



ANGULAR
ARCHITECTS
INSIDE KNOWLEDGE

Webinar

NgRx Best Practices



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About Me...



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Agenda

- Error Handling
- Deferred Actions
- Dependent Feature States



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Error Handling



Error Bubbling



The diagram illustrates the concept of error bubbling. At the bottom, a red starburst shape contains the word "Error". A red arrow points upwards from this starburst to a dark green rectangular box above it. The box contains the text "Individual: catchError". In the background, there is a large, faint, light gray watermark of the Angular logo, which is a shield with a stylized 'A' inside.

Individual: catchError



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Error Handling

- Observable ends on error
- Error handling is built-in in NgRx Effects
- Careful with catchError operator
 - Replaces the original Observable with an alternative
 - Overrides NgRx's handler



Don't do this!

```
this.actions$.pipe(  
  ofType(update),  
  concatMap(({ customer }) =>  
    this.http.put<Customer[]>(this.#baseUrl, customer)  
  ),  
  map(() => updateSuccess()),  
  catchError(() => of(updateFailed()))  
);
```

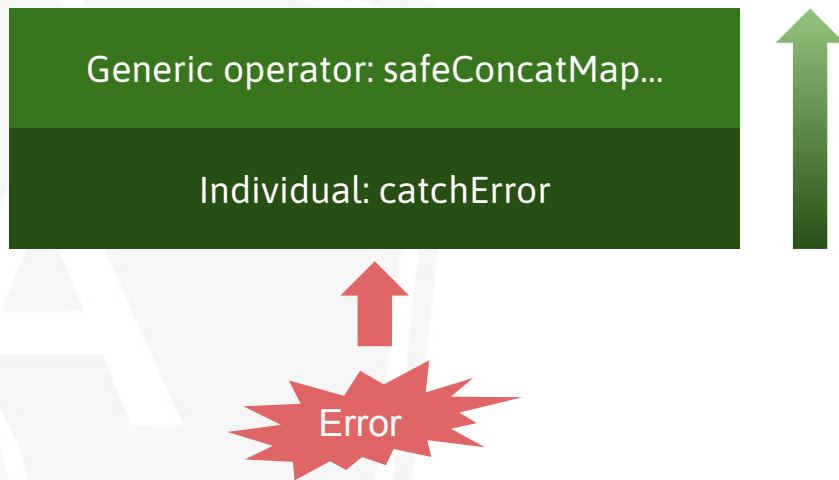


Use catchError only in "completing" Observables

```
this.actions$.pipe(  
  ofType(update),  
  concatMap(({ customer }) =>  
    this.http.put<Customer[]>(this.#baseUrl, customer).pipe(  
      map(() => updateSuccess()),  
      catchError(() => of(updateFailed()))  
    )  
  )  
);
```



Error Bubbling



Generic Operator 1/2

```
function safeConcatMap<S, T extends string>(  
  project: (value: S) => Observable<TypedAction<T>>  
) : OperatorFunction<S, TypedAction<T | "NOOP">> {  
  return (source$: Observable<S>): Observable<TypedAction<T | "NOOP">> =>  
    source$.pipe(  
      concatMap((value) =>  
        project(value).pipe(catchError(() => of(noopAction()))))  
      )  
    );  
}
```

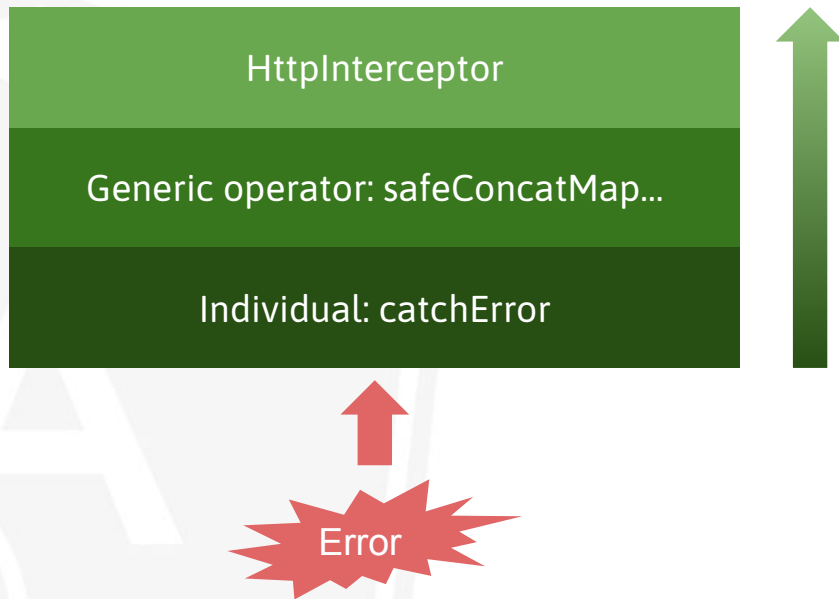


Generic Operator 2/2

```
this.actions$.pipe(  
  ofType(update),  
  safeConcatMap(({ customer }) =>  
    this.http  
      .put<Customer[]>(this.baseUrl, customer)  
      .pipe(map(() => updateSuccess()))  
  )  
);
```



Error Bubbling



Combination with HttpInterceptor 1/2

```
export const ERROR_MESSAGE_CONTEXT = new HttpContextToken(
  () => "Sorry, something went wrong on our side."
);

export class ErrorInterceptor implements HttpInterceptor {
  // ...

  intercept(
    req: HttpRequest<unknown>,
    next: HttpHandler
  ): Observable<HttpEvent<unknown>> {
    return next.handle(req).pipe(
      catchError((err) => {
        const errorMessageContext = req.context.get(ERROR_MESSAGE_CONTEXT);
        this.uiMessage.error(errorMessageContext);
        return throwError(() => err);
      })
    );
  }
}
```

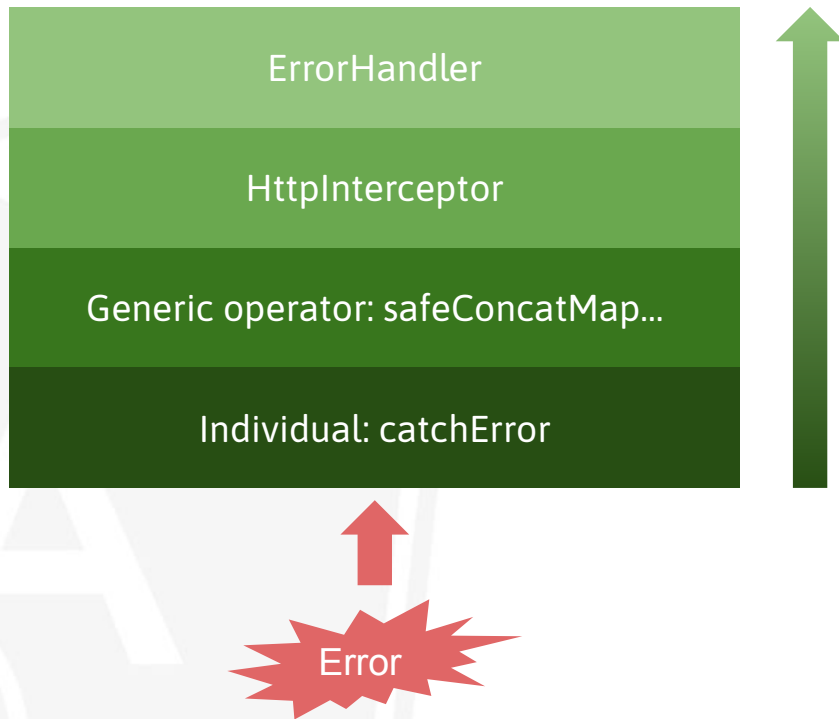


Combination with HttpInterceptor 2/2

```
this.actions$.pipe(
  ofType(update),
  safeConcatMap(({ customer }) =>
    this.http
      .put<Customer[]>(this.#baseUrl, customer, {
        context: withErrorMessageContext("Customer could not be updated"),
      })
      .pipe(
        tap(() => this.uiMessage.info("Customer has been updated")),
        map(() => load())
      )
  )
);
```



Error Bubbling



Global Error Handling

(because it's not always the API communication...)

```
@Injectable()
```

```
export class ErrorHandlerService implements ErrorHandler {
```

```
  constructor(private injector: Injector) {}
```

```
  handleError(error: unknown): void {
```

```
    const messageService = this.injector.get(MessageService);
```

```
    messageService.error("We are sorry. An error happened.");
```

```
    console.error(error);
```

```
  }
```

```
}
```



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Can a State be in an "Error State"?



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Error State

- Error property for each Action questionable
 - add / addSuccess / addFailed
 - remove / removeSuccess / removeFailed
 - update / updateSuccess / updateFailed
- Focus on error property for central state element (often entities)



Error State

```
export interface CustomerState {  
  customers: Customer[];  
  hasError: boolean;  
}
```

```
export const initialState: CustomerState = {  
  customers: [],  
  hasError: false  
};
```



Deferred Actions



Examples

- Navigating to a different route
- Showing a message
- Showing a local loading indicator



Does this look right?

```
remove$ = createEffect(() =>

  this.actions$.pipe(

    ofType(remove),

    concatMap(({ customer }) =>

      this.http.delete<Customer[]>(`${this.baseUrl}/${customer.id}`)

    ),

    tap(() => this.router.navigateByUrl("/customer")),

    map(() => removed())

  )

);
```

Tight
Coupling



Better know?

```
@Component({  
  // ...  
})  
export class EditCustomerComponent {  
  // ...  
  
  submit(customer: Customer) {  
    this.store.dispatch(  
      update({  
        customer: { ...customer, id: customer.id },  
      })  
    );  
    this.router.navigate(["/customers"]);  
  }  
}
```

Too Early



And this?

```
@Component({  
  // ...  
})  
export class EditCustomerComponent {  
  constructor(private router: Router, actions$: Actions) {  
    actions$  
      .pipe(ofType(removed))  
      .subscribe(() => this.router.navigate(["/customers"]));  
  }  
}
```

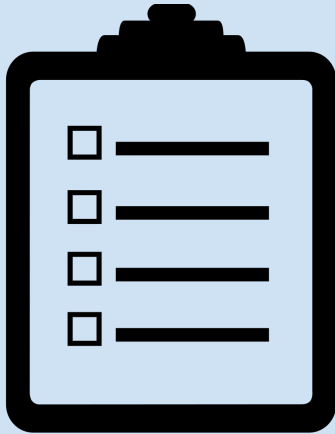
Seriously?



Distribution of Tasks

Component

Specify Redirection

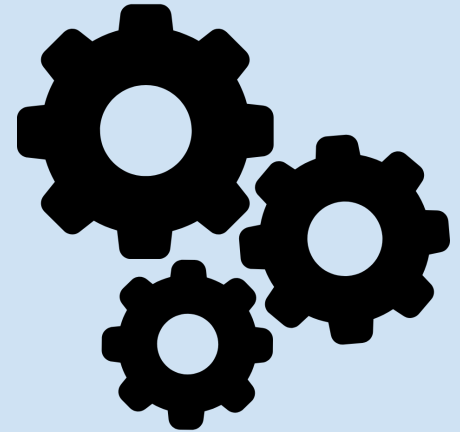


Url
(Action payload)

```
this.store.dispatch(  
  load({forward: "/customer"}  
)
```

State Management

Execute Redirection



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```
// customer.actions.ts
export const remove = createAction(
  "[Customer] Remove",
  props<{ customer: Customer; forward: string; message: string }>()
);

// customer.effects.ts
remove$ = createEffect(() =>
  this.actions$.pipe(
    ofType(remove),
    concatMap(({ customer, forward, message }) =>
      this.http.delete<Customer[]>(`${this.#baseUrl}/${customer.id}`).pipe(
        tap(() => this.router.navigateByUrl(forward)),
        tap(() => this.uiMessage.info(message))
      )
    ),
    map(() => removed())
  )
);
```

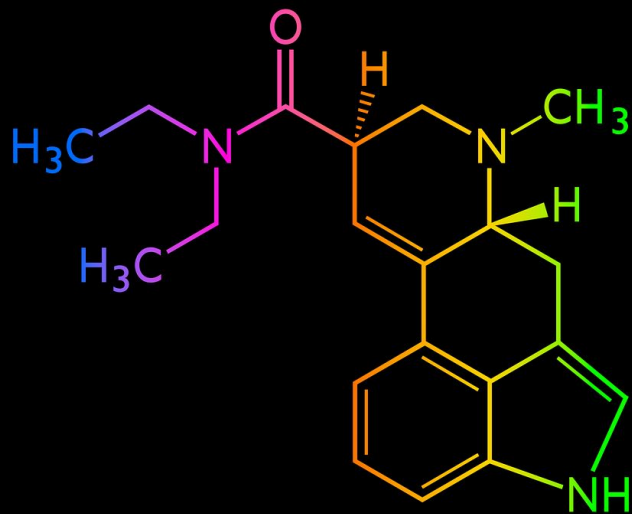


Strict Decoupling?

- Depends on type of State
 - Entity: Managing Entities
 - UI: Coordinating multiple UI components
- Consequences for
 - Selectors using multiple feature states
 - Action per Component
 - Simplicity
 - Architecture



Dependent Feature States



Scenarios

- Passive dependency
 - Other feature state is read-only → no actions required
 - Selectors in simple use cases
 - `combineLatest` when facades act as API
- Active dependency
 - Action triggers change or side-effect in state
 - Direct usage of action in effect/reducer
 - Use Observable from Facade



Active Dependency 1/2

```
// customer.facade.ts
```

```
@Injectable({  
  providedIn: "root",  
})  
export class CustomerFacade {  
  #selectedCustomerId$: Observable<number | undefined>;  
  
  getSelectedCustomerId() {  
    return this.#selectedCustomerId$;  
  }  
  
  constructor(private store: Store) {  
    this.#selectedCustomerId$ = this.store.select(  
      fromCustomer.selectSelectedId  
    );  
  }  
}
```



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Active Dependency 2/2

```
// booking.effects.ts
```

```
@Injectable()
export class BookingEffects {
  constructor(private store: Store, private customerFacade: CustomerFacade) {}

  load$ = createEffect(() =>
    this.customerFacade.getSelectedCustomerId().pipe(
      filter(Boolean),
      map((customerId) => loaded({ bookings: bookings.get(customerId) || [] })))
  );
}
```



Architectural Considerations

- Mirror dependencies via routing
 - Important for lazy loaded modules
 - RouterGuard acts as resetting trigger
- Eagerly initialise only data module
- Is "trigger logic" part of a component or state management?



Thank you!



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Want to see more?

- <https://www.angulararchitects.io/en/angular-workshops/professional-ngrx/>



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