

A black and white photograph of a skier in mid-air, performing a jump or turn on a snowy mountain slope. The skier is wearing a helmet, goggles, and a light-colored jacket. The background shows more snow-covered terrain and a bright sky.

# Angular 2 Off Tracks

by Gerard Sans (@gerardsans)

Laptops shiny and ready by 9:00~ish

Instructions [bit.ly/jfokus-ng2-off-tracks](http://bit.ly/jfokus-ng2-off-tracks)



# Agenda

## **9:00 Welcome**

Instructions and setup

## **Advanced Techniques**

Practice, Q&A

## **Angular 2 Animations**

Practice, Q&A

## **Redux and using ngrx/store**

Practice, Q&A

## **Ahead of time Compilation**

Practice, Q&A

## **12:30 Wrapping up**

# Google Developer Expert



# Blogger



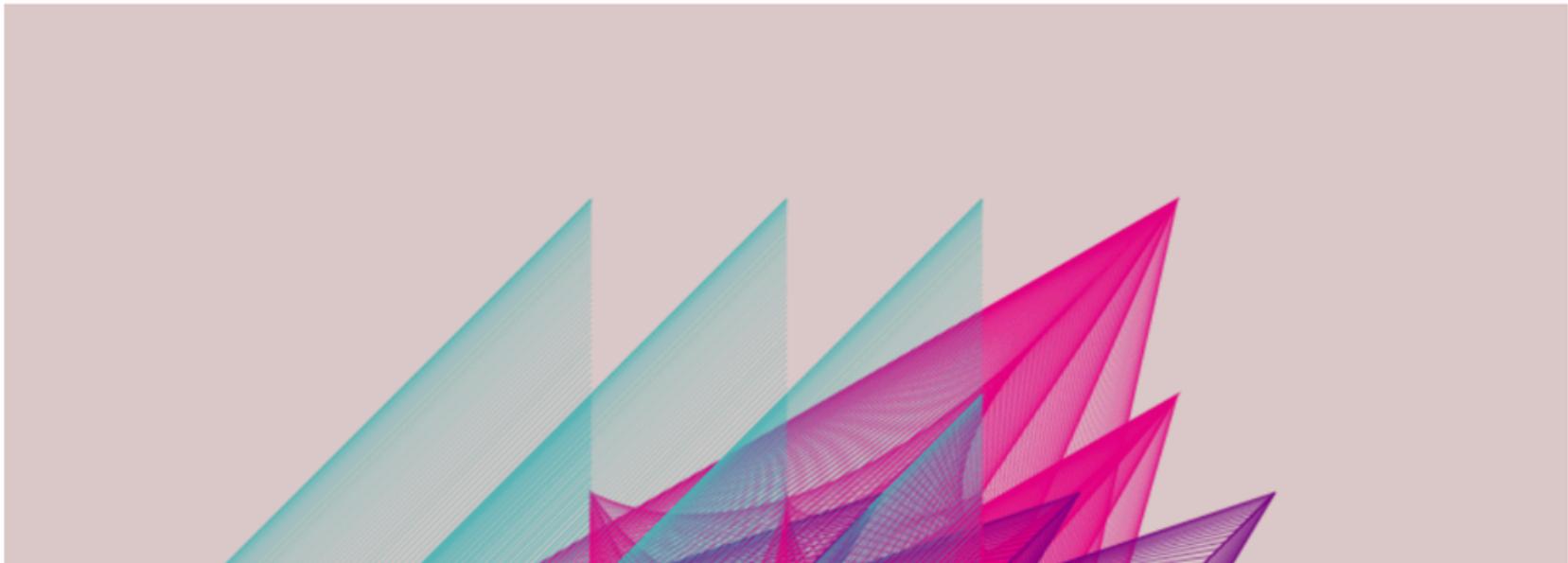
gsans

Coding is fun | Coded something awesome today? | #Angular & #JavaScript are the new kings! M...

Aug 14 · 8 min read

## GraphQL and the amazing Apollo Client

Explore an Application built using React and Angular 2



# International Speaker





# Angular 2 Trainer



# Community Leader





# **New Features since final**

# Angular Version

# index.html

```
// index.html
<my-app ng-version="2.4.6">
  <div>
    <h2>Hello Angular2</h2>
  </div>
</my-app>
```

# Programmatically

```
import {VERSION} from '@angular/core';

console.log(VERSION);
// {
//   full: "2.4.6"
//   major: "2"
//   minor: "4"
//   patch: "6"
// }
```

# **Components inheritance**

# Introduction

- Derived Class inherits from Base Class
- This complements ES6 inheritance
- Similarly to DI Configuration is done automatically
- The derived class can decide to override some behaviours

# Base Class Propagates

- **Decorators** (metadata)
  - class (@Component, @Directive, @Pipe)
  - properties (@Input, @Output)
- **Constructor**: if not defined
- **Lifecycle hooks**: called even if not defined in derived class

# Usage

```
<div>
  <person name="John"></person>
  <employee name="Tom" id="45231"></employee>
</div>
```

# Implementation

```
@Component({
  selector: 'person',
  template: `<h4>Person: {{name}}</h4>`
})
export class Person {
  @Input() name: string;
}

@Component({
  selector: 'employee',
  template: `<h4>Employee: {{name}}, id: {{id}}</h4>`
})
export class Employee extends Person {
  @Input() id: string;
}
```

# **Advanced Techniques**

# **Host and Child Elements**

# Introduction

- Available for Components and Directives
- Access to DOM Elements
  - using ElementRef
  - using @ViewChild, @ContentChild
- @Component, @Directive Metadata
  - host, @HostBinding, @HostListener

# ElementRef

```
@Component({
  selector: 'person', // <person name="John"></person>
  template: `<h4>Person: {{name}}</h4>`
})
export class Person {
  constructor(private element: ElementRef) {
    console.log(this.element.nativeElement);
  }
}
```

# @ViewChild

```
@Component({
  selector: 'section',
  template: `
    <div>
      <a href="#" #link>Add</a>
      <person name="John"></person>
    </div>`
})
export class Section {

  @ViewChild('link') element;
  ngAfterViewInit() {
    //this.element.nativeElement
  }

  @ViewChild(Person) person;
  ngAfterViewInit() {
    //this.person.sayHi();
  }
}
```

# @ContentChild

```
@Component({
  selector: 'my-container',
  template: '<ng-content></ng-content>'
})
export class MyContainer {
  @ContentChild('link') element;
  ngAfterContentInit() { } //this.element.nativeElement

  @ContentChild(Person) person;
  ngAfterContentInit() { } //this.person.sayHi();
}
@Component({
  selector: 'my-app',
  template: `
    <my-container>
      <a href="#" #link>Add</a>
      <person name="John"></person>
    </my-container>
  `,
})
export class App { }
```

# HostBinding

```
@Component({
  selector: 'person', // <person name="John"></person>
  template: `<h4>Person: {{name}}</h4>`,
  host: {
    '[style.backgroundColor]': "'red'",
    '[class.active]': 'true',
  },
})
export class Person {
  @Input() name;

  //<host style="color: red;"></host>
  @HostBinding('style.backgroundColor') backgroundColor = 'red';

  //<host class="active"></host>
  @HostBinding('class.active') active = true;
}
```

# HostListener

```
@Directive({
  selector: '[log-clicks]', // <element log-clicks></element>
  host: {
    '(click)': 'onClick($event)',
    '(document:click)': 'documentClick($event)',
  },
})
export class LogClicks {

  //<host (click)="onClick($event)"></host>
  @HostListener('click', ['$event'])
  onClick(e){ console.log(e); }

  //<host (document:click)="documentClick($event)"></host>
  @HostListener('document:click', ['$event'])
  documentClick(e) { console.log(e); }
}
```

# Host CSS Styling

- matches classes, attributes, etc
- `:host(selector) { }`
  - targets host element
- `:host-context(selector) { }`
  - targets host and descendants
- `:host /deep/ selector`
  - targets host and descendants crossing boundaries

# **Structural Directives**

# Implementing \*ngIf

# Introduction

- Structural Directives use **HTML5 template tag**
- template elements are invisible by default
- its content is placed within a
  - **#document-fragment**

# \*ngIf

```
<div *ngIf="true">  
  Yay!  
</div>  
  
<template [ngIf]="true">  
  <div>  
    Yay!  
  </div>  
</template>
```

# Structure

```
<template [ngIf]="true">  
  <div>  
    Yay!  
  </div>  
</template>
```

# \*myNgIf

```
import { Directive, Input } from '@angular/core';
import { TemplateRef, ViewContainerRef } from '@angular/core';

@Directive({
  selector: '[myNgIf]'
})
export class MyNgIf {
  constructor(
    private template: TemplateRef<any>,
    private viewContainer: ViewContainerRef
  ) { }

  @Input() set myNgIf(condition: boolean) {
    if (condition) {
      this.viewContainer.createEmbeddedView(this.template);
    } else {
      this.viewContainer.clear();
    }
  }
}
```

# Implementing \*ngFor

# Introduction

- Uses template tag
- Similarly
  - ViewContainerRef,  
TemplateRef
- Requires Change Detection
  - ChangeDetectorRef
- Requires helper for Arrays
  - IterableDiffer

# \*ngFor

```
<div *ngFor="let elem of elems">  
  {{value}}  
</div>  
  
<template ngFor #elem [ngForOf]="elems">  
  <div>{{value}}</div>  
</template>
```

# Structure

```
<template ngFor #elem [ngForOf]="elems">  
  <div>  
    {{value}}  
  </div>  
</template>
```

# \*myNgFor (1/2)

```
@Directive({
  selector: '[myNgFor]',
  inputs: ['myNgForOf']
})
export class MyNgFor implements OnInit {
  private differ: IterableDiffer;

  constructor(
    private differs: IterableDiffers,
    private changeDetector: ChangeDetectorRef,
    private template: TemplateRef,
    private viewContainer: ViewContainerRef
  ) { }

  ngOnInit(){
    if (this.myNgForOf && !this.differ) {
      this.differ = this.differs.find(this.myNgForOf).create(this.changeDetector);
    }
  }
}
```

# \*myNgFor (2/2)

```
export class MyNgFor implements DoCheck, OnInit {  
  
ngDoCheck() {  
  if (!this.differ) return;  
  
  let changes = this.differ.diff(this.myNgForOf);  
  if (!changes) return;  
  
  changes.forEachAddedItem(added => {  
    let view = this.viewContainer  
      .createEmbeddedView(this.template);  
    view.context.$implicit = added.item;  
  });  
  
  changes.forEachRemovedItem(removed => {  
    this.viewContainer.remove(removed.previousIndex);  
  });  
}  
}
```

# Exposing Data

```
// <h2 *myNgFor="let name of elems; let ts=timestamp">
//   Hello {{name}}-{{ts | date:'mediumTime' }}
// </h2>

export class MyNgFor implements DoCheck, OnInit {
  ngDoCheck() {
    changes.forEachAddedItem(added => {
      let view = this.viewContainer
        .createEmbeddedView(this.template, {
          timestamp: new Date()
        });
      view.context.$implicit = added.item;
    });
  }
}
```

# Animations

# Introduction

- Build on top of Web Animations API
- CSS Transitions
- CSS Animations (@keyframes)

# CSS Transitions

- Define an initial and final state
- Intermediate states are calculated automatically
- We can choose which CSS properties we want to affect
- Not all CSS properties are animatable ([list](#))

# transition example

```
.element {  
  transition-property: all;  
  transition-duration: 5s;  
  transition-timing-function: ease-in;  
  transition-delay: 1s;  
}  
  
.element {  
  transition: all 5s ease-in 1s;  
}
```

# CSS Animations

- Define any number of states between the initial and final state
- Changes from states are calculated automatically
- We can choose which CSS properties we want to affect

# animation example

```
.element {  
    animation-name: fade;  
    animation-duration: 5s;  
    animation-delay: 1s;  
    animation-iteration-count: infinite;  
    animation-timing-function: linear;  
    animation-direction: alternate;  
}  
  
.element {  
    animation: fade 5s 1s infinite linear alternate;  
}  
  
@keyframes fade {  
    0% {  
        opacity: 1;  
    }  
    100% {  
        opacity: 0;  
    }  
}
```

# toggle

```
@Component({
  selector : 'toggle',
  animations: [
    trigger('toggle', [
      state('true', style({ opacity: 1; color: 'red' })),
      state('void', style({ opacity: 0; color: 'blue' })),
      transition('void => *', animate('500ms ease-in-out')),
      transition('* => void', animate('500ms ease-in-out'))
    ])
  ],
  template: `
<div [@toggle]="show" *ngIf="show">
  <ng-content></ng-content>
</div>`
})
export class Toggle {
  @Input() show:boolean = true;
}
```

# new aliases 2.1+

```
animations: [
  trigger('toggle', [
    state('show', style({ opacity: 1 })),
    state('void', style({ opacity: 0 })),
    transition(':enter', animate('500ms ease-in-out')),
    transition(':leave', animate('500ms ease-in-out'))
  ))
],
```

demo

# Router transitions

```
import { Component } from '@angular/core';
import { routerTransition } from './router.animations';

@Component({
  selector: 'home',
  template: `<h1>Home</h1>`,
  animations: [routerTransition()],
  host: {'[@routerTransition]': ''}
})
export class Home { }
```

# Router transitions

```
import {trigger, state, animate, style, transition} from '@angular/core'

export function routerTransition() {
  return slideToRight();
}

function slideToRight() {
  return trigger('routerTransition', [
    state('void', style({position:'fixed', width:'100%'})) ,
    state('*', style({position:'fixed', width:'100%'})) ,
    transition(':enter', [
      style({transform: 'translateX(-100%')}),
      animate('0.5s ease-in-out', style({transform: 'translateX(0%')}))
    ]),
    transition(':leave', [
      style({transform: 'translateX(0%')}),
      animate('0.5s ease-in-out', style({transform: 'translateX(100%')}))
    ])
  ]);
}
```

demo 1

demo 2

# Redux and ngrx

# Angular Data Layer

## DATA CLIENTS

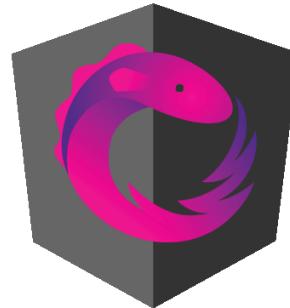


GraphQL



Firebase

## STATE MANAGEMENT



ngrx



Redux

**Dan Abramov**

@gaearon

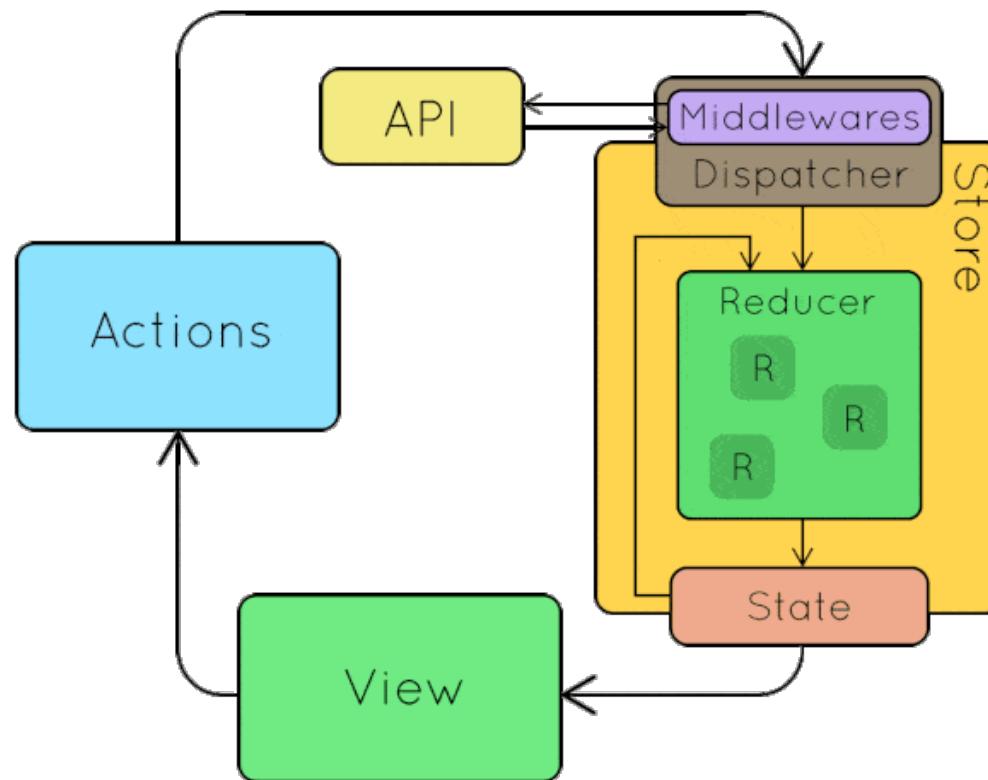


# Libraries

# Main Principles

- Unidirectional data flow
- Single Immutable State
- New states are created without  
*side-effects*

# Unidirectional data flow



source: [blog](#)

# Single Immutable State

- Helps tracking changes by reference
- Improved Performance
- Enforce by convention or using a library. Eg: [Immutable.js](#)

# Immutable by Convention

- New array using *Array Methods*
  - map, filter, slice, concat
  - Spread operator (ES6) [...arr]
- New object using *Object.assign* (ES6)

# Using Immutable.js

```
let selectedUsers = Immutable.List([1, 2, 3]);
let user = Immutable.Map({ id: 4, username: 'Spiderman' });

let newSelection = selectedUsers.push(4, 5, 6); // [1, 2, 3, 4, 5, 6];
let newUser = user.set('admin', true);
newUser.get('admin') // true
```

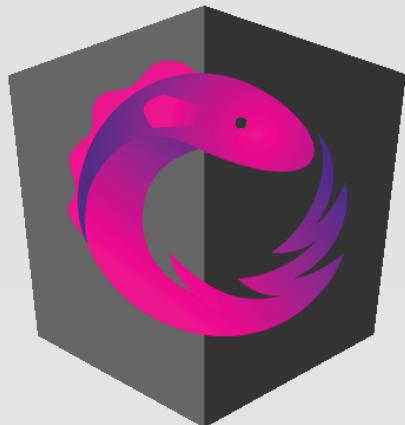
# Reducers

- *Reducers* create new states in response to *Actions* applied to the current *State*
- Reducers are *pure functions*
- Don't produce *side-effects*
- Composable

# Middlewares

- Sit between *Actions* and *Reducers*
- Used for logging, storage and  
*asynchronous operations*
- Composable

**Rob Wormald**  
[@robwormald](https://twitter.com/robwormald)



# ngrx/store

- Re-implementation of Redux on top Angular 2 and RxJS 5
- ngrx suite: store, effects, router, db

# Setup

```
import { App } from './app';
import { StoreModule } from "@ngrx/store";
import { rootReducer } from './rootReducer';

@NgModule({
  imports: [
    BrowserModule,
    StoreModule.provideStore(rootReducer)
  ],
  declarations: [ App ],
  bootstrap: [ App ]
})
export class AppModule {}

platformBrowserDynamic().bootstrapModule(AppModule);
```

# ADD\_TODO Action

```
// add new todo
{
  type: ADD_TODO,
  id: 1,
  text: "learn redux",
  completed: false
}
```

# todos Reducer

```
const initialState = [];

const todos = (state = initialState, action:Action) => {
  switch (action.type) {
    case TodoActions.ADD_TODO:
      return state.concat({
        id: action.id,
        text: action.text,
        completed: action.completed });
    default: return state;
  }
}

// {
//   todos: [], <-- todos reducer will mutate this key
//   currentFilter: 'SHOW_ALL'
// }
```

# currentFilter Reducer

```
const currentFilter = (state = 'SHOW_ALL', action: Action) => {
  switch (action.type) {
    case TodoActions.SET_CURRENT_FILTER:
      return action.filter
    default: return state;
  }
}

// {
//   todos: [],
//   currentFilter: 'SHOW_ALL' <-- filter reducer will mutate this key
// }
```

# rootReducer

```
import { combineReducers } from '@ngrx/store';

const combinedReducer = combineReducers({
  todos: todos,
  currentFilter: currentFilter
});

export rootReducer = (state, action) => combinedReducer(state, action);
```

# New State

```
{  
  todos: [{  
    id: 1,  
    text: "learn redux",  
    completed: false  
  }],  
  currentFilter: 'SHOW_ALL'  
}  
  
// {  
//   todos: [], <-- we start with no todos  
//   currentFilter: 'SHOW_ALL'  
// }
```

# Stateless Todo Component

```
// <todo id="1" completed="true">buy milk</todo>
@Component({
  inputs: ['id', 'completed'],
  template: `
    <li (click)="onTodoClick(id)"
        [style.textDecoration]="completed?'line-through':'none' ">
      <ng-content></ng-content>
    </li>`,
  changeDetection: ChangeDetectionStrategy.OnPush
})
export class Todo {
  constructor(
    private _store: Store<TodosState>,
    private todoActions: TodoActions
  ) { }

  private onTodoClick(id){
    this._store.dispatch(this.todoActions.toggleTodo(id));
  }
}
```

# **Redux Dev Tools**

# Features

- Save/Restore State
- Live Debugging
- Time travel
- Dispatch Actions

demo

# Angular 2 in Production

# **Lazy Loading**

# Lazy Loading

```
// app.routing.ts
const aboutRoutes: Routes = [
  { path: 'about', loadChildren: './app/about.module.ts' },
];
export const AboutRouting = RouterModule.forChild(aboutRoutes);

//about.module.ts
import { NgModule } from '@angular/core';
import { CommonModule } from '@angular/common';
import { AboutRoutingModule } from './about.routing';
import { About } from './about.component';

@NgModule({
  imports: [ CommonModule, AboutRoutingModule ],
  declarations: [ About ]
})
export default class AboutModule { }
```

# Preloading

# default preloading

```
// app.routing.ts
import { Routes, RouterModule, PreloadAllModules } from '@angular/route

const appRoutes: Routes = [
  { path: 'about', loadChildren: './app/about.module.ts' },
]

export const AppRoutingModule = RouterModule.forRoot(appRoutes, {
  useHash: true,
  preloadingStrategy: PreloadAllModules
});
```

# custom preloading

```
// app.routing.ts
import { Routes, RouterModule } from '@angular/router';
import { CustomPreload } from './custom.preload';

const appRoutes: Routes = [
  { path: 'about', loadChildren: ... , data: { preload: true } },
];

export const AppRoutingModule = RouterModule.forRoot(appRoutes, {
  useHash: true,
  preloadingStrategy: CustomPreload
});
```

# custom preloading

```
// custom.preload.ts
import { PreloadingStrategy } from '@angular/router';

export class CustomPreload implements PreloadingStrategy {
  preload(route: Route, preload: Function): Observable<any> {
    return route.data && route.data.preload ? preload() : Observable.of
  }
}
```

# AoT Compilation

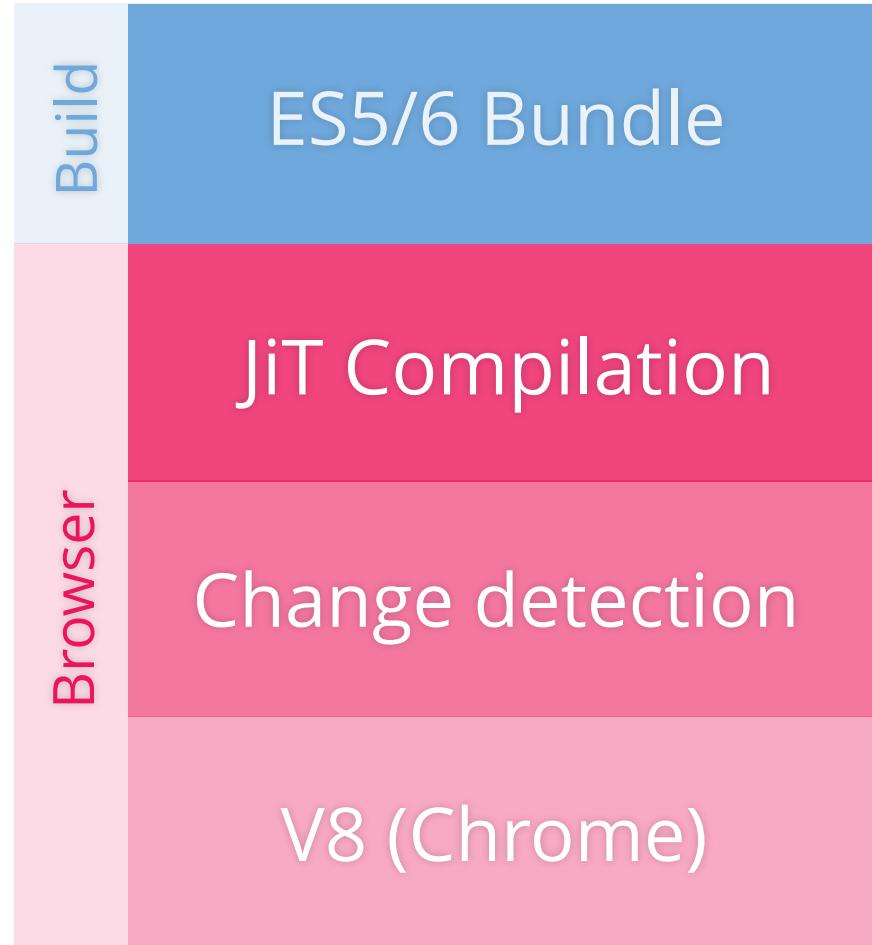
# Overview

- Render templates during Build
- Reduce Angular bundle size
- Speed up First Load
- Reduce Application size

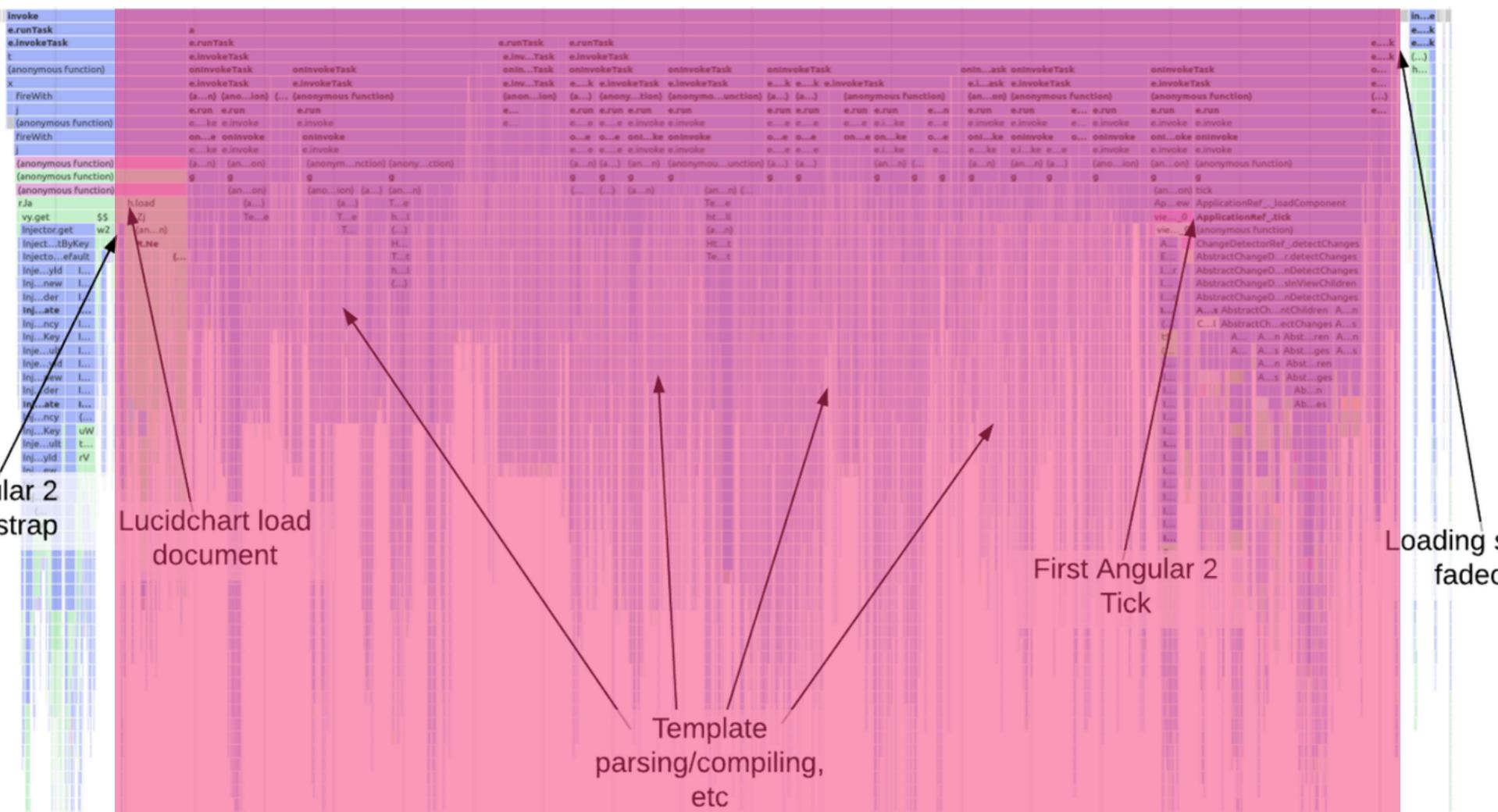
# Template Compilation

- Template Renderer
- Change detection
- Just-in-Time Compilation
- Ahead-of-Time Compilation

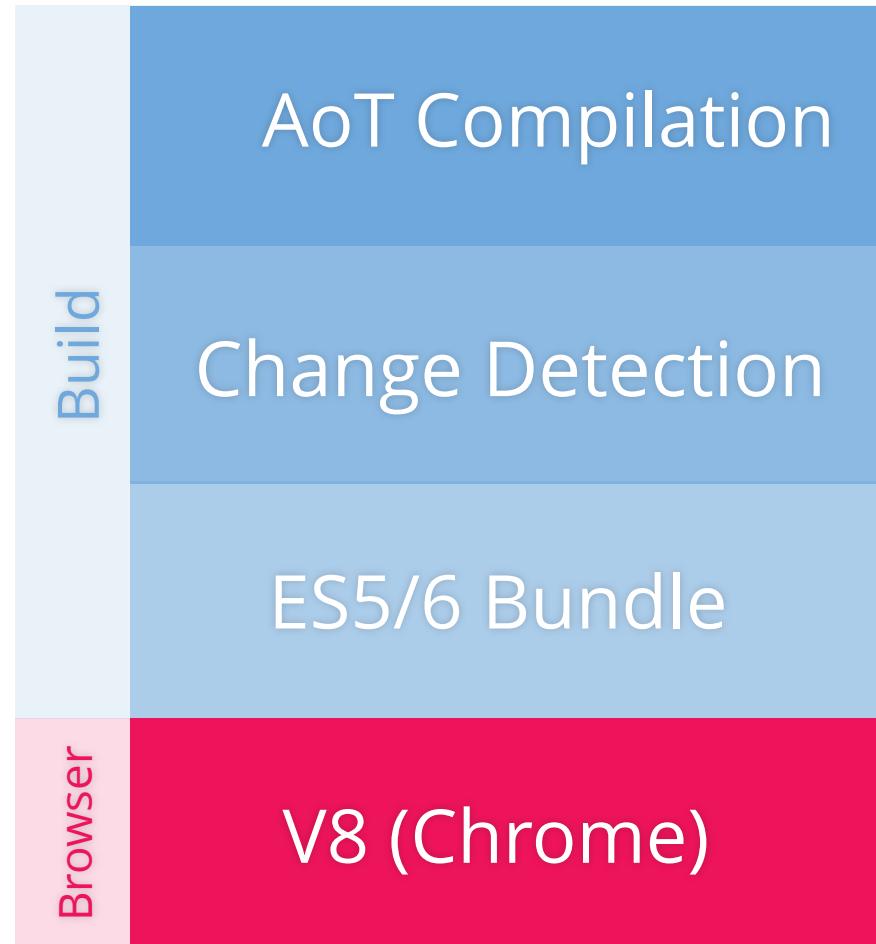
# JiT Compilation



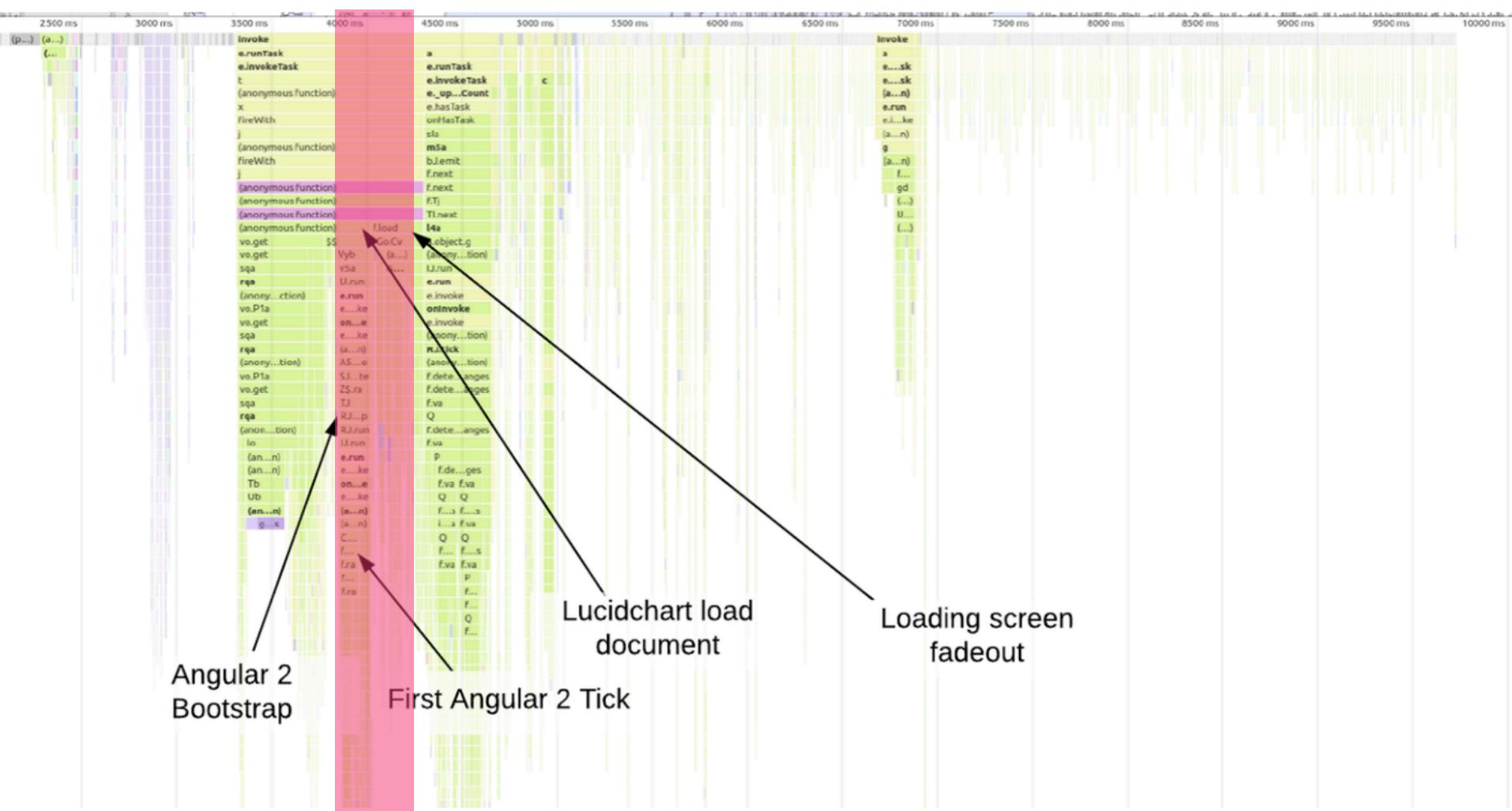
# Lucidchart using JIT



# AoT Compilation



# Lucidchart using AoT





Thanks!