NgRx Signals

Redux - lite

NgRx Signals

Core Principles
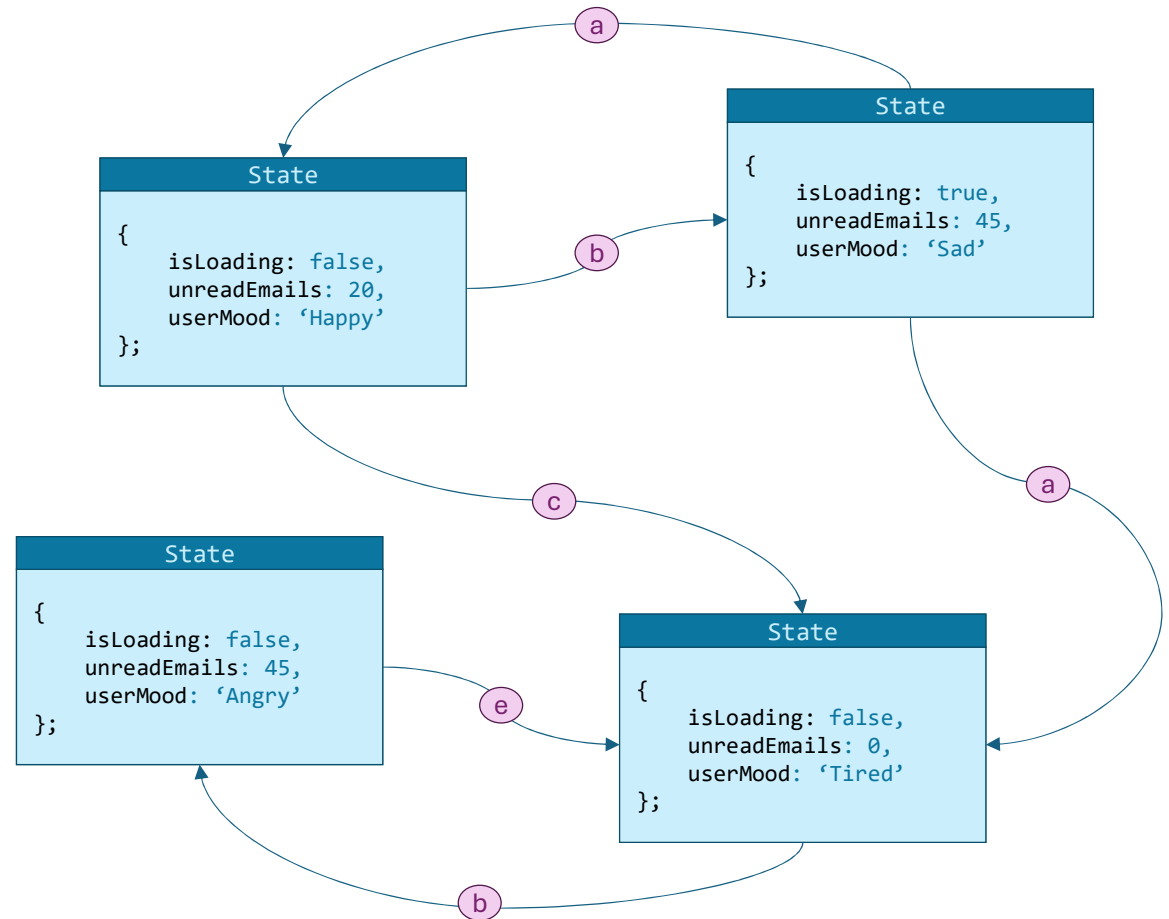
- ✓ Single Point of Truth
- ✓ Immutability
- ✓ Pure Functions

NgRx Signals
State Machine

- **State** is an object holding all the changeable data in the application / feature

- Any change to data means that you move from one **state** to another

- **State** is replaced as a result of an **Action**

State

```
{
    isLoading: false,
    unreadEmails: 20,
    userMood: 'Happy'
};
```

State

```
{
    isLoading: true,
    unreadEmails: 45,
    userMood: 'Sad'
};
```

State

```
{
    isLoading: false,
    unreadEmails: 45,
    userMood: 'Angry'
};
```

State

```
{
    isLoading: false,
    unreadEmails: 0,
    userMood: 'Tired'
};
```

a
b
c
a
e
b

NgRx Signals

Core and Derived

```
{
    firstName: 'John',
    lastName: 'Doe',
    birthYear: 1990
}
```

```
{
    firstName: 'John',
    lastName: 'Doe',
    birthYear: 1990
    fullName: 'John Doe',
    age: 34
}
```