



Angular, you are here

NG Poland 2024



Mark Techson
Angular DevRel
Google



Alex Rickabaugh
Angular Framework
Google



Pawel Kozlowski
Angular Framework
Google



Fuzzy pictures from the future





You **trusted** us





We move with purpose





Angular is **growing**.





You are happier 🎉



Beyond the Angular community?





Developer interest is in Angular **is up 7%**

*State of JavaScript Survey since 2021



Developers **want more.**





Pawel Kozlowski

NG Poland 2024





Reactivity



reactive framework

signal based reactivity

zoneless



Optional zone.js. Ready for experiments.

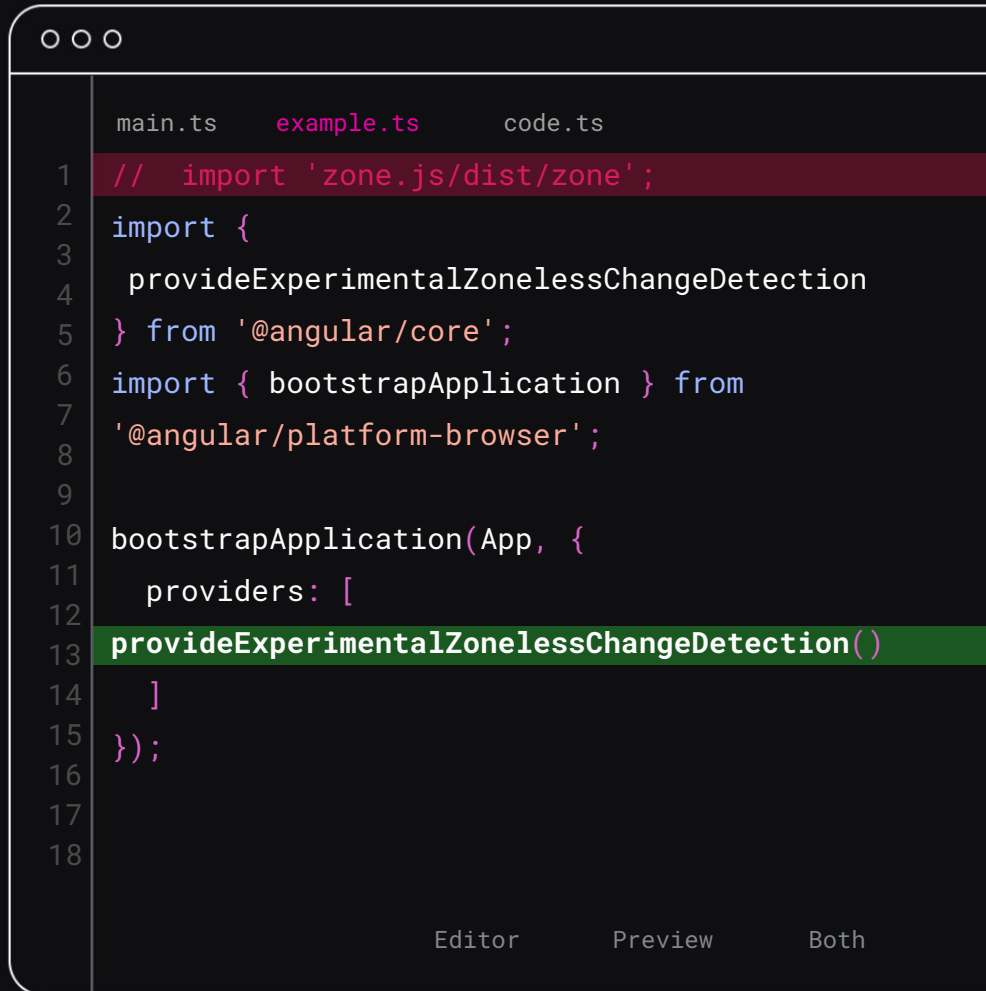


Zoneless is possible. In production.

Ready for experiments!

Switching to zoneless is straightforward:

- Remove zone.js imports
- Add the zoneless provider the application bootstrap
- Check and validate your application



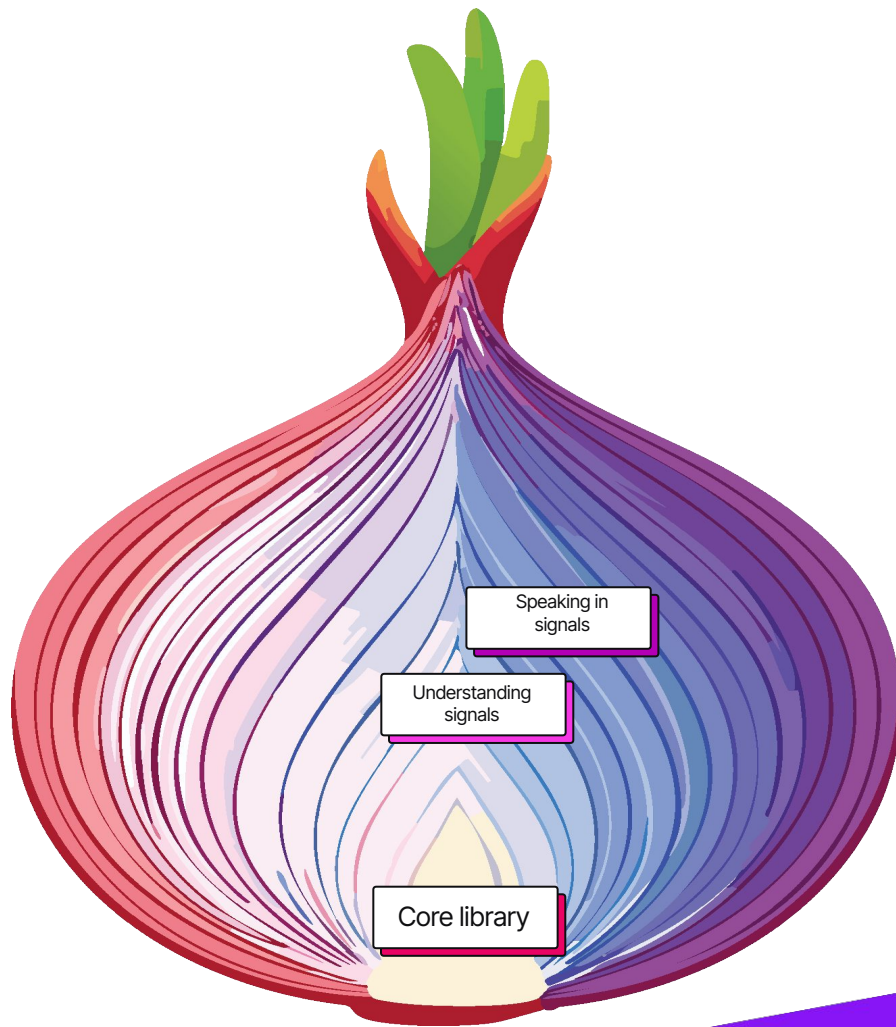
The screenshot shows a code editor with three tabs: `main.ts`, `example.ts`, and `code.ts`. The `example.ts` tab is active. The code in the editor is as follows:

```
1 // import 'zone.js/dist/zone';
2 import {
3   provideExperimentalZonelessChangeDetection
4 } from '@angular/core';
5 import { bootstrapApplication } from
6   '@angular/platform-browser';
7
8 bootstrapApplication(App, {
9   providers: [
10     provideExperimentalZonelessChangeDetection()
11   ]
12 });
```

At the bottom of the editor, there are three buttons: `Editor`, `Preview`, and `Both`.



Reactivity. Powered by **signals.**



Angular speaks signals!

Reactive inputs, model and queries:

- participate in the reactive graph;
- improved type safety;
- reviewed and simplified API surface;

ooo

main.ts

example.ts

code.ts

```
1 export class UserProfile {
2   first = input<string>();
3   last  = input.required<string>();
4
5   fullName = computed(() =>
6     this.first() ?
7     `${this.first()} ${this.last()}` :
8     this.last()
9   );
10
11 }
12
13
14
15
16
17
18
```

Editor

Preview

Both



Reactive inputs, model, queries and outputs are stable in Angular v19.



~90%

of inputs, queries and outputs migrated.

Automatically.

ooo

```
1 $ ng generate @angular/core:signals
```

```
2
```

```
3 // or run individual, focused migrations
```

```
4 @angular/core:signal-input-migration
```

```
5 @angular/core:signal-queries-migration
```

```
@angular/core:output-migration
```



Experiment

**Developer
preview**

**Stable +
automated
migration**



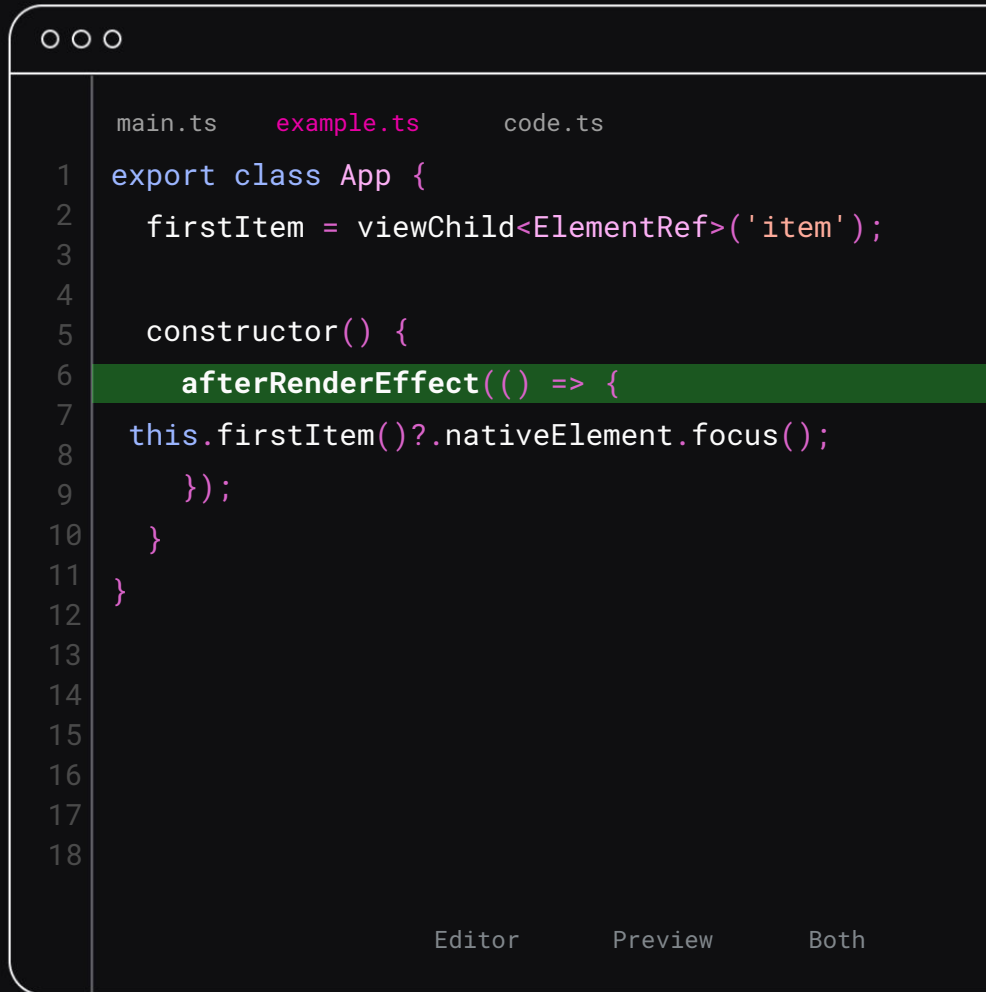
New reactive primitives:

`afterRenderEffect`, `linkedSignal`

afterRenderEffect

Combines effect + afterRender hook:

- effect track reactive dependencies
- runs when it is safe to do changes to the DOM



The screenshot shows a code editor window with three tabs: 'main.ts', 'example.ts', and 'code.ts'. The 'example.ts' tab is active. The code is as follows:

```
1 export class App {
2   firstItem = viewChild<ElementRef>('item');
3
4   constructor() {
5     afterRenderEffect(() => {
6       this.firstItem()?.nativeElement.focus();
7     });
8   }
9 }
10
11
12
13
14
15
16
17
18
```

The line `afterRenderEffect(() => {` on line 5 is highlighted in green. At the bottom of the editor, there are three buttons: 'Editor', 'Preview', and 'Both'.

linkedSignal

State that depends on another reactive state:

- It is a writable signal
- Initialized and reset based on the dependencies change.
- Describes a relationship without using effects.

ooo

main.ts example.ts code.ts

```
1 export class App {
2
3   options = signal([
4     'apple',
5     'banana',
6     'fig'
7   ]);
8
9
10
11
12
13   choice = linkedSignal(
14     () => this.options()[0]
15   );
16
17
18 }
```

Editor

Preview

Both



signals meet async data: **resource**

resource

Asynchronous data meet signals:

- Asynchronously loads data in response to dependencies change
- Exposes loaded data as signal
- Loading and error states are signals too
- There is a `rxResource` version

```

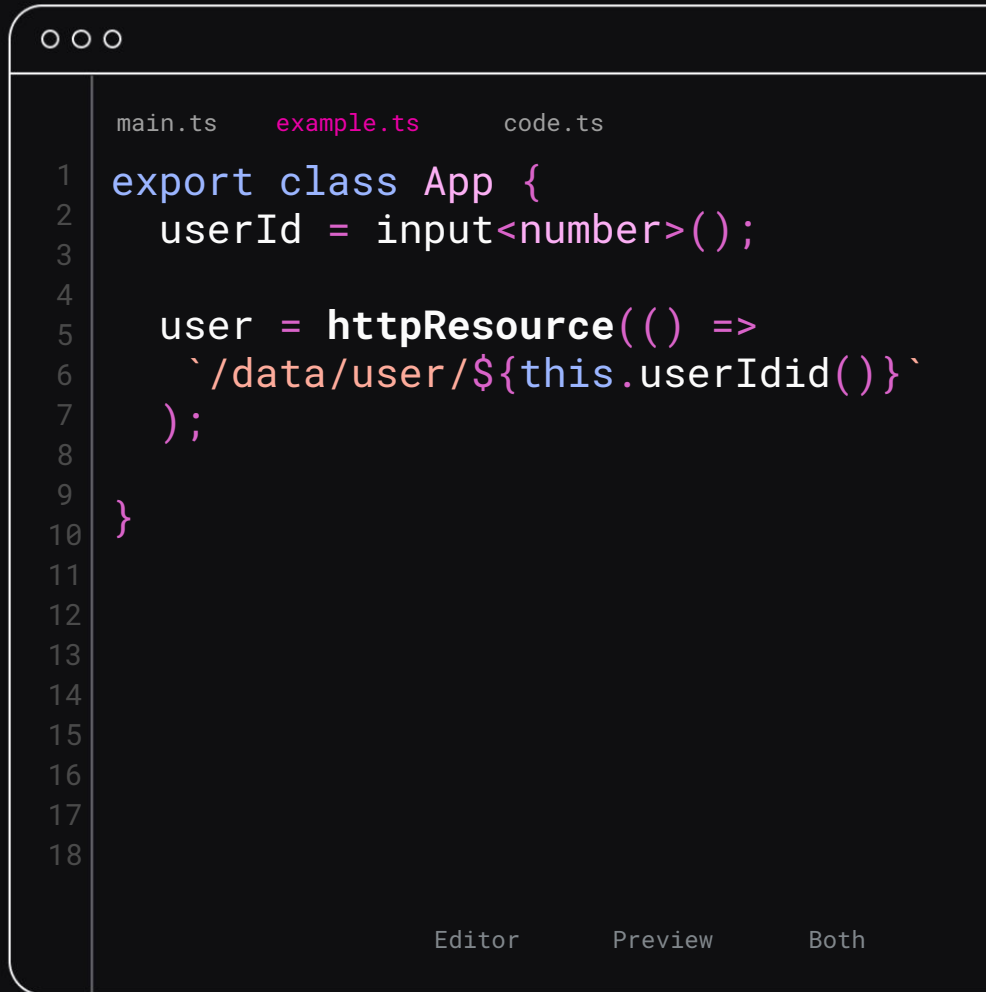
@Component({
  template: `
    @if (user.isLoading()) {
      Loading....
    } @else {
      <user-profile [user]="user.value()" />
    }`
})
export class App {
  userId = input<number>();

  user = resource({
    request: () => this.userId(),
    loader: async ({ request: id }) =>
      await this.userService.getUser(id),
  });
}
```

httpResource is an obvious candidate!

resource wrapping HTTPClient:

- Reusing existing interceptors
- Testing story is here as well
- Simplified API



```
main.ts  example.ts  code.ts
1  export class App {
2      userId = input<number>();
3
4      user = httpResource(() =>
5          `/data/user/${this.userIdid()}`
6      );
7
8
9  }
10
11
12
13
14
15
16
17
18
```

Editor Preview Both

httpResource is an obvious candidate!

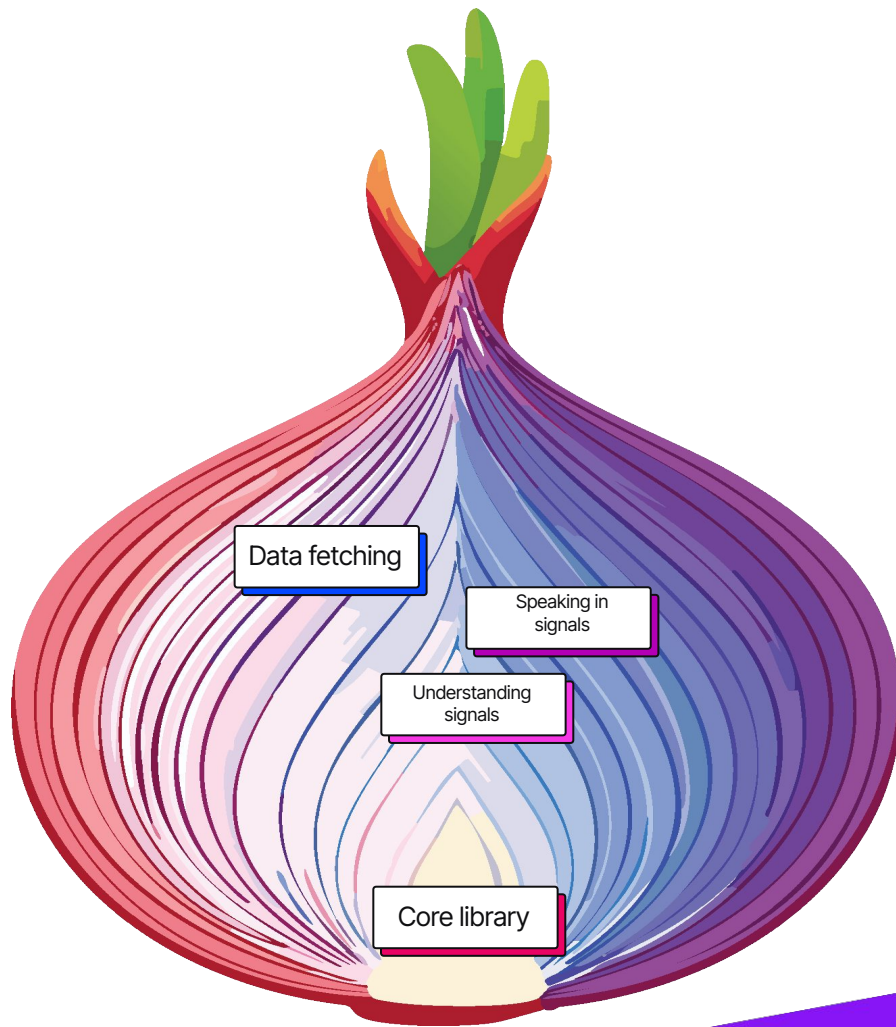
resource wrapping HTTPClient:

- Reusing existing interceptors
- Testing story is here as well
- More advanced API version

```
main.ts  example.ts  code.ts

1  export class App {
2    userId = input<number>();
3
4    user = httpResource(() => ({
5      method: 'GET',
6      url: `/data/${id()}`,
7      headers: {
8        'X-Page': this.page(),
9      }
10    }));
11  }
12
13
14
15
16
17
18

Editor  Preview  Both
```



Data fetching

Speaking in
signals

Understanding
signals

Core library



Expanding signals support in Angular packages: **elements** and **upgrade**.



What about **forms**?



Forms **reimagined.** Built on **signals.**

Unified.

Flexible and easier to use

Interoperable.

```
@Component({
  template: `
    <input [field]="form.fields.first">
    <input [field]="form.fields.last">
  `})
class UserProfile {
  // Data stored in signals
  data = signal({
    first: 'Pawel',
    last: 'K',
  });

  // Form state derived from data
  form = signalForm(this.data);
}
```





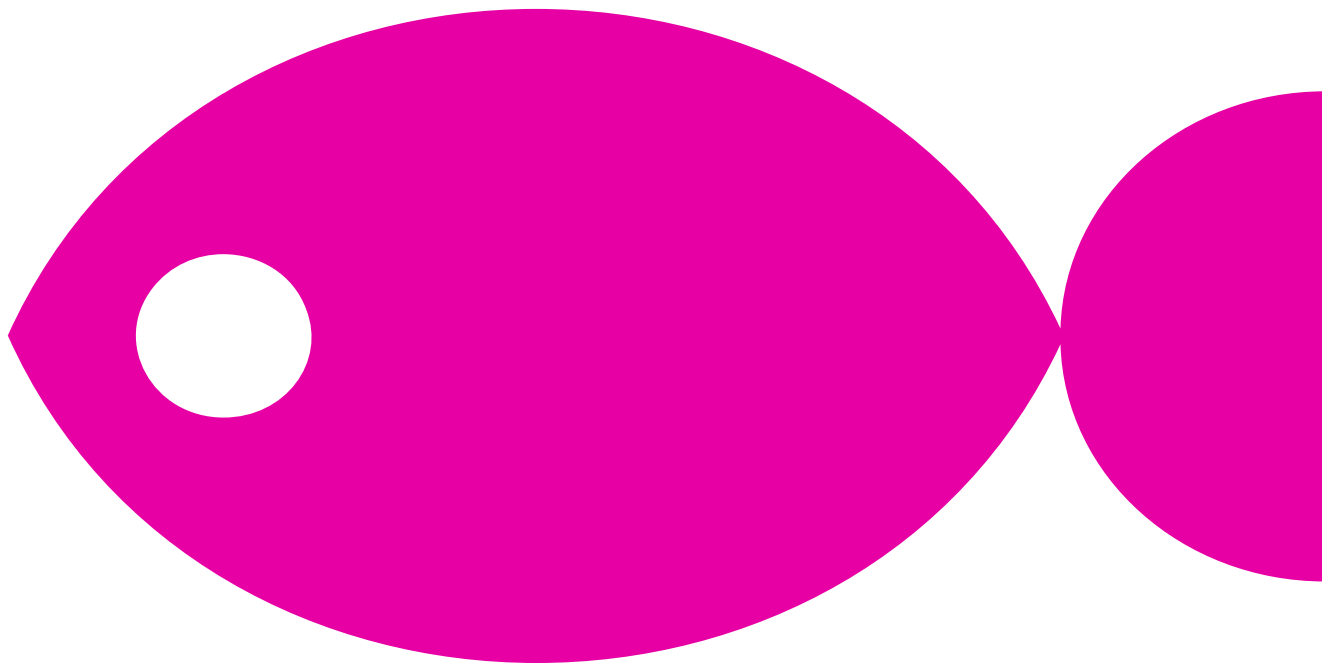
Complex **validation** with computed signals

Composition of nested forms

Simplified **authoring** for **custom controls**



What about **router**?







Router coordinates data fetching.

Rendering becomes **synchronous**.

Resource ties them together.

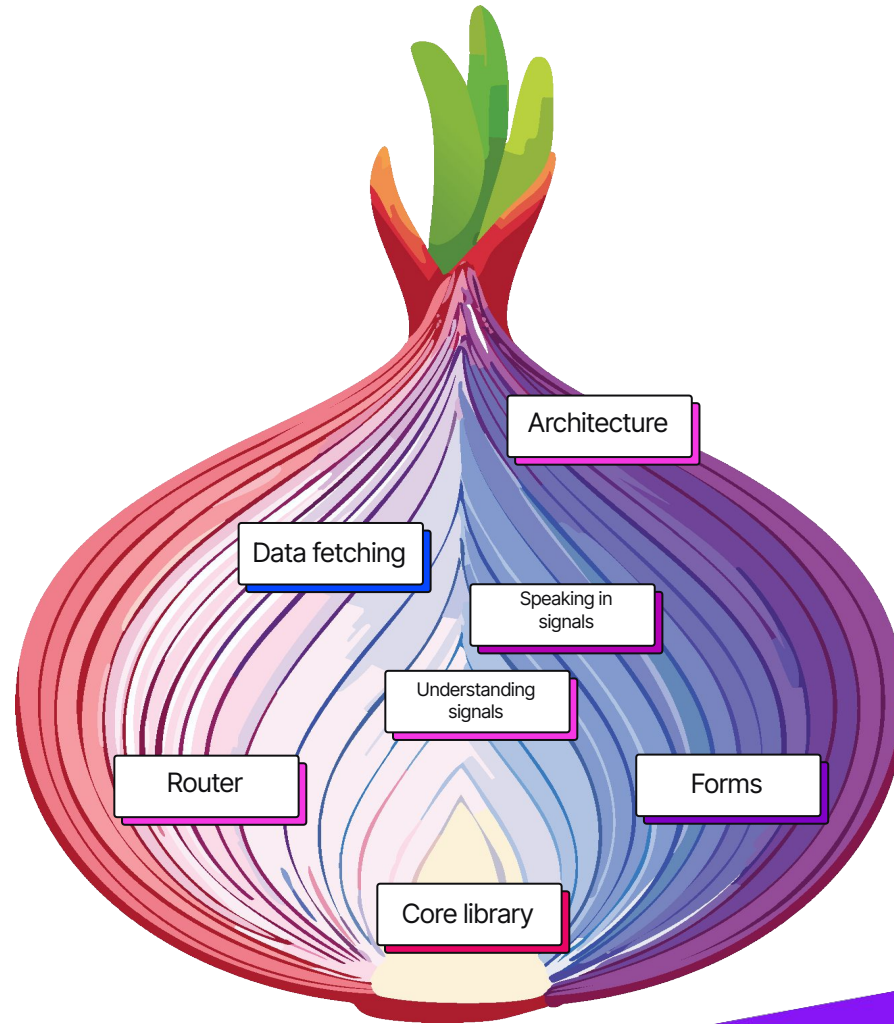




Great for **users**



Great for **developers**





Mark Techson

NG Poland 2024 - @marktechson





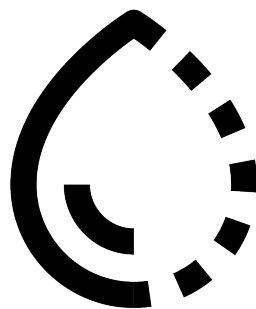
Last year...



I was at **home.**



**We were investigating
things**







Google to merge Angular and Wiz frameworks

News

Apr 01, 2024 • 2 mins

Development Tools

JavaScript

Software Development

▲ Google: Angular and Wiz Are Merging (twitter.com/sarah_edo)
104 points by tosh 7 months ago | hide | past | favorite | 169 comments



r/Angular2 • 8 mo. ago
lab34fr

Angular and Wiz! are merging

Hi,
Regarding the fusion of Angular and Wiz!, what exciting features do you expect it will bring us?

https://twitter.com/sarah_edo/status/1770478763253379488?t=kztJ_cGR3mk3XT2Mxf7CiQ

<https://youtube.com/watch?v=nIBseTi6RVk&t=2400>

↑ 26 ↓

19



Share



- Built by Google to power **scalable applications**
- Excellent with **server-side-rendering**
- Optimized for **lazy-loading** code



convergence





This is a long term effort.



But what about **now**?



The **good** stuff.



withEventReplay



DEMO

<Header>

<ShoppingCart>

0 items

<Nav>

<Product>

@defer

<Details>

@defer



Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

Quantity [Add to cart](#)

Recommended products

<Card>

@defer



Add to cart

<Card>

@defer



Add to cart

<Footer>

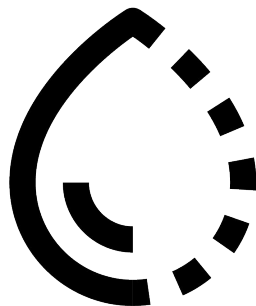
```
import {provideClientHydration, withEventReplay}
from '@angular/platform-browser';

bootstrapApplication(App, {
  providers: [
    provideClientHydration(withEventReplay())
  ]
});
```



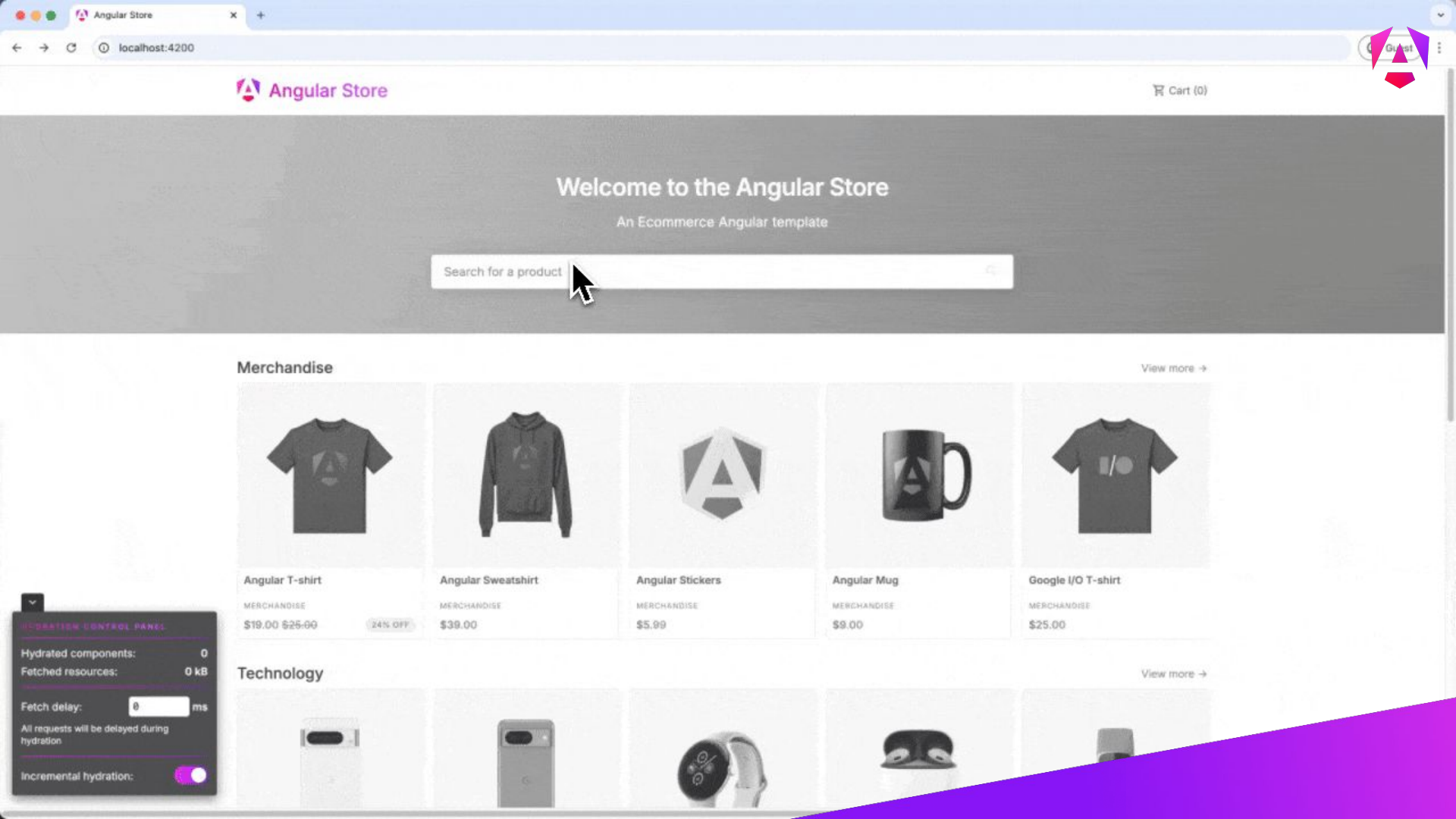
withEventReplay enabled
by default







Incremental Hydration



Welcome to the Angular Store

An Ecommerce Angular template

Search for a product

Merchandise

View more →



Angular T-shirt

MERCHANDISE

\$19.00 ~~\$25.00~~

24% OFF



Angular Sweatshirt

MERCHANDISE

\$39.00



Angular Stickers

MERCHANDISE

\$5.99



Angular Mug

MERCHANDISE

\$9.00



Google I/O T-shirt

MERCHANDISE

\$25.00

Technology

View more →



DEVELOPER CONTROL PANEL

Hydrated components: 0

Fetches resources: 0 kB

Fetch delay: 0 ms

All requests will be delayed during hydration

Incremental hydration: ☒



@defer is the foundation


```
<button #loadBtn>Load Movies</button>
```

```
@defer (on interaction(loadBtn)) {  
  <recommended-movies />  
}
```



We're extending @defer



Introducing **hydrate**

```
@defer(on interaction                ) {  
  <recommended-movies />  
}
```



Hydration is an **initial** load
optimization

ooo

```
@defer(on interaction; hydrate on idle) {  
  <recommended-movies />  
}
```

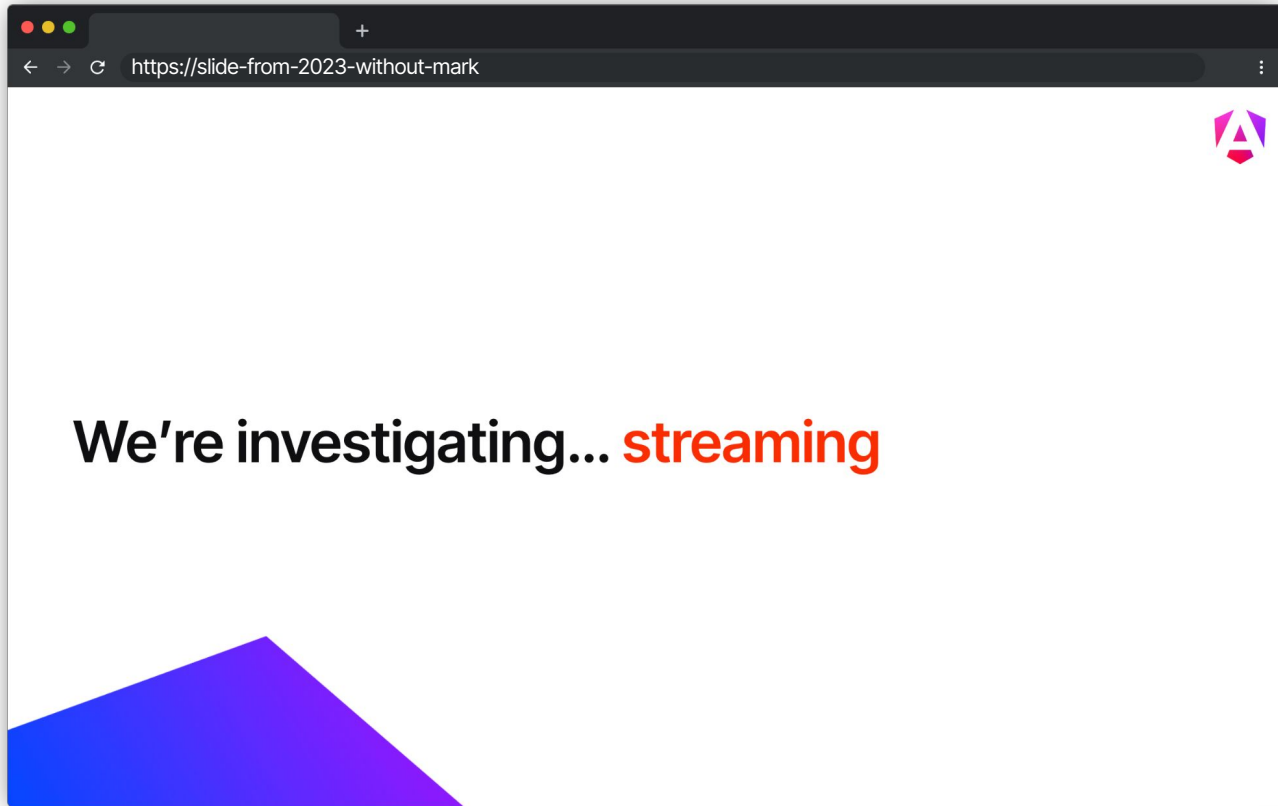


hydrate triggers

- Same triggers you know and love:
Interaction, Immediate, Idle,
Viewport, Hover, Timer, When
[condition]
- One new trigger: **never**



Wait a minute.





Incremental hydration is just
the **beginning**.



hydrate triggers

- **Same triggers you know and love:**
Interaction, Immediate, Idle,
Viewport, Hover, Timer, When
- **One new trigger:** never

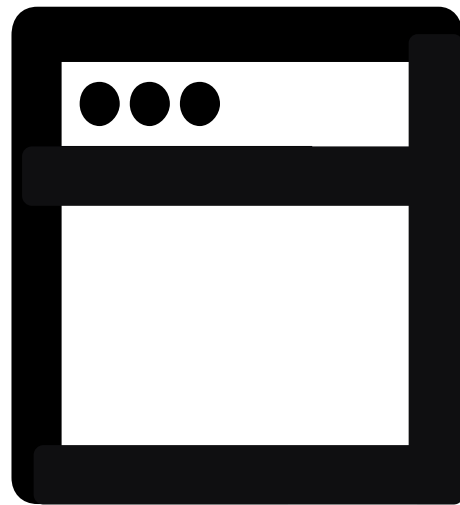
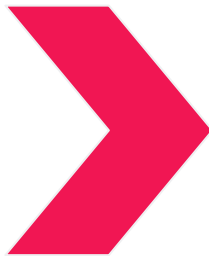
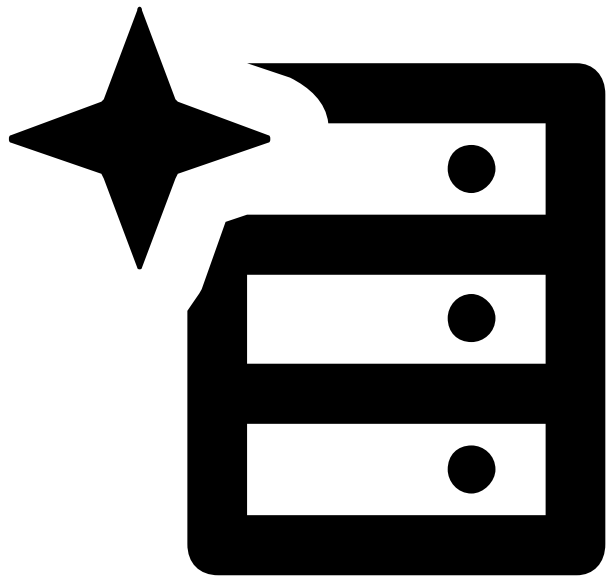


The future

- Continue our work on **streaming** responses
- **Islands** - integration with Astro, for example
- Incremental hydration is the **foundation**



The 20 year rule.





Alex Rickabaugh

NG Poland 2024





Authoring Format



**We incrementally improve Angular,
including component authoring**



We value your **time and **energy****



1. **Unnecessary complexity** beyond the platform
2. **Multiple approaches** to the same problem
3. **Special rules** that must be remembered



v14: standalone

v17: control flow & @defer

v18.1: @let



What's next?

Selectorless templates

TypeScript in bindings

Lexical scopes



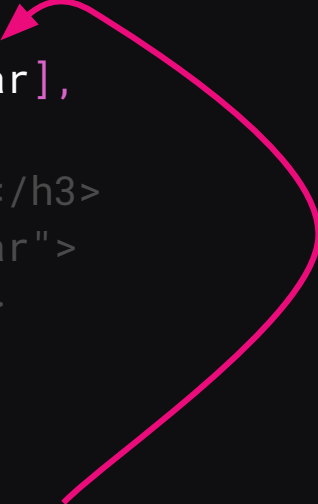


Selectorless templates

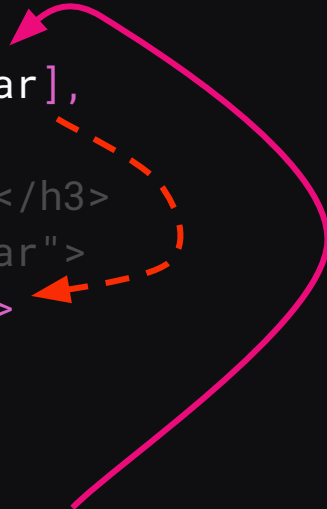


**Standalone: directly reference
what you use**

```
@Component({  
  imports: [UserAvatar],  
  template: `  
    <h3>User profile</h3>  
    <div class="avatar">  
      <user-avatar />  
    </div>  
  `,  
})  
export class UserProfile {}
```




```
@Component({  
  imports: [UserAvatar],  
  template: `  
    <h3>User profile</h3>  
    <div class="avatar">  
      <user-avatar />  
    </div>  
  `,  
})  
export class UserProfile {}
```



A diagram illustrating the relationship between the imports array and the user-avatar component in the template. A solid red arrow points from the `imports: [UserAvatar]` line to the `<user-avatar />` tag. A dashed red arrow points from the `<user-avatar />` tag to the `<div class="avatar">` tag.

```
@Component({
  imports: [UserAvatar],
  template: `
    <h3>User profile</h3>
    <div class="avatar">
      <user-avatar />
    </div>
  `,
})
export class UserProfile {}
```

Host Element

Selector Matching

```
@Component({
  selector: 'user-avatar',
  template: ...',
})
export class UserAvatar {}
```



Imports are **doubled**

Components have **two names**

"Selectors" aren't real CSS

Can't **see** where directives are in a template

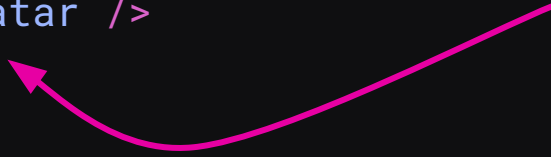




**Selectorless: *actually* reference
what you use**

```
@Component({  
  template: `  
    <h3>User profile</h3>  
    <div class="avatar">  
      <UserAvatar />  
    </div>  
  `,  
})  
export class UserProfile {}
```

Direct Reference



ooo

```
<input @NgModel( [value]="name" required )>
```



Expressions

ooo

```
{{ (user as RegisteredUser).email }}
```




Angular **expressions** aren't
TypeScript



- Type-cast support (`a as b`) – only `$any(a)`
- Generic support (`fn<T>()`)
- Literal notation (`1e5`)
- Arrow functions
- Postfix operators
- `in` operator
- `instanceof` operator
- Object literal capabilities (spread, etc)
- Optional chaining semantics are different
- Bitwise OR (`a | b`)
- `typeof`



- Type-cast support (`a as b`) – only `$any(a)`
- Generic support (`fn<T>()`)
- Literal notation (`1e5`)
- Arrow functions
- Postfix operators
- `in` operator
- `instanceof` operator
- Object literal capabilities (spread, etc)
- Optional chaining semantics are different
- Bitwise OR (`a | b`)
- ~~`typeof`~~ Thanks, Matthieu!



New **TypeScript** features aren't
supported **immediately**

Angular expressions should be plain TypeScript expressions #43485



Open



petebacondarwin opened on Sep 17, 2021

edited by JoostK · Edits ▾ · ⋮

Which @angular/* package(s) are relevant/releated to the feature request?

compiler

Description

This issue is a container for all the issues that have requested new expression syntax features.

The aim is to collect all the features into one place so that we can track the work.

The plan is to do an holistic analysis of the syntax and decide things like:

1. How close to ECMAScript syntax we want to stay
2. What are the security implications of exposing particular syntaxes
3. How to incorporate Angular specific syntax, such as pipes and structural directive microsyntax.

The result will be a project proposal for the changes that we would like to make to the syntax in the short to medium term.



What about **pipes**?



JavaScript is considering a built-in pipeline operator

```
data |> json
```



computed() provides an
alternative



Can we reduce the friction of
using utility functions **directly**?



Lexical Scoping for Templates

```
import {UserKind} from './user';

@Component({template: `
  @if (user.kind === UserKind.Admin) { ... }
`})
export class UserProfile {
  UserKind = UserKind; // expose the enum on `this.`
  ...
}
```

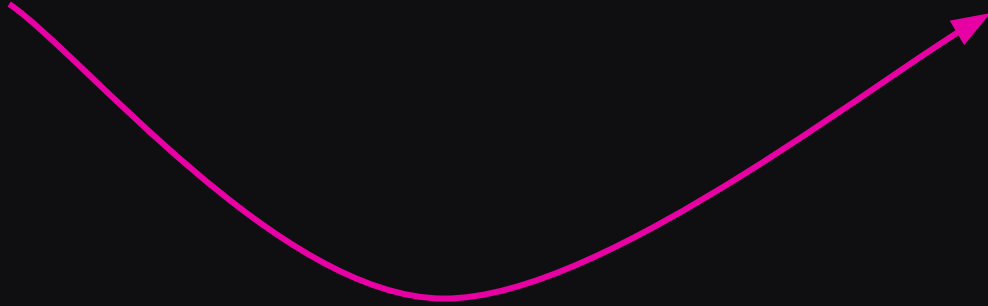
ooo

```
let count = 3;
```

```
function addToCount(step: number) {  
    return count + step;  
}
```

```
<p>Name: {{ name }}
```

```
<p>Name: {{ this.name }}
```





Extending Angular's lexical scoping to include JavaScript

```
import {UserKind} from './user';  
  
@Component({template: `  
  @if (user.kind === UserKind.Admin) { ... }  
`})  
export class UserProfile {  
  ...  
}
```





Selectorless components/directives

Plain **TypeScript** expressions

Lexical scoping



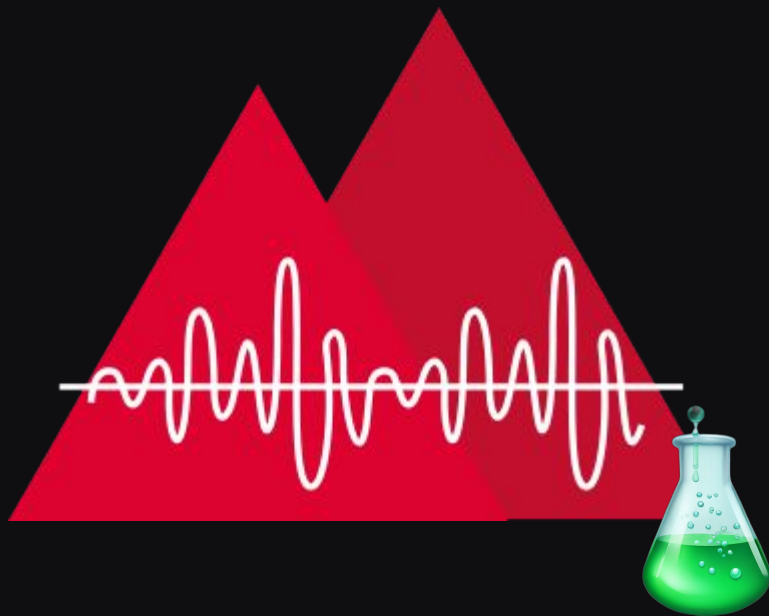
Host vs template bindings

Content projection limitations

Inputs not available during constructor



What if we took a more **holistic** approach?



```
<script lang="ts">
  const isChecked = model(false);

  function toggle() {
    isChecked.update(c => !c);
  }
</script>

<template>
  <input [checked]="isChecked" (click)="toggle()">
</template>
```



You may have seen some of our early **brainstorming**

```
function MyCheckbox({
  isChecked = model(false),
}) {

  function toggle() {
    isChecked.update(c => !c);
  }

  return ng`
    <input
      checked={isChecked}
      on:click={toggle()} >
    `;
}
```

```
<script>
  const isChecked =
    model(false);

  function toggle() {
    isChecked.update(c => !c);
  }
</script>

<input
  checked={isChecked}
  on:click={toggle()} >
```

```
@Component
class MyCheckbox {
  constructor(
    private isChecked = model(false)
  ) {}

  toggle() {
    this.isChecked.update(c => !c);
  }

  template = ng`
    <input
      checked={this.isChecked}
      on:click={this.toggle()} >`;
}
```



You may have seen some of our early **brainstorming**

```
function MyCheckbox({
  isChecked = model(false),
}) {

  function toggle() {
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    <input
      checked={isChecked}
      on:click={toggle()} >
    `;
}
```

```
<script>
  const isChecked =
    model(false);

  function toggle() {
    isChecked.update(c => !c);
  }
</script>

<input
  checked={isChecked}
  on:click={toggle()} >
```

```
@Component
class MyCheckbox {
  constructor(
    private isChecked = model(false)
  ) {}

  toggle() {
    this.isChecked.update(c => !c);
  }

  template = ng`
    <input
      checked={this.isChecked}
      on:click={this.toggle()} >`;
}
```



You may have seen some of our early **brainstorming**

```
function MyCheckbox({
  isChecked = model(false),
}) {

  function toggle() {
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    <input
      checked={isChecked}
      on:click={toggle()} >
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}
```

```
<script>
  const isChecked =
    model(false);

  function toggle() {
    isChecked.update(c => !c);
  }
</script>

<input
  checked={isChecked}
  on:click={toggle()} >
```

```
@Component
class MyCheckbox {
  constructor(
    private isChecked = model(false)
  ) {}

  toggle() {
    this.isChecked.update(c => !c);
  }

  template = ng`
    <input
      checked={this.isChecked}
      on:click={this.toggle()} >`;
}
```



You may have seen some of our early **brainstorming**

```
function MyCheckbox({
  isChecked = model(false),
}) {

  function toggle() {
    isChecked.update(c => !c);
  }

  return ng`
    <input
      checked={isChecked}
      on:click={toggle()} >
    `;
}
```

```
<script>
  const isChecked =
    model(false);

  function toggle() {
    isChecked.update(c => !c);
  }
</script>

<input
  checked={isChecked}
  on:click={toggle()} >
```

```
@Component
class MyCheckbox {
  constructor(
    private isChecked = model(false)
  ) {}

  toggle() {
    this.isChecked.update(c => !c);
  }

  template = ng`
    <input
      checked={this.isChecked}
      on:click={this.toggle()} >`;
}
```



Is it **worth** it?



Developers ❤️ authoring in Angular



Conclusion



We build Angular together



We move forward together



Deliver web apps with confidence



There's more to this **story**



There's **tooling** updates



Tooling Updates

- New migrations available for signals
- New Language service tooling for migrating code in your apps



There's **Material** updates



Material Updates

- New Components: 2d drag and drop, datepicker
- New theming guides
- New schematics and new APIs



Learn more at the v19 developer event



Thank you for being a part of this journey



Thank you

NG Poland 2024



Mark Techson
Angular DevRel
Google



Alex Rickabaugh
Angular Framework
Google



Pawel Kozlowski
Angular Framework
Google