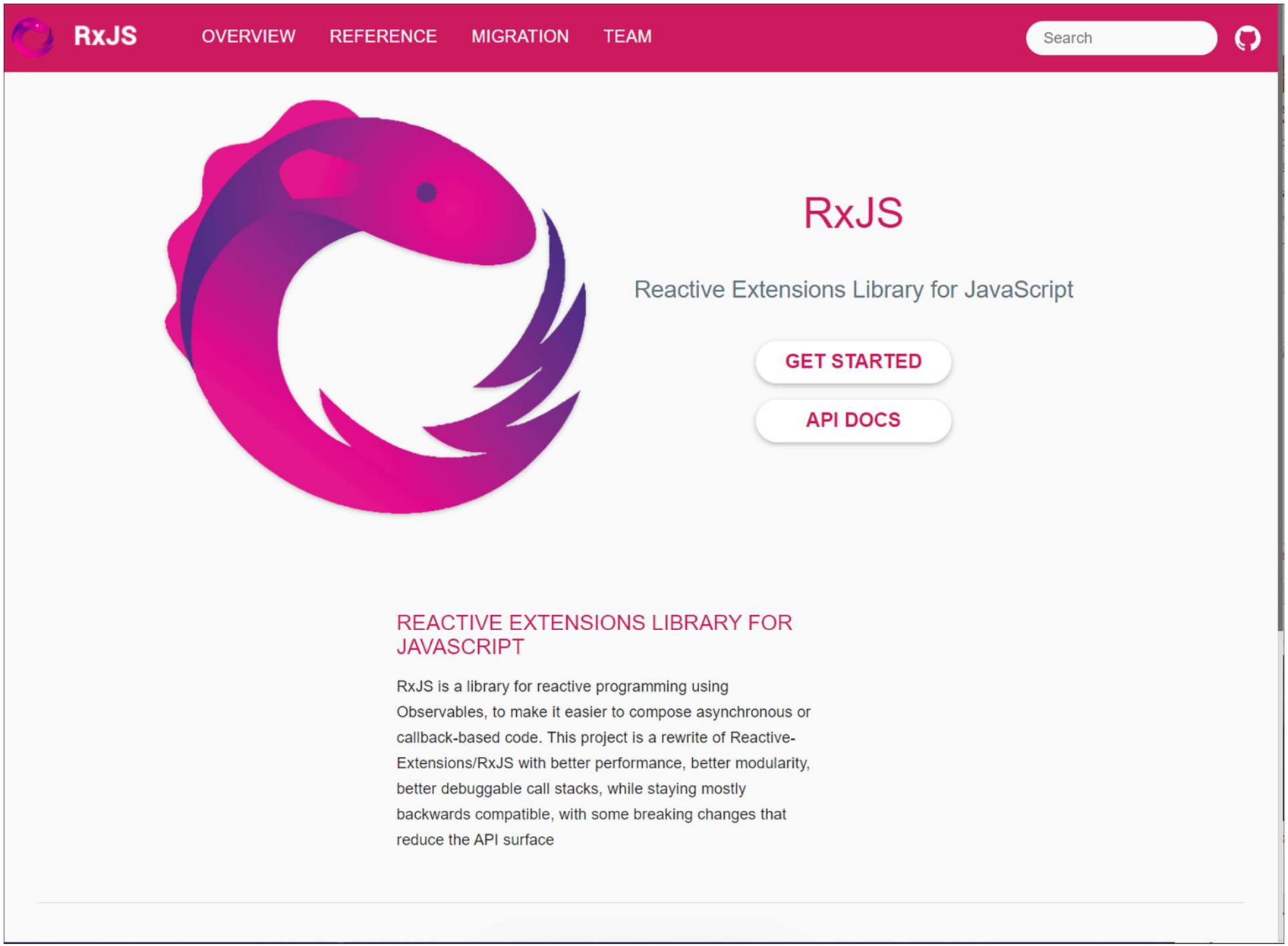
More info on Observables



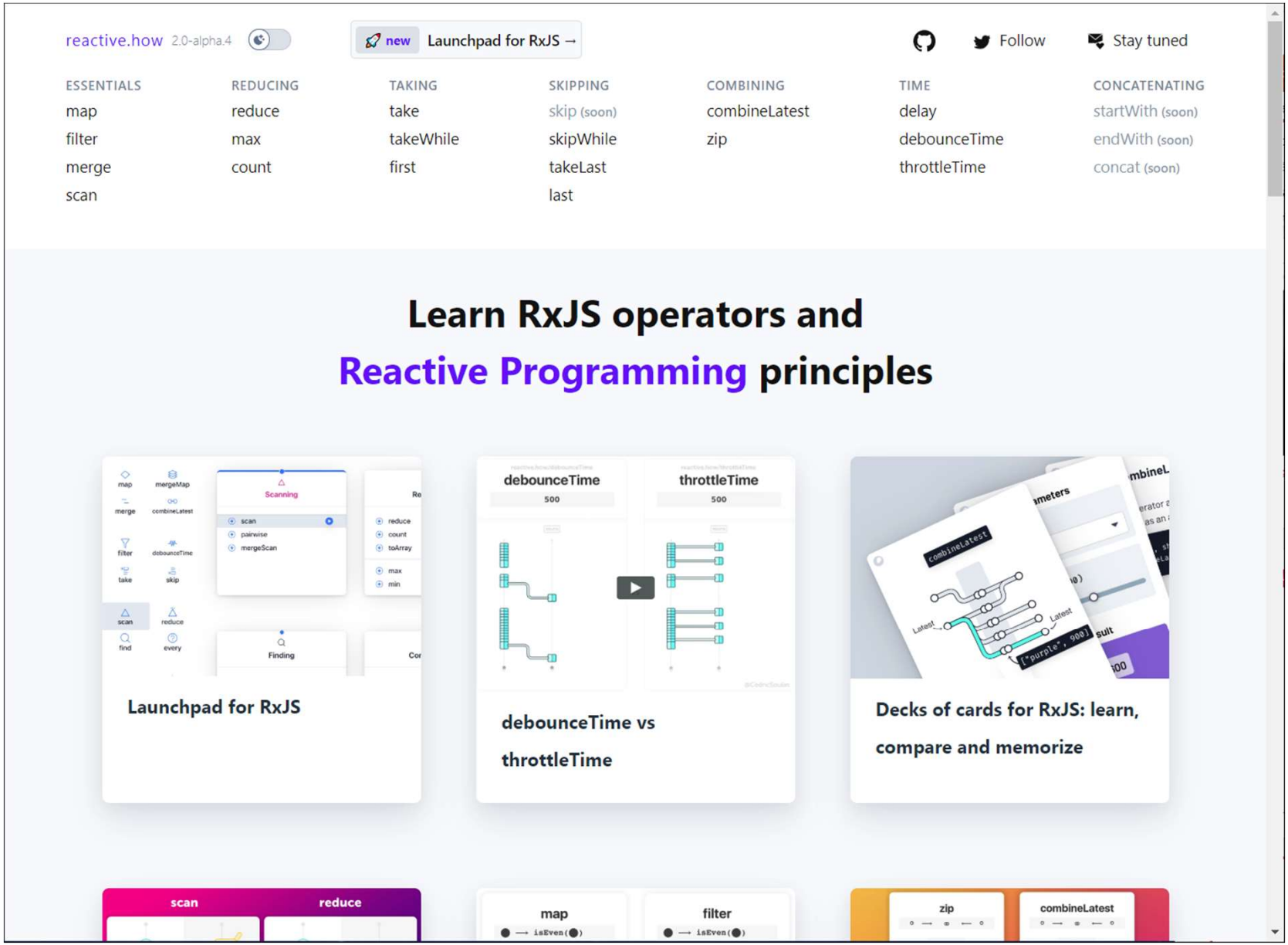
https://www.learnrxjs.io/



http://blog.danieleghidoli.it/2016/10/22/http-rxjs-observables-angular/



https://rxjs-dev.firebaseapp.com/

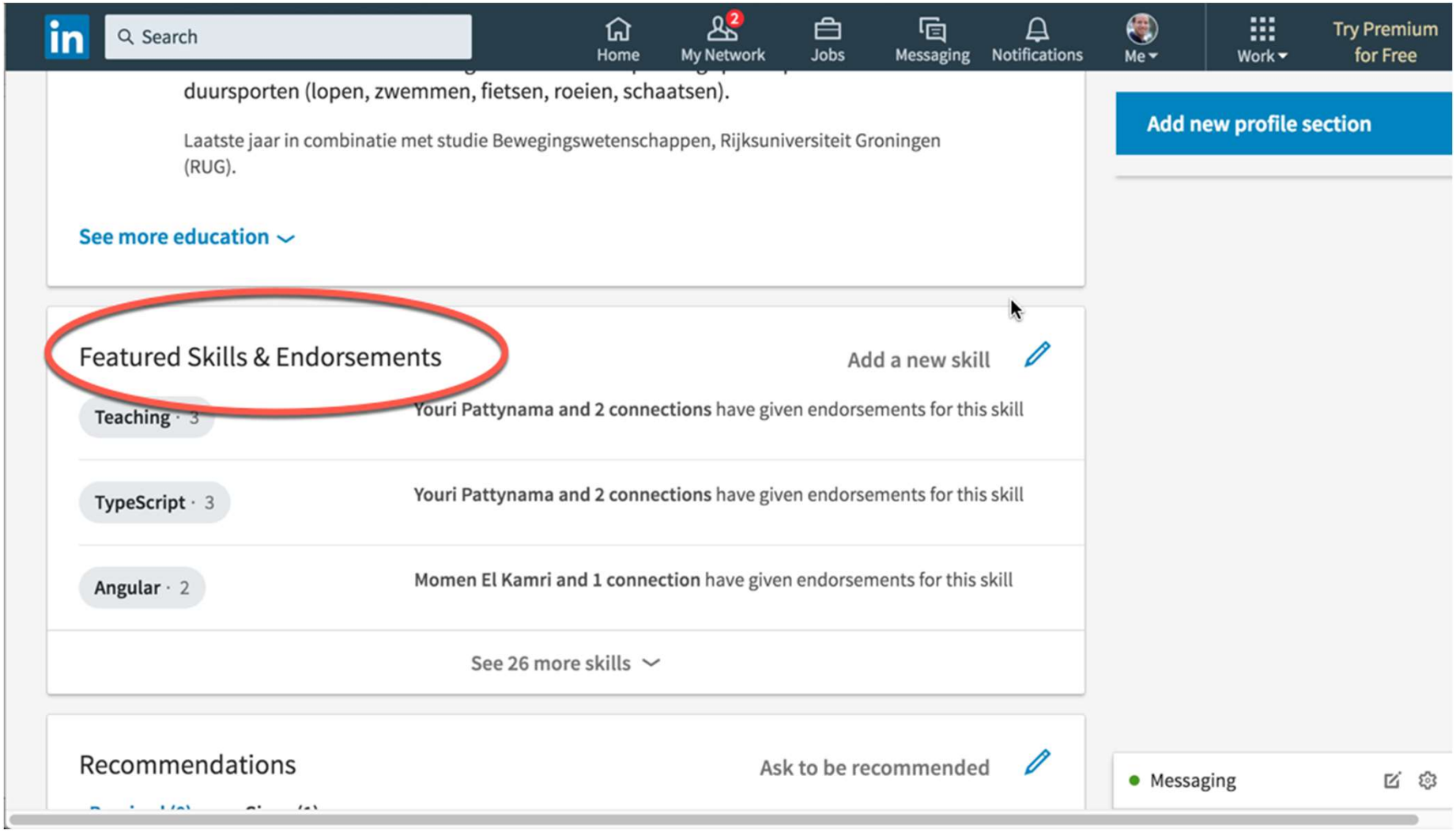


https://reactive.how/

Wrap up

- Angular CLI tips & tricks
- NG applications with multiple modules
  - Routing and Lazy loading modules
  - Loading strategies
- State Management
- Design patterns
- Performance tips/tricks/tools
- Observables, RxJS operators
- Unit Testing
- Monorepo’s & Libraries

Let’s connect



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