



## Angular Advanced State management and @ngrx/store



Peter Kassenaar

info@kassenaar.com

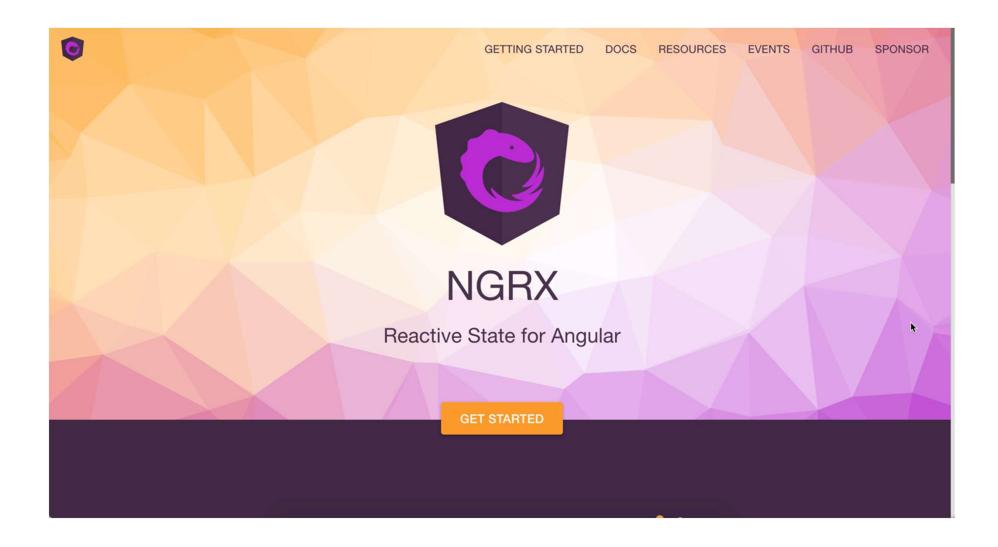
#### **What is State Management?**

- Various design patterns, used for managing *state* (data in its broadest sense!) in your application.
- Multiple solutions possible depends on application & framework





#### https://ngrx.io/

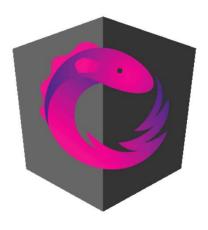


#### What is ngrx?

"Ngrx provides reactive state management for Angular apps inspired by Redux"

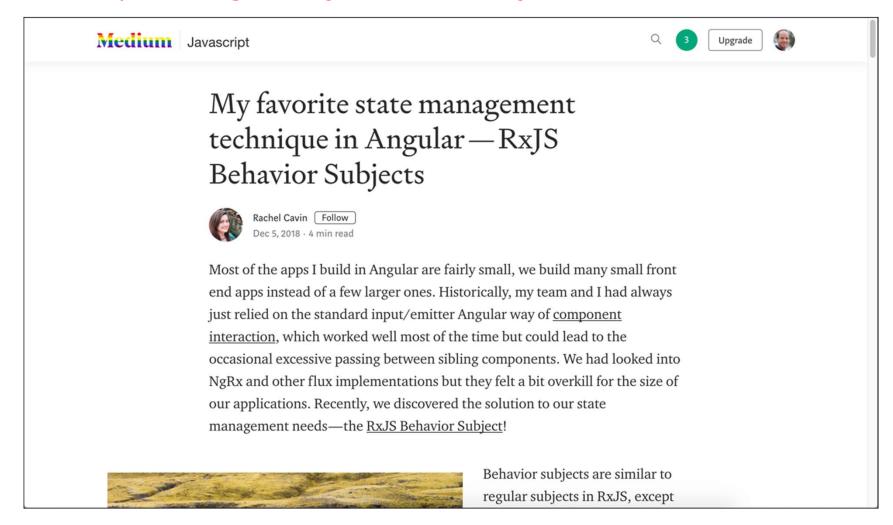
#### @ngrx/store - 3 generations

- Generation #1 Angular 2
  - Creator: Rob Wormald
  - Simple implementation, (almost) all hand coded
- Generation #2 Angular 4-7
  - Action Creators, custom payload
  - @Effects
- Generation #3 Angular 8+
  - createAction(), createReducer() and more
  - (they try to make it) less complex...
  - …if you know the principles and where to look



#### Maybe you don't need a store...

 https://medium.com/@rmcavin/my-favorite-state-managementtechnique-in-angular-rxjs-behavior-subjects-49f18daa31a7

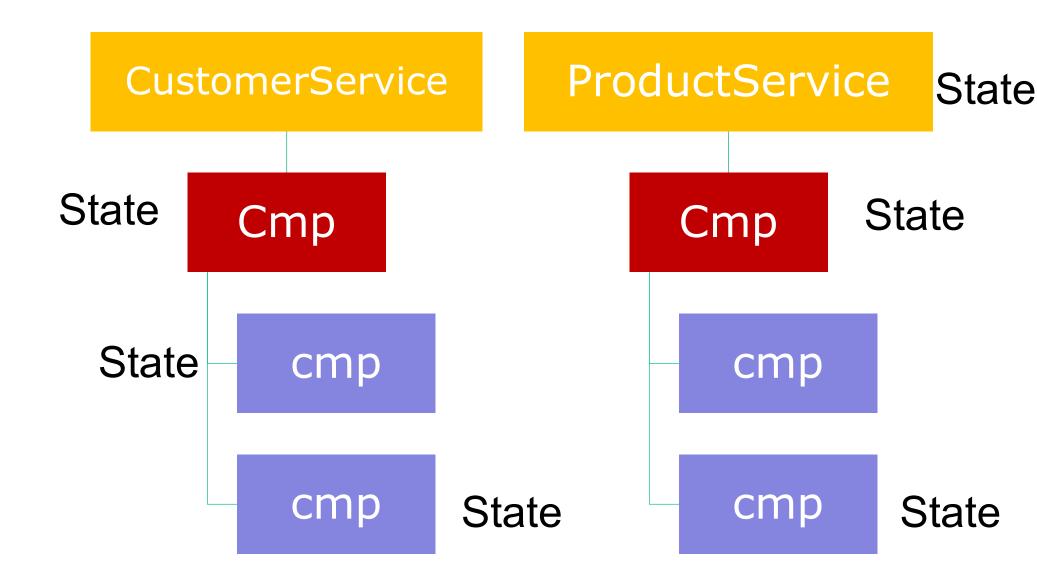




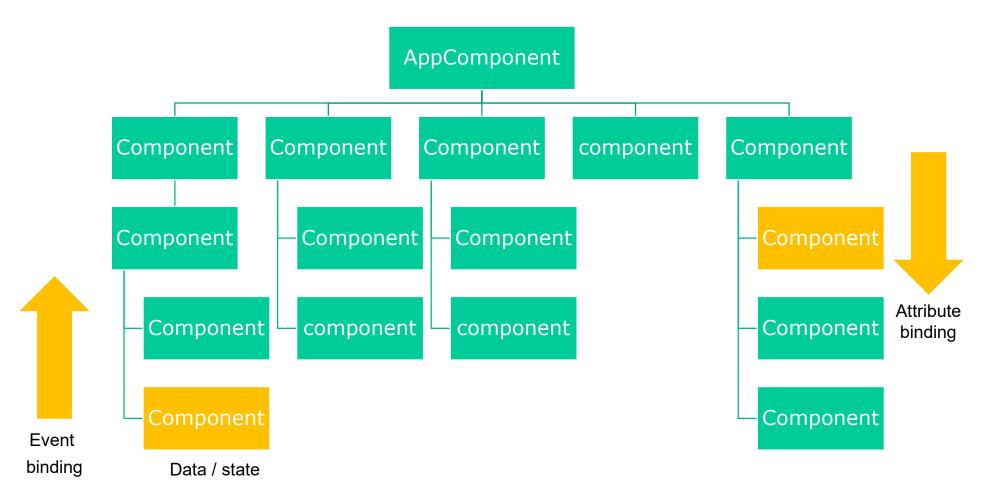
# Why state management?

Why on earth would you need/want a Store?

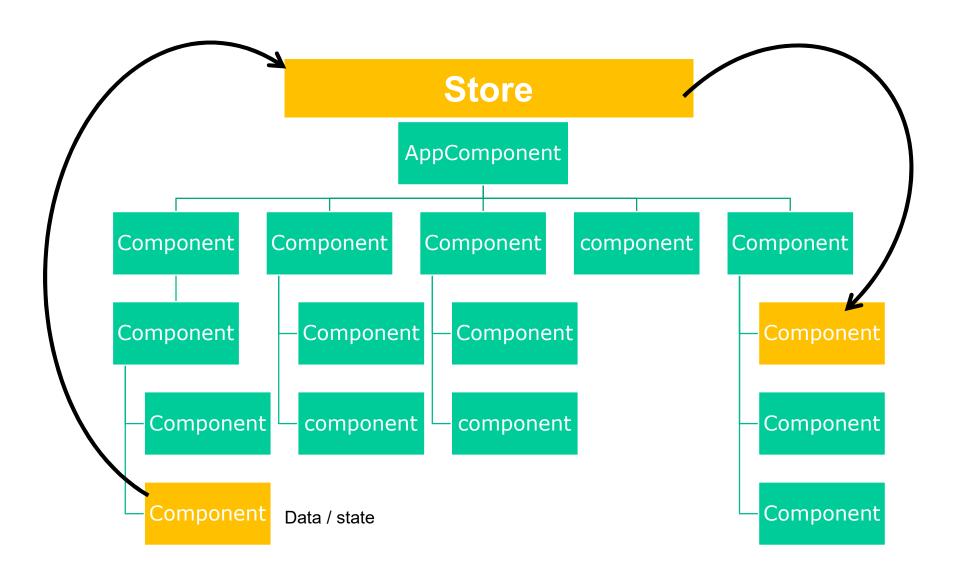
#### State management without a store



#### Data flow in complex applications



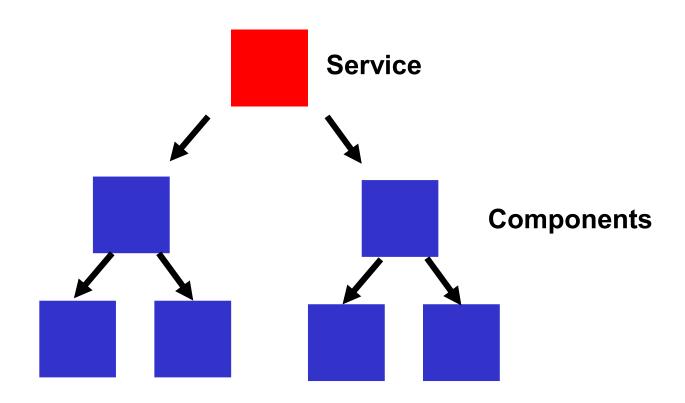
#### State management with a store



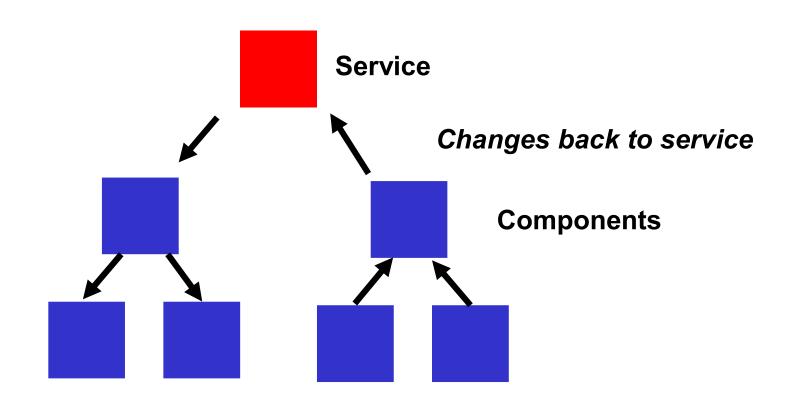
#### Benefits of using a store

- State is only changed in a controlled way
- Component state is also driven from the store
- Based on immutable objects b/c they are predictable
- In Angular immutability is fast
  - Because no changes can appear, no change detection is needed!
- Developer tools available to debug and see how the store changes over time
  - "Time travelling Developer tools"

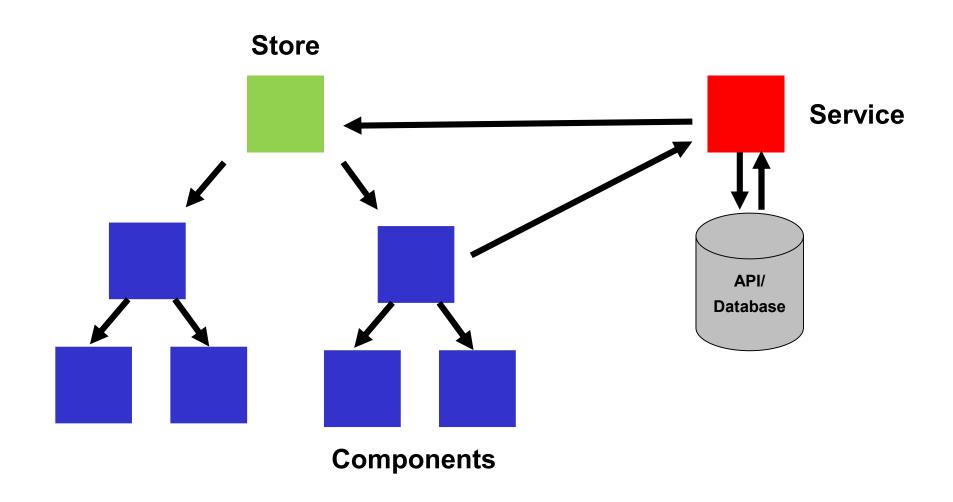
#### Store architecture - #2 - traditional



#### **Store architecture - #2**



#### **Store architecture - #2 with a store**



#### **Angular State Management**

• Simple applications - In the component

```
counter : number = 0;
this.counter += 1;
```

• Intermediate applications - In a service

```
• counter : number = 0;
• this.counter = this.counterService.increment(1);
```

Cache counter value in the service

• Larger applications - In a data store - all based on observables

```
counter$: Observable<number>;

constructor(private store: Store<State>) {
        this.counter$ = store.pipe(
            select('counter')
        );
}

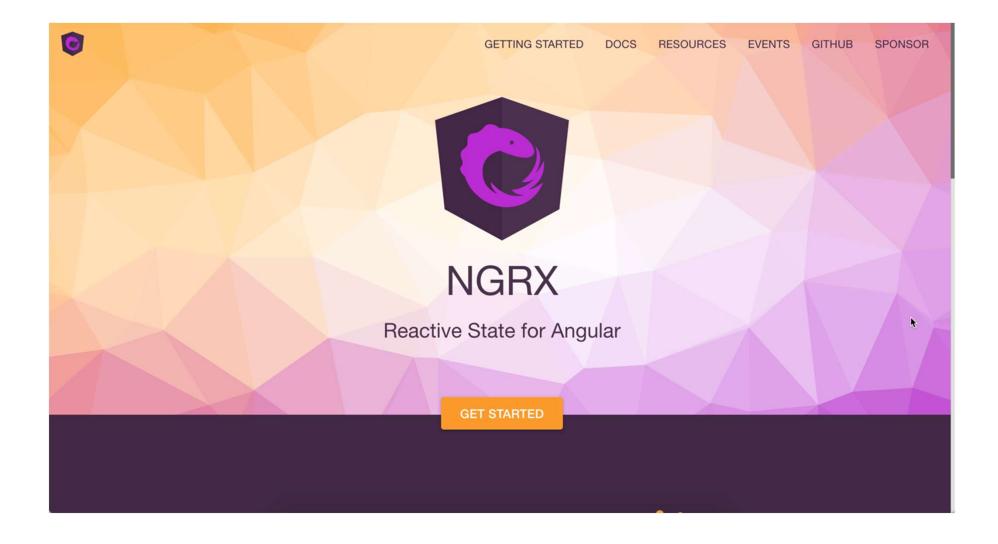
increment() {
        this.store.dispatch(counterIncrement());
}
```



# @ngrx/store Terminology and concepts

Working with @ngrx/store, the officially endorsed state management library for Angular

#### https://ngrx.io/



#### **Important Store terminology / concepts**

#### Store

"The store can be seen as your client side database. But more importantly, it reflects the state of your application. You can see it as the single source of truth."

"The store holds all the data. You modify it by dispatching actions to it."

#### Actions

"Actions are the payload that contains needed information to alter your store. Basically, an action has a **type** and a **payload** that your reducer function will take to alter the state."

#### Reducer

"Reducers are functions that know what to do with a given action and the previous state of your app.

Reducers will take the previous state from your store and apply a pure function to it. From the result of that pure function, you will have a new state. The new state is put in the store."

#### Dispatcher

"Dispatchers are simply an entry point for you to dispatch your action. In Ngrx, there is a dispatch method directly on the store.

I.e., you call this.store.dispatch({...})"

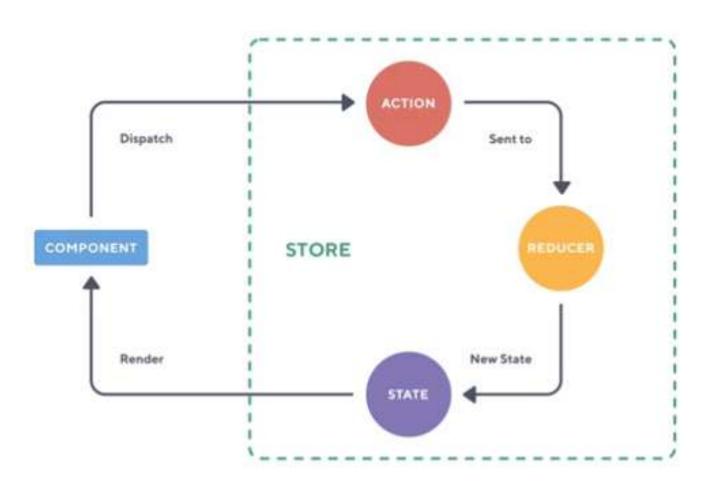
### Reducers, Store and Components The complete picture

The **Component** first dispatches an Action. When the **Reducer** gets the Action, it will update the state(s) in the **Store**.

The Store has been injected to the Component, so the View will update based on the store state change (it is subscribed).

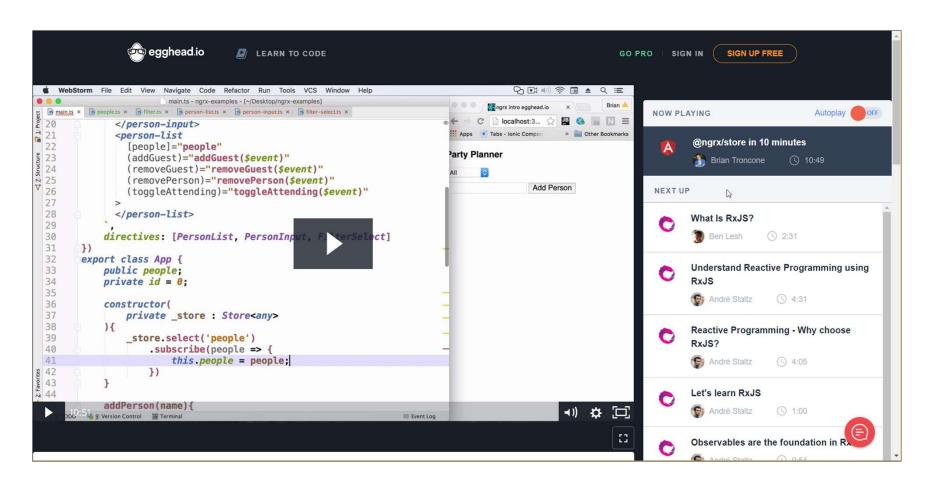
#### REDUX ARCHITECTURE

#### One-way dataflow



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

#### Store concepts in a video (a little bit old now)



https://egghead.io/lessons/angular-2-ngrx-store-in-10-minutes

#### Setting up @ngrx/store

- Install core files & store files
- Create new project or add to existing project
- Via npm install or ng add
- Older versions have different installations!

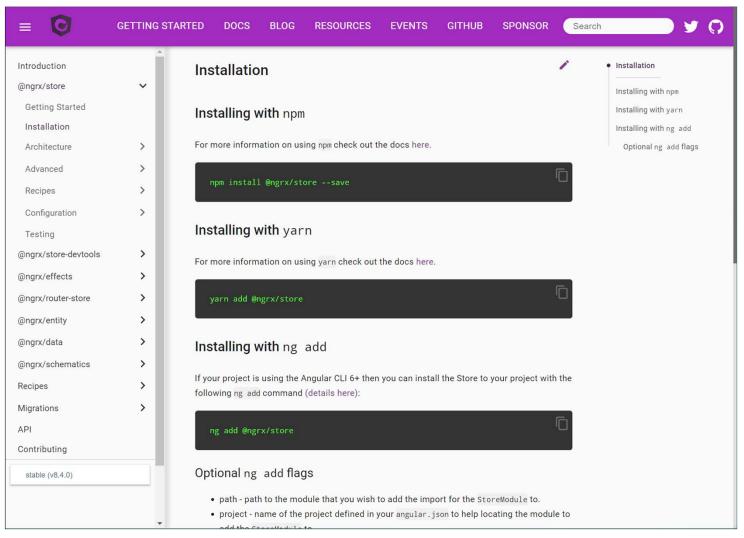
```
npm install @ngrx/store --save
or
```

ng add @ngrx/store

#### **Adding via Angular CLI**

- ng add @ngrx/store
- Option flags, see <a href="https://ngrx.io/guide/store/install">https://ngrx.io/guide/store/install</a>
- Adding via Angular CLI will do the following
  - Update dependencies in package.json and npm install
  - Create src/app/reducers folder.
  - Create src/app/reducers/index.ts file with an empty State interface,
     an empty reducers map, and an empty metaReducers array.
  - Update src/app/app.module.ts.

#### **Installation docs**



https://ngrx.io/guide/store/install



## **Creating your first store**

Set up a simple store – explaining all the concepts

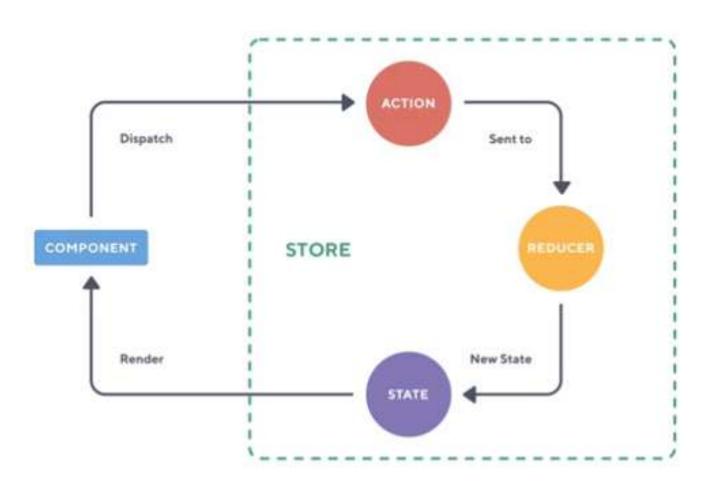
#### **Step 0 – install core files**

We're adding the store manually to explain all concepts

npm install @ngrx/store --save

#### REDUX ARCHITECTURE

#### One-way dataflow



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

#### Start somewhere, then work clockwise

• 1. For instance, first create a component

```
<!-- Simple Component, holding a counter store -->
<div>
  <h1>
    Welcome to {{ title }}!
  </h1>
  <button (click)="increment()">Increment/button>
  <button (click)="decrement()">Decrement</button>
  <div>Current Count: {{ count$ | async }}</div>
  <button class="btn btn-danger" (click)="reset()">
    Reset Counter
                              (i) localhost:4200
                                                              Q 🖈 👩 D 💿 💩
                                         Welcome to Simple Store App!
  </button>
</div>
                                                    Increment Decrement
                                                     Current Count: 0
```

#### 2. Create your actions

- Create a new file, ../store/counter.actions.ts
- The architecture can be complex, with nested (sub) folders etc, but it doesn't matter for the internals

```
// counter.actions.ts - the Actions for our counter
import {createAction} from '@ngrx/store';

// export our actions as constants
export const increment = createAction('COUNTER - increment');
export const decrement = createAction('COUNTER - decrement');
export const reset = createAction('COUNTER - reset');
```

#### 3. Create your reducers

- A reducer is simply an exported function with a name.
- It takes two parameters:
  - Current state, or otherwise empty object/initial state
  - action, of type Action
- We're going to create more complex actions, with payload later on
- You'll need the exported reducer function to support AOTcompiling
- https://ngrx.io/guide/store/reducers

```
// Import store stuf and available actions
import {Action, createReducer, on} from '@ngrx/store';
import {decrement, increment, reset} from './counter.actions';
// Initial state: counter=0
export const initialState = 0;
// Internal variable/function with reducers. It receives a state from
// the actual (exported) counterReducer below
const reducer = createReducer(initialState,
  on(increment, state => state + 1),
  on(decrement, state => state - 1),
  on(reset, state => 0)
);
// The exported reducer function is necessary
// as function calls are not supported by the AOT compiler.
export const counterReducer = (state = 0, action: Action) => {
  return reducer(state, action);
};
```

#### 4. Adding store and reducer to module

- Register the state container with your application.
- Import reducers
- Use StoreModule.forRoot() to add it to the module
- More complex: we can have a map of reducers, or child modules holding their own stores
  - metaReducer: <a href="https://ngrx.io/guide/store/metareducers">https://ngrx.io/guide/store/metareducers</a>

```
// 1. import store stuff
import {StoreModule} from '@ngrx/store';
import {counterReducer} from './store/counter.reducer';
@NgModule({
  declarations: [
   AppComponent,
  imports: [
    BrowserModule,
   // 2. Add the StoreModule to the AppModule,
   // to make the store known inside the application
   StoreModule.forRoot({count: counterReducer}),
  providers: [],
  bootstrap: [AppComponent]
})
export class AppModule {
```

#### 5. Using/calling the Store in component

- Import and inject the Store service to components
- Initialize the store with correct Type
  - More complex: create a custom AppState interface
- Use store.pipe(select()) to select slice(s) of the state
- Add methods to dispatch actions
  - increment()
  - decrement()
  - etc..

```
// app.component.ts
import {Component, OnInit} from '@angular/core';
import {Observable} from 'rxjs';
import {Store, select} from '@ngrx/store';
// Import all possible actions
import {increment, decrement, reset} from './store/counter.actions';
@Component({
  selector: 'app-root',
 templateUrl: './app.component.html'
export class AppComponent implements OnInit {
 title = 'Simple Store App';
  count$: Observable<number>;
  constructor(private store: Store<{ count: number }>) {}
  ngOnInit() {
   // Select the 'count' property from the store and
   // assign it to count$ variable.
   this.count$ = this.store.pipe(
      select('count')
   );
  // dispatch actions for the store. They are imported above
  increment() {
   this.store.dispatch(increment());
```

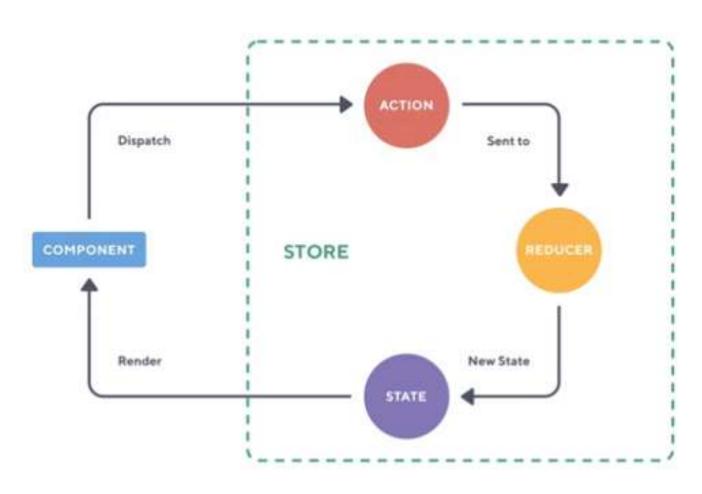
#### Run the app



Add new components, subscribe to store, enhance store, etc.

#### REDUX ARCHITECTURE

#### One-way dataflow



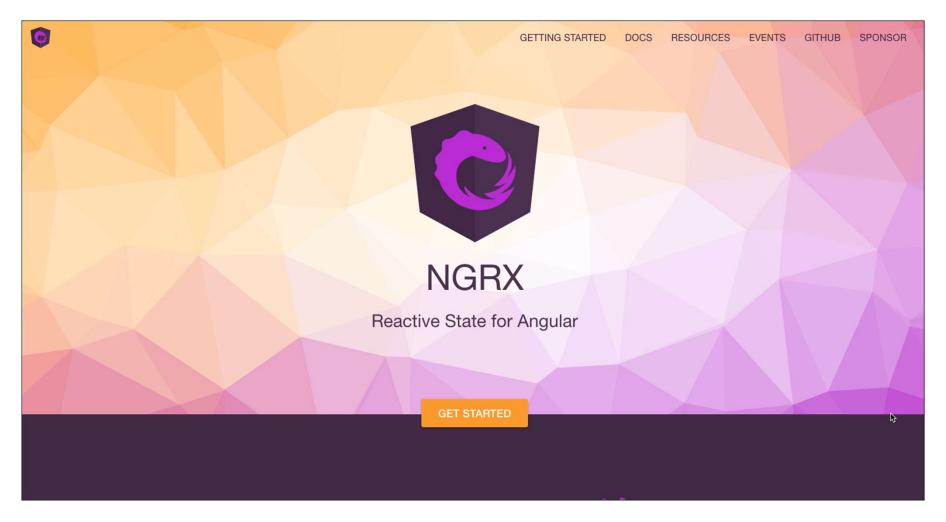
https://platform.ultimateangular.com/courses/ngrx-store-effects/lectures/3788532

#### Workshop

- Create a new app, follow the previous steps to add a Store
- OR: Start from ../200-ngrx-simple-store
- Make yourself familiar with the store concepts and data flow. Study the example code.
- Create some extra actions on the reducer. For example:
  - Add +5 with one click
  - Subtract -5 with one click
  - Reset counter to 0 if counter >= 25;

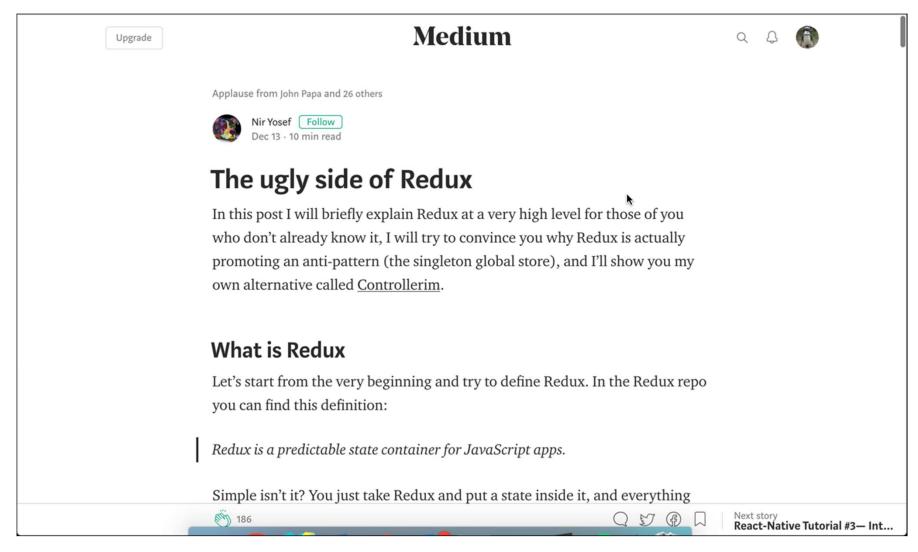
```
I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every can I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling te
```

#### Official site



https://ngrx.io/

### Think about this - "The Ugly side of Redux"



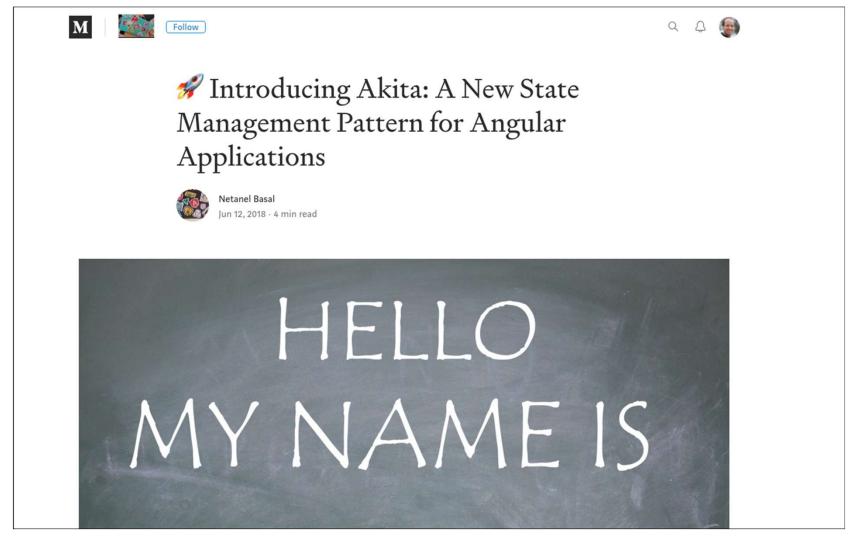
https://medium.com/@niryo/the-ugly-side-of-redux-6591fde68200

#### **Alternative State Management solution**



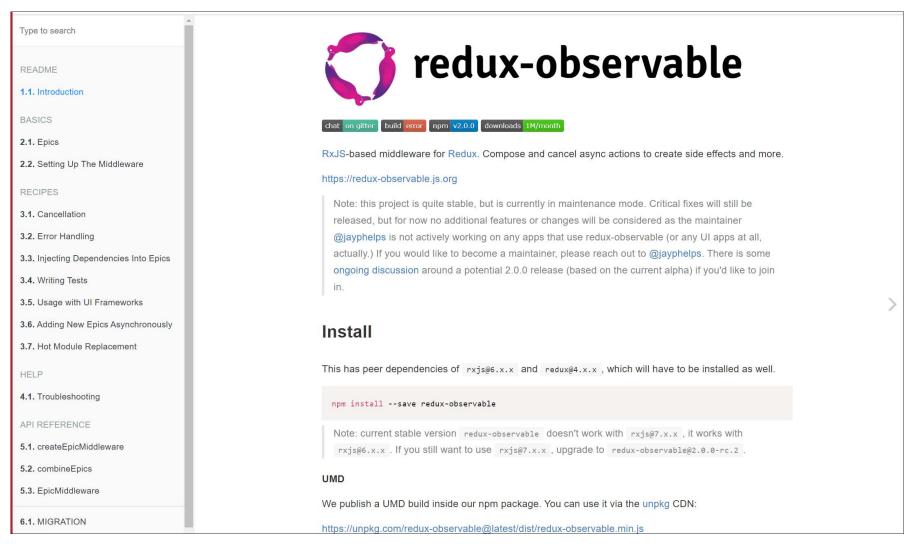
https://github.com/amcdnl/ngxs

#### Akita – another state management alternative



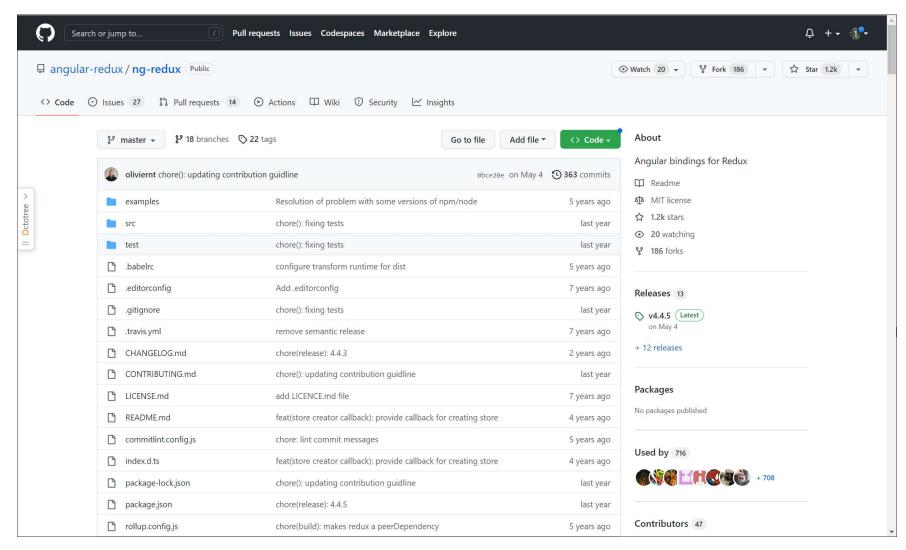
https://netbasal.com/introducing-akita-a-new-state-management-pattern-for-angular-applications-f2f0fab5a8

### Redux-Observable – yet another option



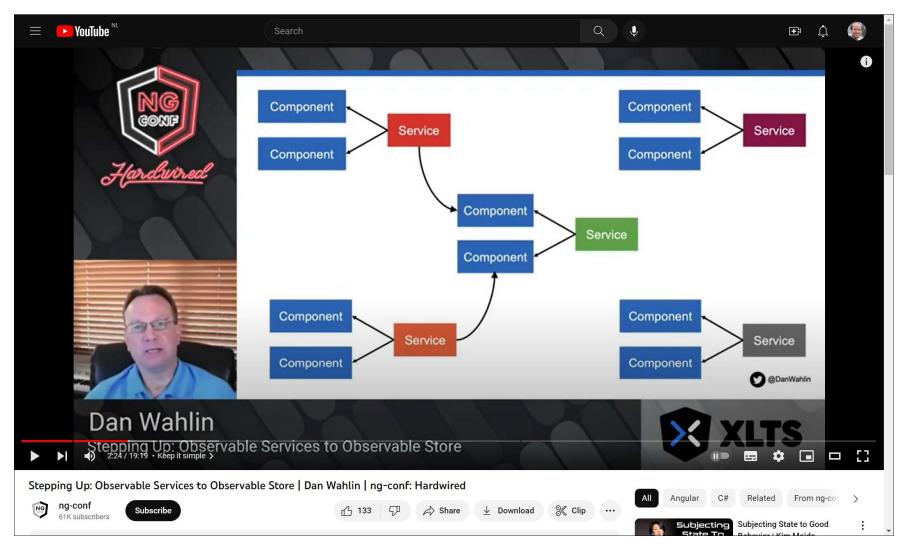
https://redux-observable.js.org/

#### Or...ngRedux (a little bit older now, prev. generation)



https://github.com/angular-redux/ng-redux

#### Or - Dan Wahlin, Observable Store



https://github.com/DanWahlin/Observable-Store

#### **Next Steps**

- <u>@ngrx/effects</u> Side Effect model for @ngrx/store to model event sources as actions.
- <u>@ngrx/router-store</u> Bindings to connect the Angular Router to @ngrx/store
- <u>@ngrx/store-devtools</u> Store instrumentation that enables a powerful time-travelling debugger
- <a href="mailto:one-width: 2015-86;">one-width: one-width: one-w
- <u>@ngrx/schematics</u> Scaffolding library for Angular applications using NgRx libraries

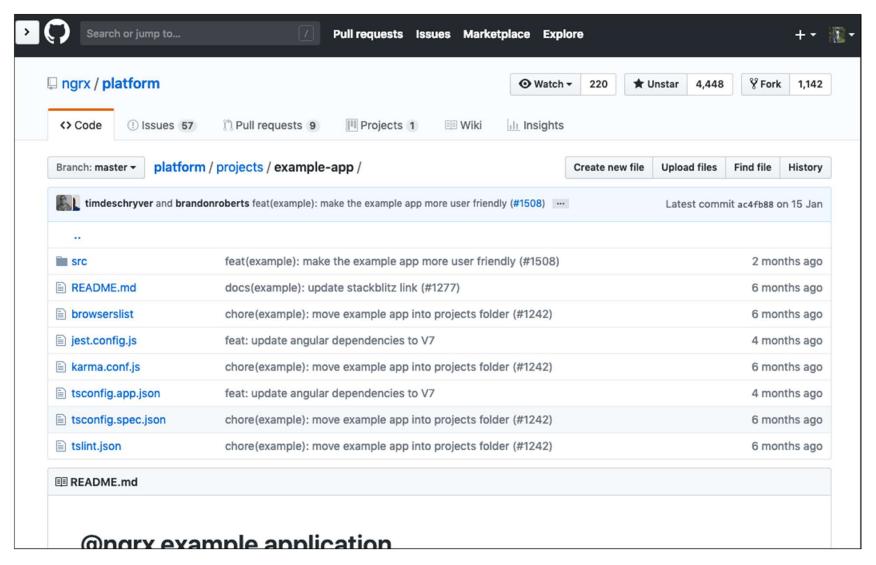
## https://ngrx.io/docs



# Sample Store apps

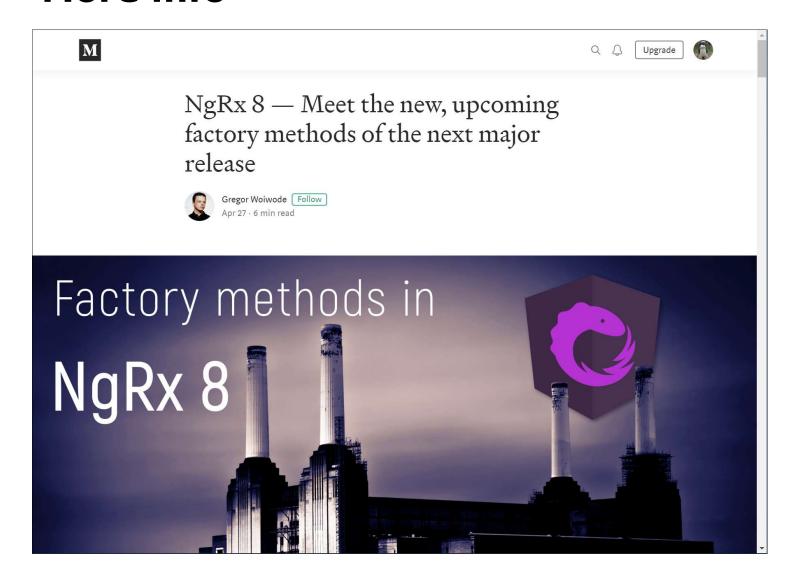
Some study material

#### Ngrx store platform sample app



https://github.com/ngrx/platform/tree/master/projects/example-app

#### More info



https://medium.com/@gregor.woiwode/ngrx-8-meet-the-new-upcoming-factory-methods-of-the-next-major-release-a97a079cc089