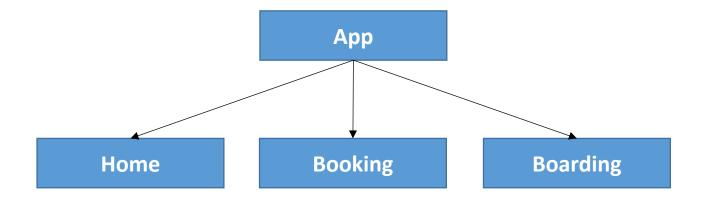


### Contents

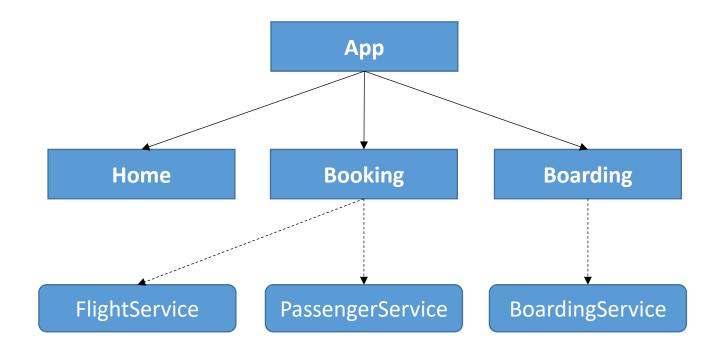
- Motivation
- State
- Actions
- Reducer
- Store
- Selectors
- Effects
- Labs / Demos



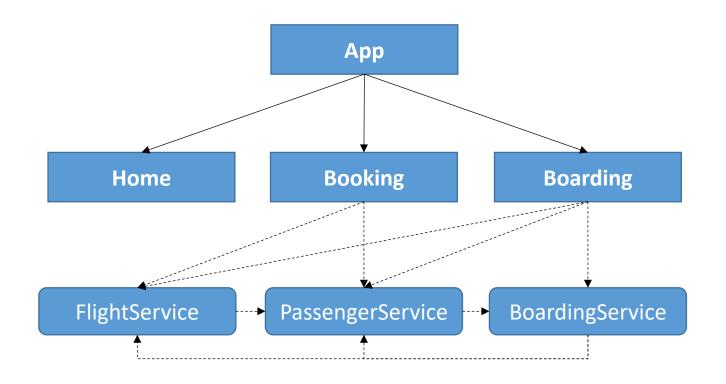














#### Redux

- Redux makes complex UI manageable
- Origin: React Ecosystem

- Implementation used here: @ngrx/store
- Alternative: @ngxs/store
- Or: @dataroma/akita

npm install @ngrx/store --save



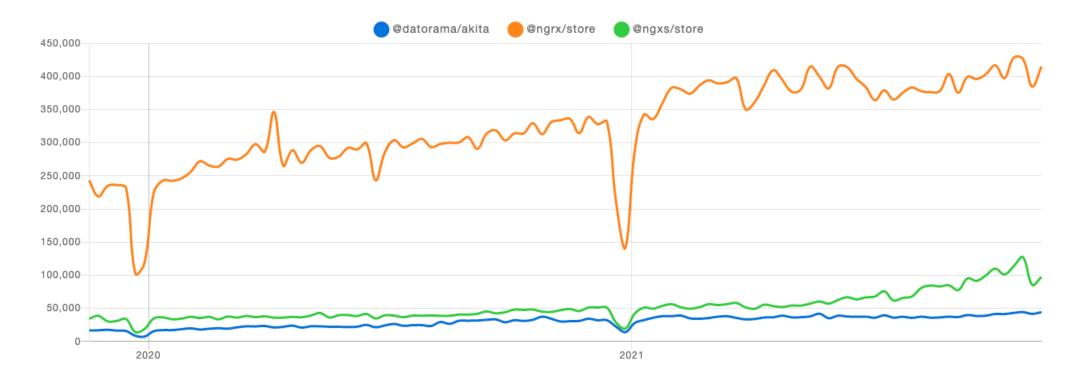
#### Alternatives

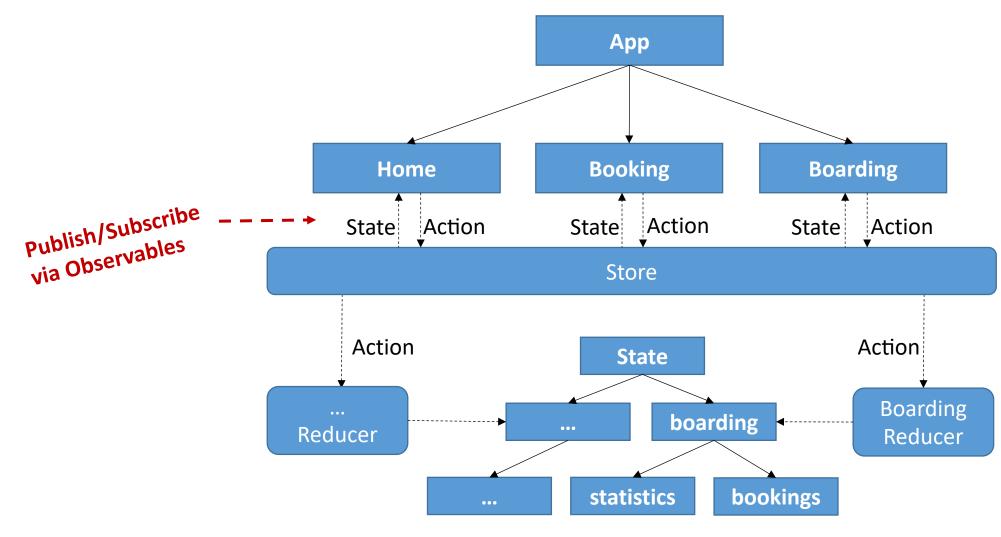
#### @datorama/akita vs @ngrx/store vs @ngxs/store

Enter an npm package...

@datorama/akita × @ngrx/store × @ngxs/store × + @angular-redux/store + ngxs + akita + mobx + store2

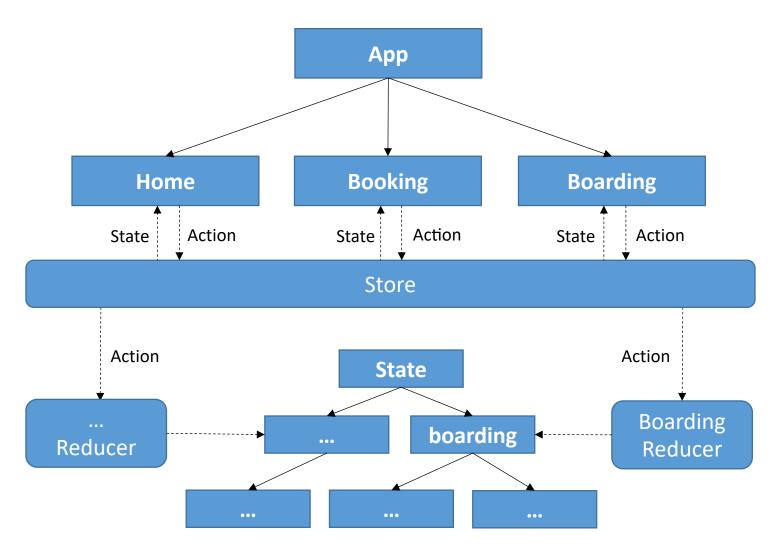
Downloads in past 2 Years -





Single Immutable State Tree

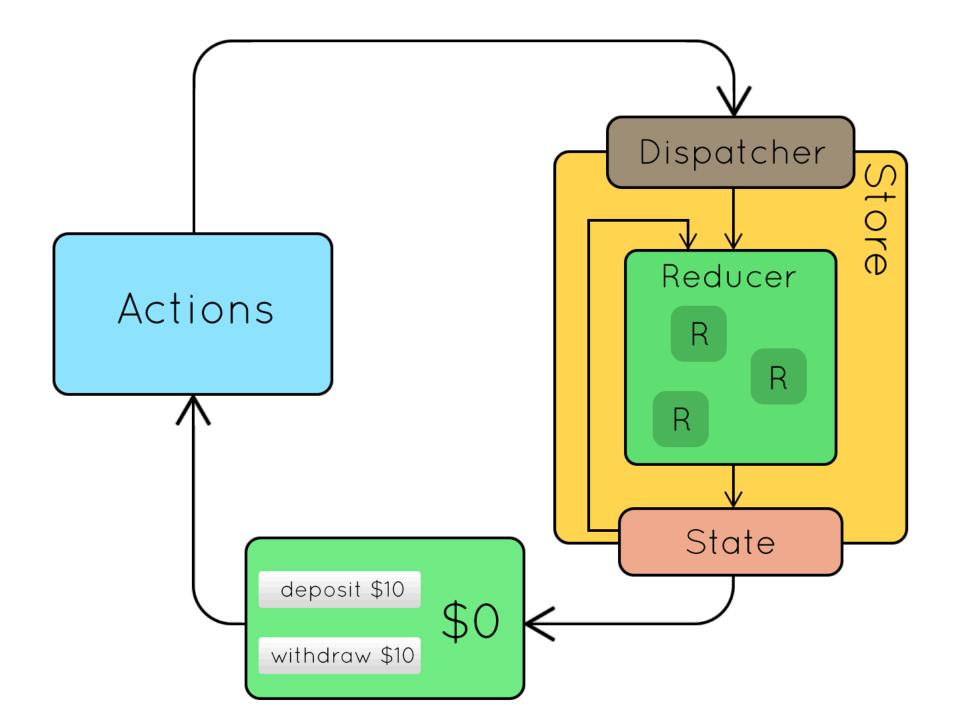




Single Immutable State Tree



- One "source of truth"
- Prevents Cycles
- Easy to debug
- Structured
- Performance
  - Observables
  - Immutables





#### State

```
export interface FlightBookingState {
  flights: Flight[];
  statistics: FlightStatistics;
  basket: object;
}
```



#### State

```
export interface FlightBookingState {
  flights: Flight[];
  statistics: FlightStatistics;
}

export interface FlightStatistics {
  countDelayed: number;
  countInTime: number;
}
```



## AppState

```
export interface AppState {
  flightBooking: FlightBookingState;
  currentUser: UserState;
}
```





#### Actions

Actions express events that happen throughout your application

dispatch(flightsLoaded({ flights }))



### Parts of an Action

- Type
- Payload



## Defining an Action

```
export const flightsLoaded = createAction(
    '[FlightBooking] FlightsLoaded',
    props<{flights: Flight[]}>()
);
```





### Reducer

- Function that executes Action
- Pure function (stateless, etc.)
- Each Reducer gets each Action
  - Check whether Action is relevant
  - This prevents cycles



#### Reducer

 Reducers are responsible for handling transitions from one state to the next state in your application

Using on

(currentState, action) => newState



## Reducer for FlightBookingState

```
export const flightBookingReducer = createReducer(
   initialState,

on(flightsLoaded, (state, action) => {
     const flights = action.flights;
     return { ...state, flights };
})
```





#### Store

Manages state tree

Allows to read state (via Selectors / Observables)

• Allows to modify state by dispatching actions





## Registering @ngrx/Store

```
@NgModule({
  imports: [
      [...]
      StoreModule.forRoot(reducers)
  ],
  [...]
})
export class AppModule { }
```



## Registering @ngrx/Store

```
@NgModule({
  imports: [
      [...]
      StoreModule.forRoot(reducers),
     !environment.production ? StoreDevtoolsModule.instrument() : []
      ],
      [...]
})
export class AppModule { }
```

#### @ngrx/store-devtools





## Registering @ngrx/Store

```
@NgModule({
   imports: [
       [....]
      StoreModule.forFeature('flightBooking', flightBookingReducer)
   ],
   [....]
})
export class FlightBookingModule { }
```



# DEMO



# Lab

NgRx Store



#### Selectors

 Selectors are pure functions used for obtaining slices of store state (also called state streams)

select(tree => tree.flightBooking.flights): Observable<Flight[]>

We can use <u>createSelector</u> or <u>createFeatureSelector</u>



## Defining selectors

```
export const selectFlightsWithProps =
          (props: { blackList: number[] }) =>
          createSelector(selectFlights, (flights) =>
          flights.filter((f) => !props.blackList.includes(f.id)));
```



## Using selectors for manipulation (filtering)



# DEMO



# Effects



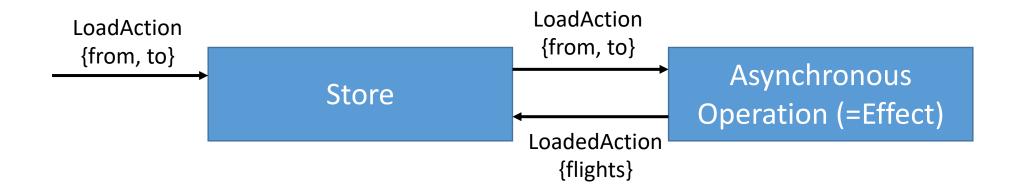
# Challenge

Reducers are synchronous by definition

• What to do with asynchronous operations?

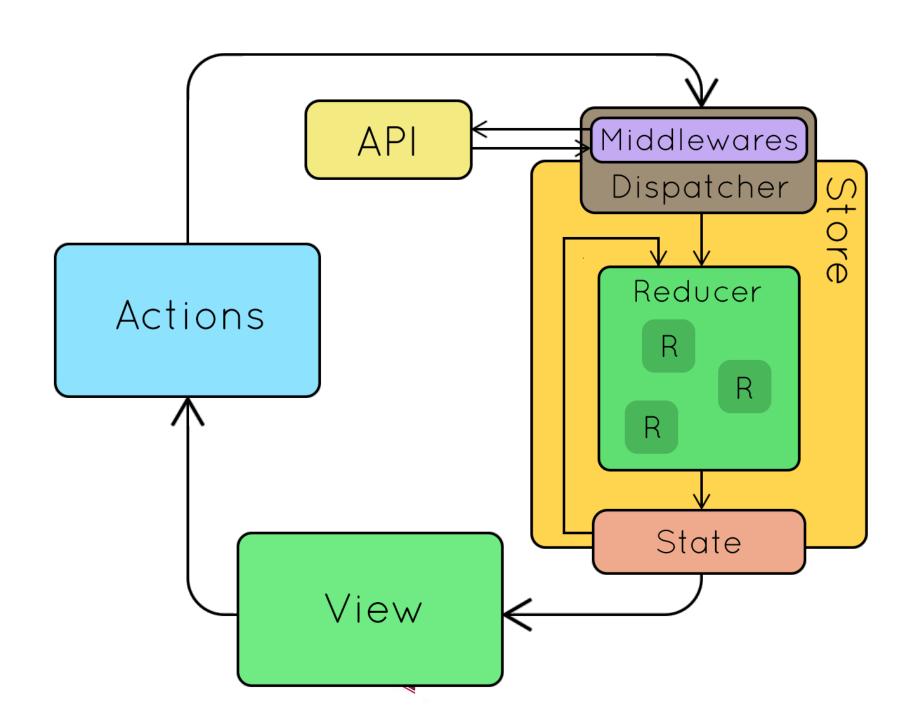


#### Solution: Effects



#### ng add @ngrx/effects





### Effects are Observables





```
@Injectable()
export class FlightBookingEffects {
    [...]
}
```



```
@Injectable()
export class FlightBookingEffects {

  constructor(
    private flightService: FlightService, private actions$: Actions) {
  }

  [...]
}
```







```
@Injectable()
export class FlightBookingEffects {
  constructor(
    private flightService: FlightService, private actions$: Actions) {
  myEffect$ = createEffect(() => this.actions$.pipe(
                 ofType(loadFlights),
                 switchMap(a => this.flightService.find(a.from, a.to, a.urgent)),
                 map(flights => flightsLoaded({flights})));
```



```
@NgModule({
  imports: [
    StoreModule.provideStore(appReducer, initialAppState),
    EffectsModule.forRoot([SharedEffects]),
    StoreDevtoolsModule.instrument()
  ],
  [...]
})
export class AppModule { }
```



```
@NgModule({
  imports: [
       [...]
      EffectsModule.forFeature([FlightBookingEffects])
      ],
      [...]
})
export class FeatureModule {
}
```



# DEMO



# Lab

NgRx Effects



# @ngrx/entity and @ngrx/schematics

- ng add @ngrx/entity
- ng add @ngrx/schematics
- ng g module passengers
- ng g entity Passenger --module passengers.module.ts



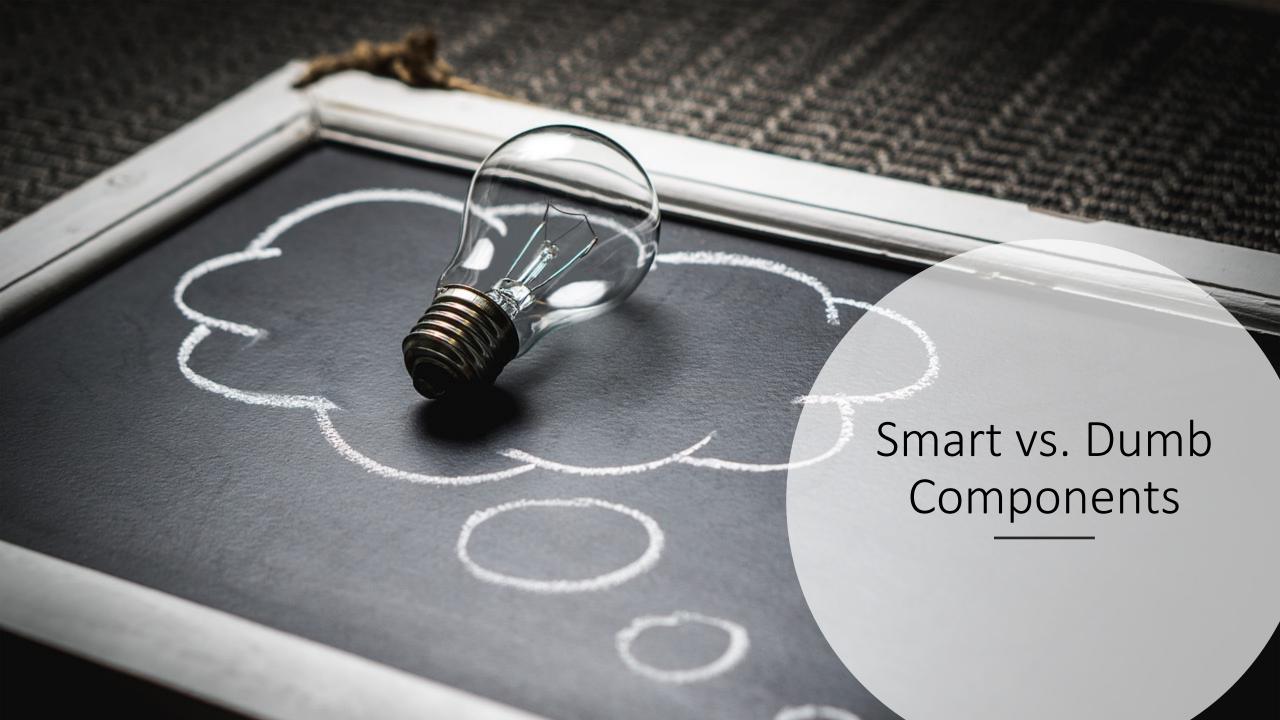
# DEMO



# @ngrx/store-devtools

- Add Chrome / Firefox extension to use Store Devtools
  - Works with Redux & NgRx
  - https://ngrx.io/guide/store-devtools





# Thought experiment

- What if <flight-card> would directly talk with the store?
  - Querying specific parts of the state
  - Triggering effects
- Traceability?
- Performance?
- Reuse?



### Smart vs. Dumb Components

### Smart Component

- Drives the "Use Case"
- Usually a "Container"

#### Dumb

- Independent of Use Case
- Reusable
- Usually a "Leaf"



# Like this topic?

Check out the NgRx Guide

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

https://ngrx.io/guide/data/architecture-overview

