Final Words

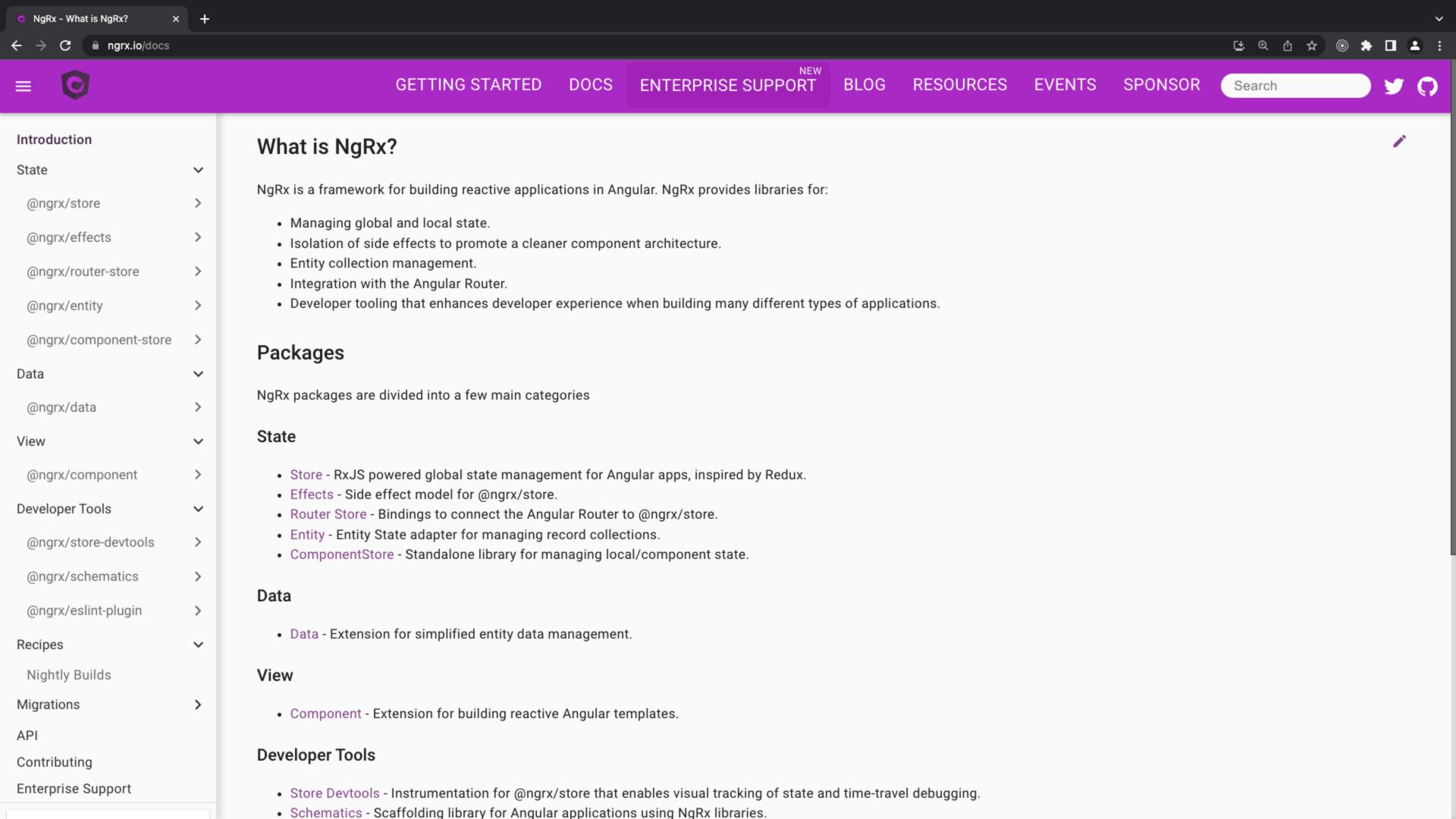


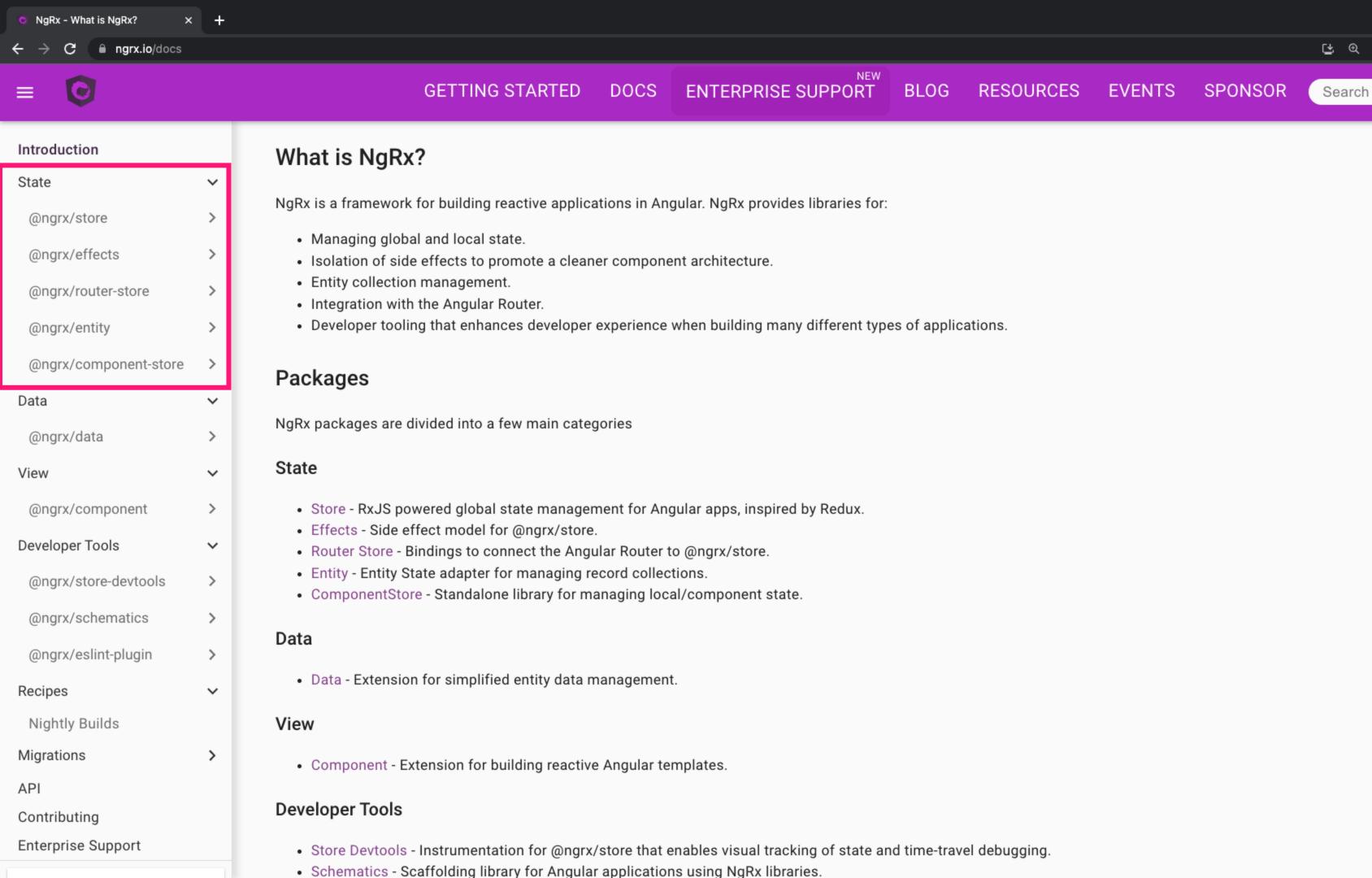
Duncan Hunter

Lead Frontend Developer

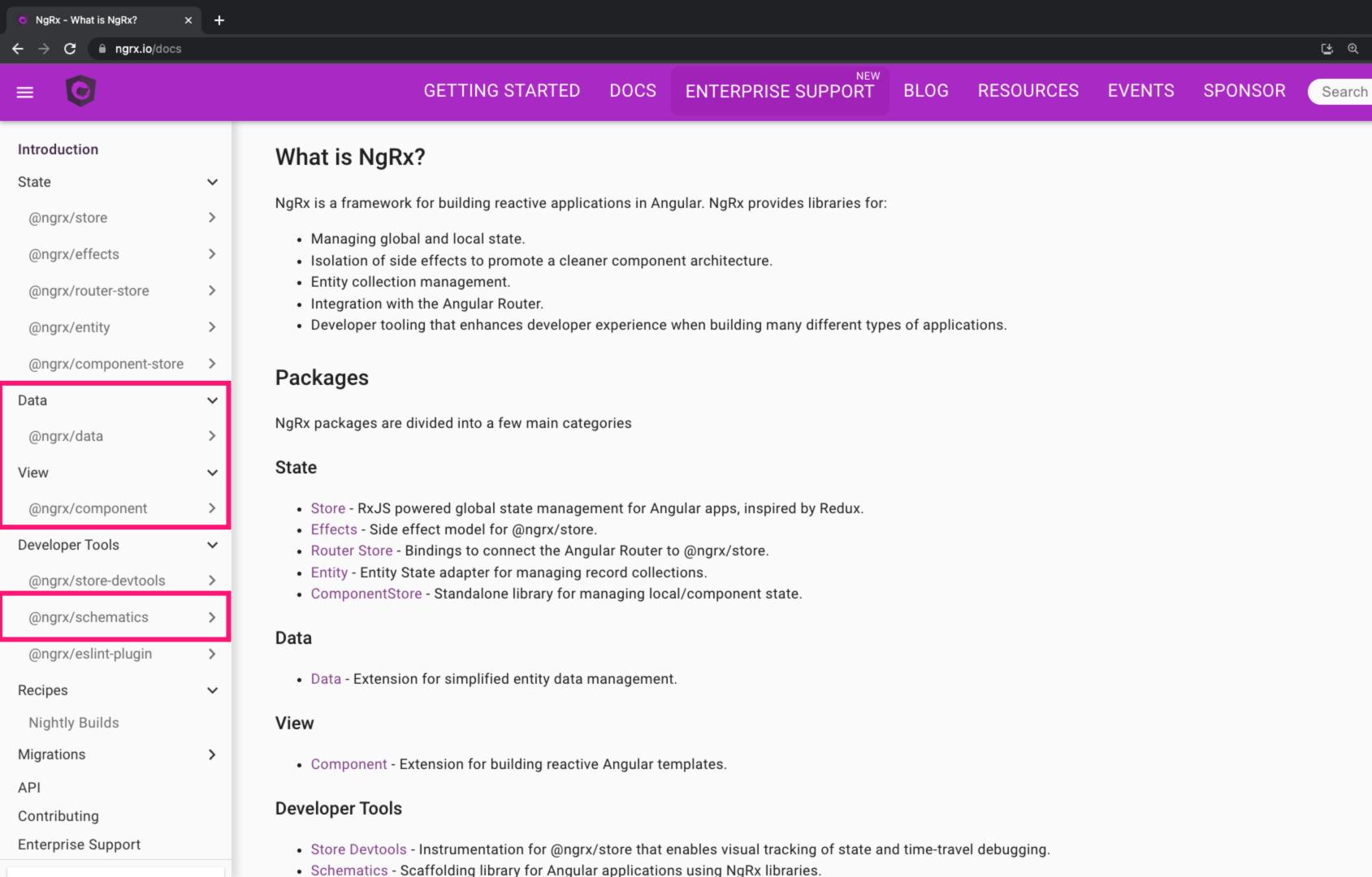
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@ngrx/schematics

Schematics: scaffolding library for generating code using the CLI

- ng new
- ng generate

@ngrx/schematics: set of schematics for generating NgRx

- ng generate store
- ng generate action
- ng generate **reducer**
- ng generate effect
- ng generate **feature**
- ng generate container
- ng generate entity



ngrx/data

Abstracts away the NgRx entity code

Configuration and convention, not code

- No actions or action creators
- No reducers
- No selectors
- No effects
- No code generation

Extension points for customization



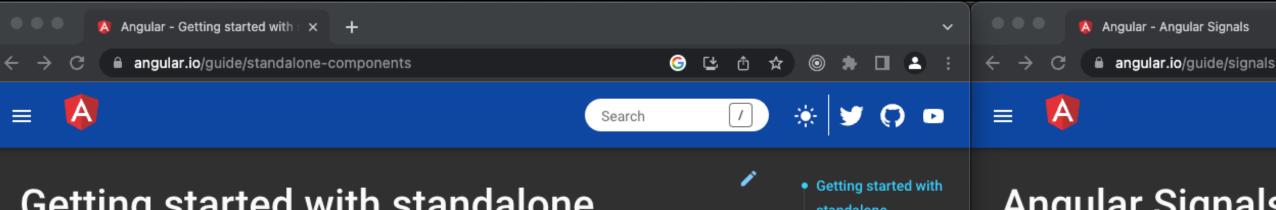
ngrx/ component

Set of helpers to enable more fully reactive applications

Currently provides:

- ngrxPush pipe
- ngrxLet directive





Getting started with standalone components

Standalone components provide a simplified way to build Angular applications. Standalone components, directives, and pipes aim to streamline the authoring experience by reducing the need for NgModule s. Existing applications can optionally and incrementally adopt the new standalone style without any breaking changes.

Creating standalone components



The standalone flag and component imports

Components, directives, and pipes can now be marked as standalone: true. Angular classes marked as standalone do not need to be declared in an NgModule (the Angular compiler will report an error if you try).

standalone components

Creating standalone components

The standalone flag and component imports

Using existing NgModules in a standalone component

Using standalone components in NgModule-based applications

Bootstrapping an application using a standalone component

Configuring dependency injection

Routing and lazyloading

Lazy loading a standalone component

Lazy loading many

Angular Signals

Angular Signals is a system that granularly tracks how and where your state is used throughout an application, allowing the framework to optimize rendering updates.

signals

Angular Signals

What are signals?

Writable signals

Computed signal

Reading signals in

OnPush component

Uses for effects

Injection context

Destroying effect

Advanced topics

Signal equality

Reading without

dependencies

Effect cleanup

functions

functions

tracking

Effects

Angular signals are available for developer preview
☐. They're ready for you to try, but may change before they are stable.

What are signals?

A signal is a wrapper around a value that can notify interested consumers when that value changes. Signals can contain any value, from simple primitives to complex data structures.

A signal's value is always read through a getter function, which allows Angular to track where the signal is used.

Signals may be either writable or read-only.

Writable signals

Writable signals provide an API for updating their values directly. You create writable signals by calling the signal function with the signal's initial value:

```
const count = signal(0);
// Signals are getter functions - calling them reads their value.
console.log('The count is: ' + count());
```

