Strict Components

Are your components ready to be used in a strict:true application?

Strict by default

For all new Angular Applications the typescript flag strict is enabled by default.

Including full template checking of @Input / @Output types

The problem

Why do we have to talk about this?

Because surprisingly just setting the correct types isn't actually enough!

```
// This will not be enough for strict applications
@Input()
public disabled: boolean = false;
```

Our Component

```
export class DisplayComponent {
  @Input()
  public disabled: boolean = false;
}
```

Explicit binding of a boolean value is ok

```
<app-display [disabled]="true" ></app-display>
```

But what about supporting plain attributes?

disabled is not boolean

```
<app-display disabled ></app-display>
```

```
Error: app.component.html:1:14 - error TS2322: Type 'string' is not assignable to type 'boolean'.
```

Because this is actually equivalent to:

```
<app-display [disabled]="''" ></app-display>
```

Input Coercion

We need to perform Input Coercion to accept plain attributes as boolean.

There are two approaches depending on your Angular / Typescript version

- ngAcceptInputType_ Angular v9-14
- Set / Get with different Types
 - Typescript <u>v4.3</u> / Angular v13+

ngAcceptInputType

Static property supported by Angular compiler that enables you to widen the accepted types of an Input property.

```
// Also accept the empty string in addition to boolean values
static ngAcceptInputType_disabled: boolean | '';
@Input()
public disabled: boolean = false;
```

Supported Angular v9-14

ngAcceptInputType

```
static ngAcceptInputType_disabled: boolean | '';
```

This code now compiles with no errors.

```
<app-display disabled ></app-display>
```

But we have to remember to convert the empty string to true!

ngAcceptInputType Input Coercion via OnChanges

Convert as part of update from ng0nChanges

```
ngOnChanges(changes: SimpleChanges) {
   if (changes.disabled) {
      this._disabled = toBoolean(changes.disabled.currentValue);
   }
}
toBoolean(value: boolean | string) {
   this._disabled = (value === '') || value === true;
}
```

ngAcceptInputType Examples

Works for other types too.

Accept Dates as strings for example

```
static ngAcceptInputType_date: Date | string;

@Input()
public date: Date;

ngOnChanges(changes: SimpleChanges) {
    if (changes.date) {
        this._date = toDate(changes.date.currentValue);
    }
}
```

Set / Get with different Types

Typescript 4.3 supports different Set and Get types

```
_disabled: boolean = false;
@Input()
get disabled(): boolean {
   return this._disabled;
}
set disabled(value: boolean | string) {
   this._disabled = toBoolean(value);
}
```

No need for ngAcceptInputType anymore hence its deprecation

What about async pipe?

Now what if our user wants to set disabled state from an Observable stream?

```
<app-display [disabled]="disabledStream$ | async"></app-display>
```

Another error!

```
Type 'null' is not assignable to type 'boolean | ""'
```

Async pipe can return null if no value emitted yet.

Supporting async pipe with ngAcceptInputType_

Update our ngAcceptInputType_disabled to handle null too.

```
static ngAcceptInputType_disabled: boolean | '' | null;
```

Validate that your toBoolean(value: any) function handles null

Supporting async pipe with Set / Get

Update our setter to handle null.

```
set disabled(value: boolean | string | null) {
  this._disabled = toBoolean(value);
}
```

What if its not your component?

Non null assertion

```
<app-display [disabled]="(disabledStream$ | async)!"
```

Disable type checking with \$any()

```
<app-display [disabled]="$any(disabledStream$ | async)"
```

Provided a default value

Tweak tsConfig angularCompilerOptions

Stop strict null errors just for Inputs

```
"angularCompilerOptions": { "strictNullInputTypes": false }
```

Turn off all input checking. (Not recommended)

```
"angularCompilerOptions": { "strictInputTypes": true }
```

Full list available under <u>Troubleshooting template errors</u>

What if its not your component?

Create an Issue for the library to fix their types!:)

