

# Angular

*(a matter of opinion)*

Johanna Pearce (she/her)



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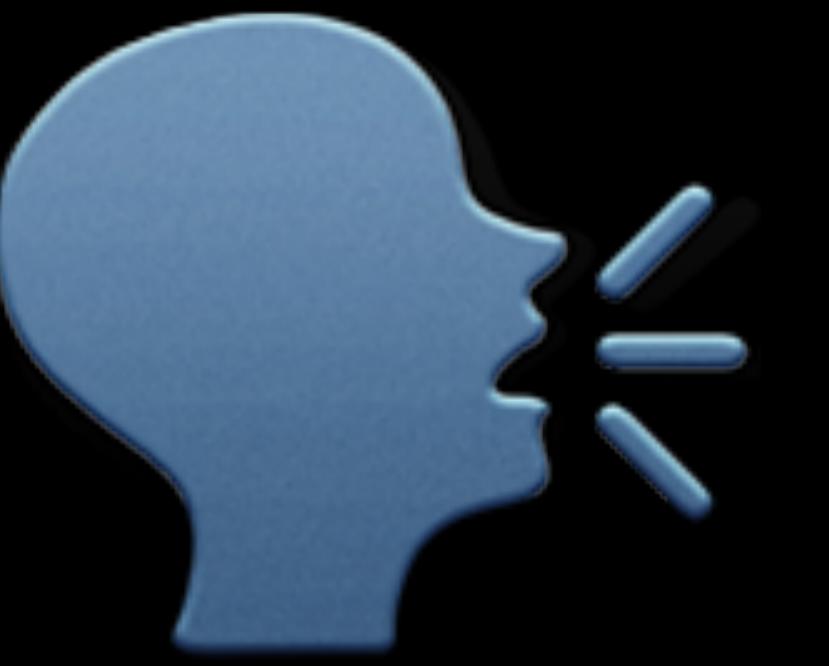
## Introduction

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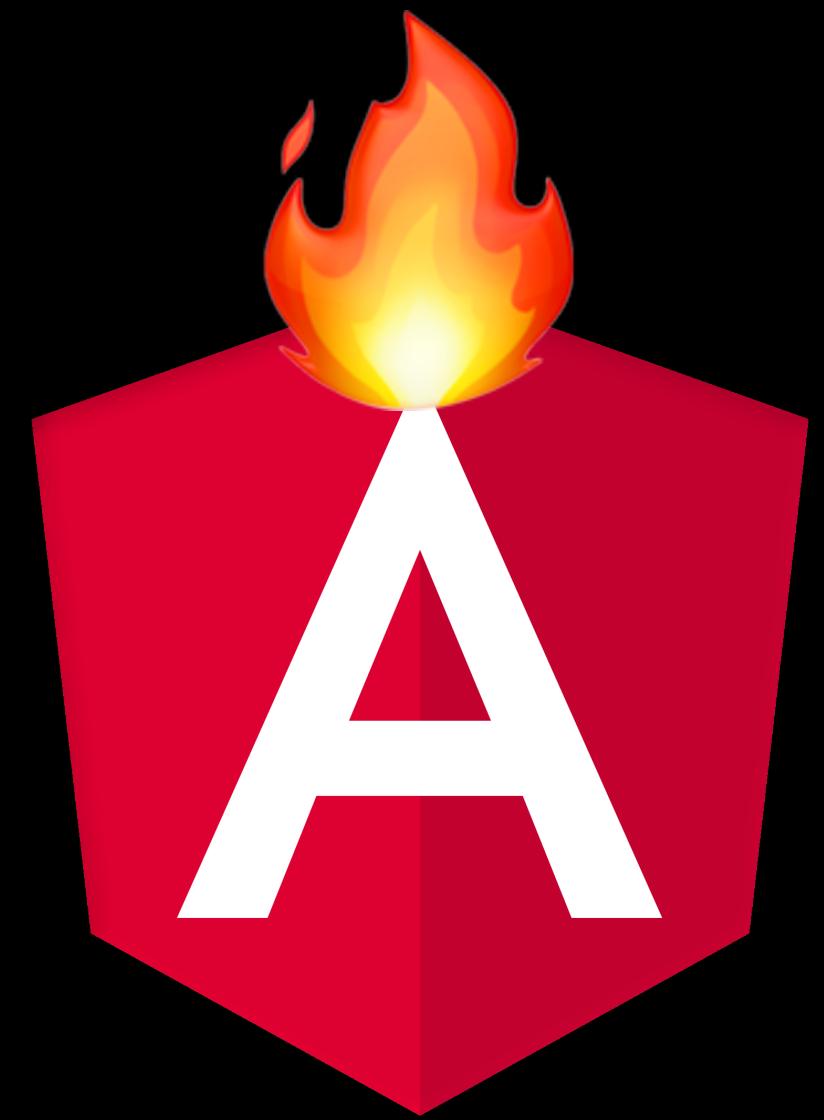
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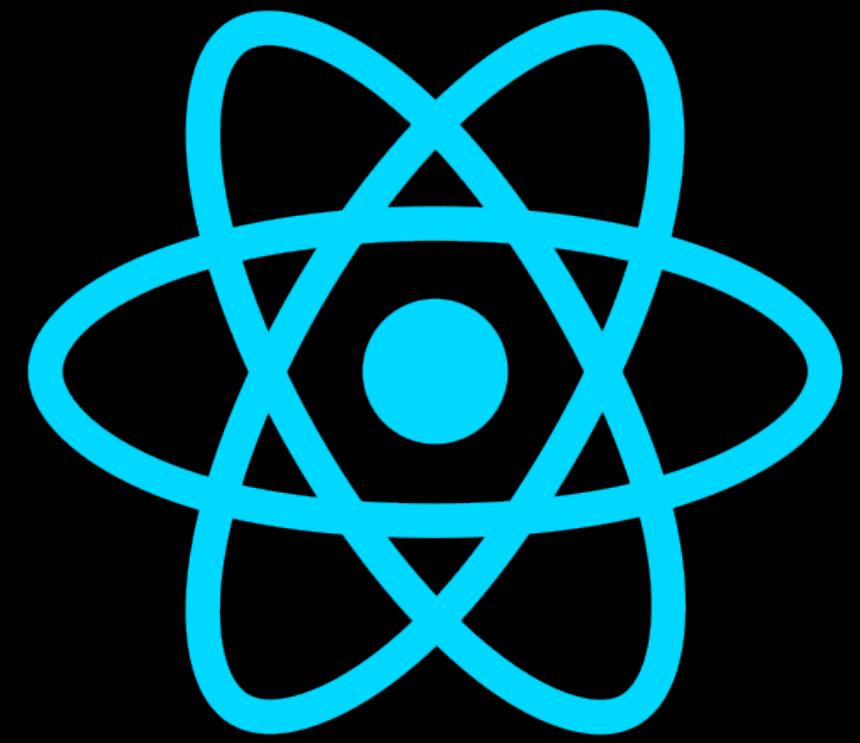
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# Choice & Constraints

*Part 1.*



# Choice & Constraints

*Part 1.*



## Choice & Constraints



*Be vulpe et catto.*

“

**THE PEOPLE OF THE FUTURE MAY SUFFER NOT FROM AN ABSENCE OF CHOICE, BUT FROM A PARALYSING SURFEIT OF IT. THEY MAY TURN OUT TO BE VICTIMS OF THAT PECULIARLY SUPER-INDUSTRIAL DILEMMA: OVERCHOICE**

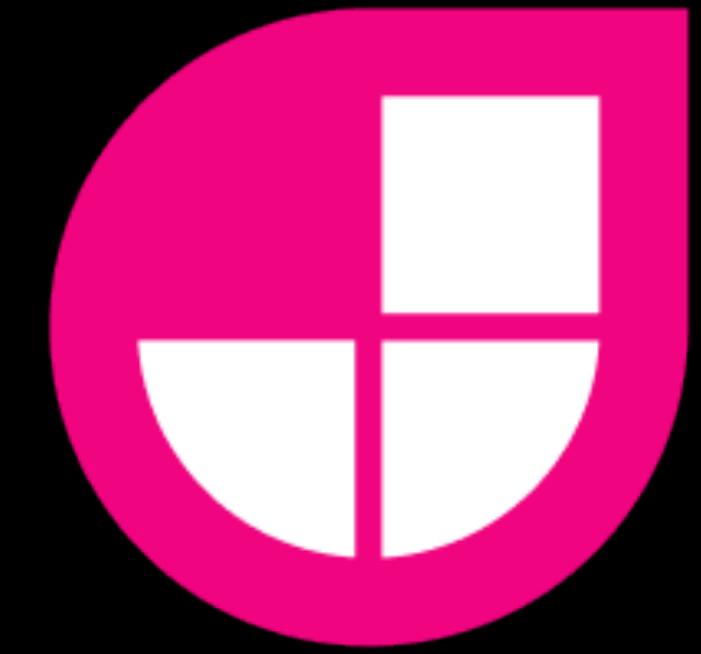
*Future Shock, Toffler, 1970*

## Choice & Constraints



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## Choice & Constraints



## Choice & Constraints



30%

## Choice & Constraints



3%

30%

## Choice & Constraints



## Choice & Constraints



## Choice & Constraints

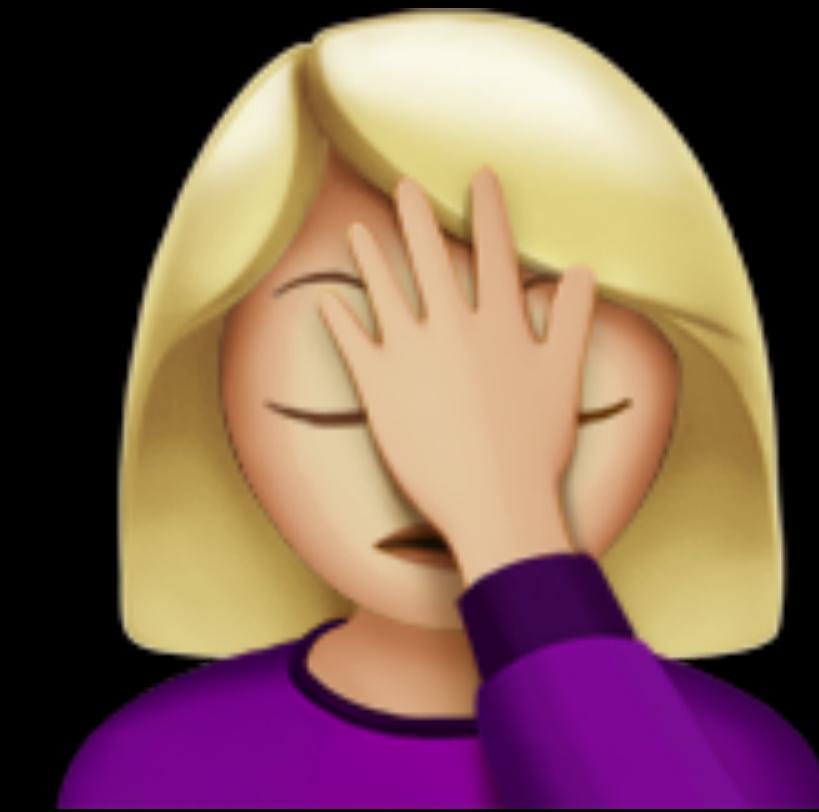


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## Choice & Constraints



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- **Routing**
- **Dependency Injection**
- **Transformation (Pipes)**
- **HttpClient**
- **Testing**



- **Forms**
- **Animation**
- **Internationalization**
- **SSR**
- **Elements**



- **Forms**
- **Animation**
- **Internationalization**
- **SSR**
- **Elements**



## Choice & Constraints



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“

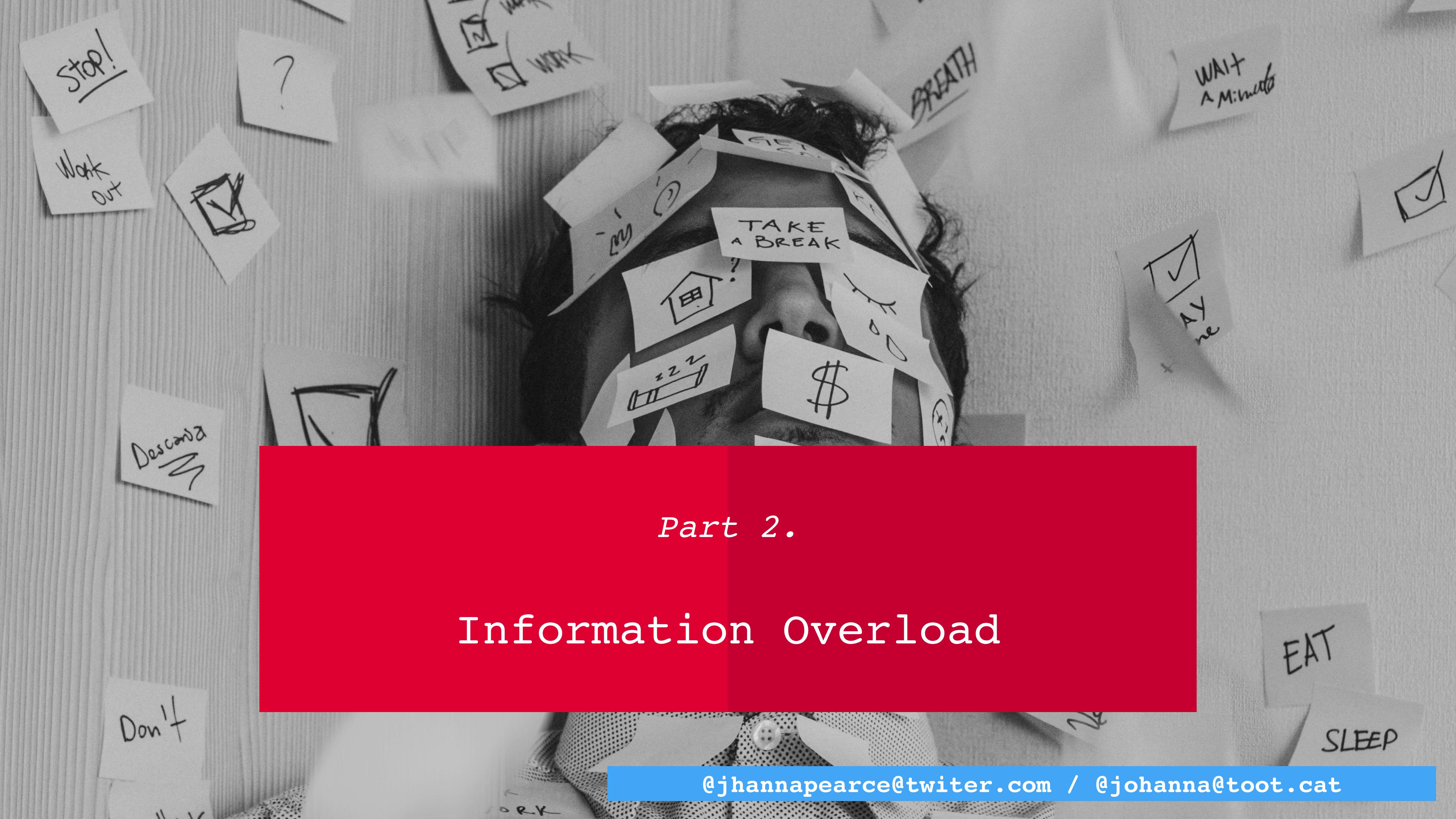
**PROGRAMS MUST BE WRITTEN FOR PEOPLE TO  
READ, AND ONLY INCIDENTALLY FOR MACHINES  
TO EXECUTE**

*Harold Abelson (Structure and Interpretation of Computer Programs, 1984)*

“

**PROGRAMS MUST BE WRITTEN FOR PEOPLE TO  
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*Harold Abelson (Structure and Interpretation of Computer Programs, 1984)*



*Part 2.*

## Information Overload

“

**...THERE ARE DISCOVERABLE LIMITS TO THE AMOUNT OF  
CHANGE THAT THE HUMAN ORGANISM CAN ABSORB.**

**...WITHOUT FIRST DETERMINING THESE LIMITS WE MAY  
SUBMIT MASSES OF [PEOPLE] TO DEMANDS THEY  
SIMPLY CANNOT TOLERATE.**

*Future Shock, Toffler, 1970*

- **Anxiety**
- **Hostility**
- **Apathy**
- **Physical Illness**
- **Depression**

# ORIENTATION RESPONSE

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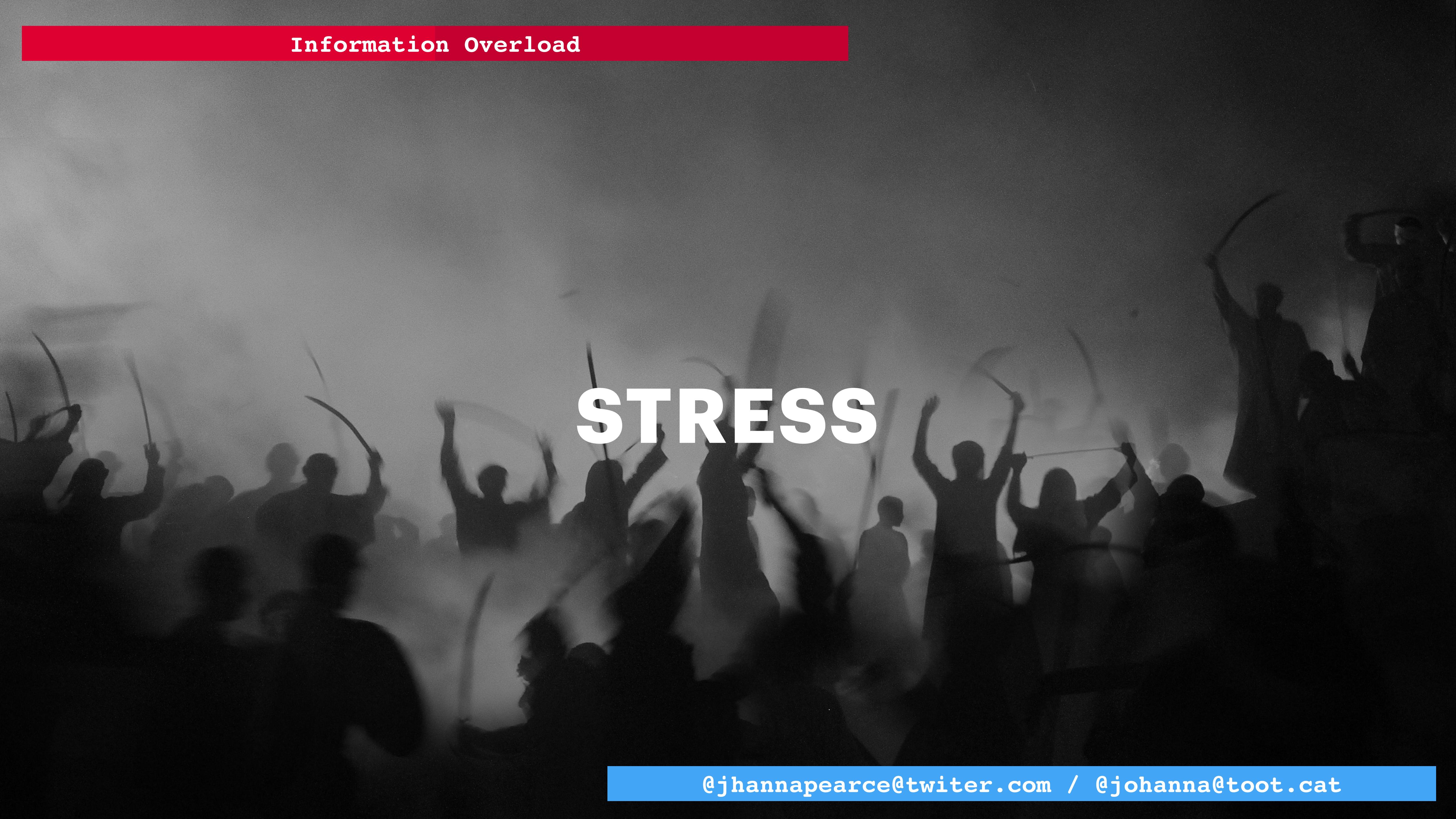
# ADAPTIVE REACTION



# STRESS



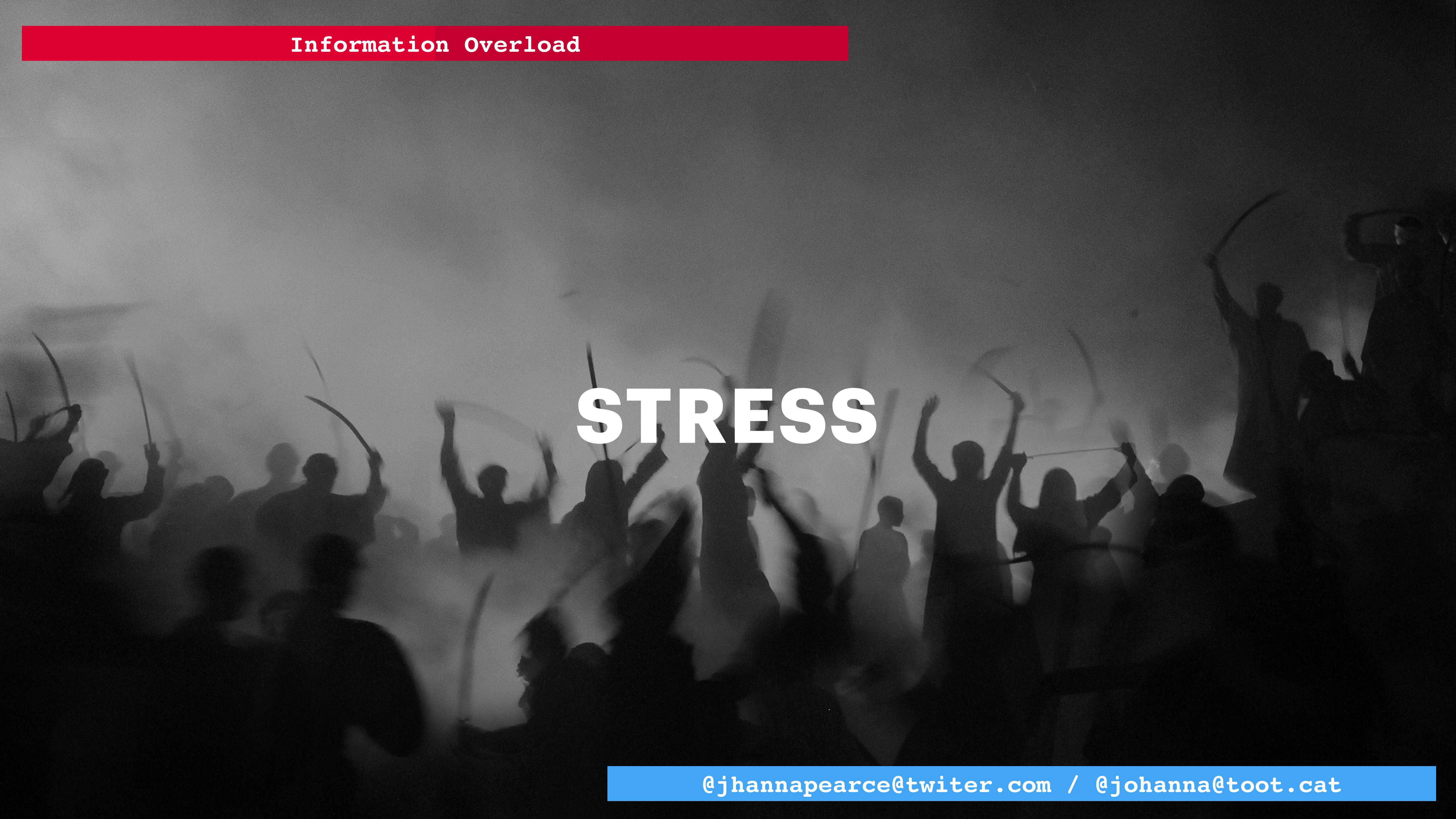
Information Overload



STRESS

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Information Overload



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“

**...[ORIENTATION RESPONSE] OCCURS NOT MERELY  
IN RESPONSE TO SIMPLE SENSORY INPUTS.**

**IT HAPPENS WHEN WE COME ACROSS NOVEL IDEAS  
OR INFORMATION AS WELL...**

*Future Shock, Toffler, 1970*

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*Part 3.*

## Balance

*Part 3.*

## Balance



**Andrew Clark**  
@acdlite

...

If you use React, you should be using a React framework. If your existing app doesn't use a framework, you should incrementally migrate to one. If you're creating a new React project, you should use a framework from the beginning.

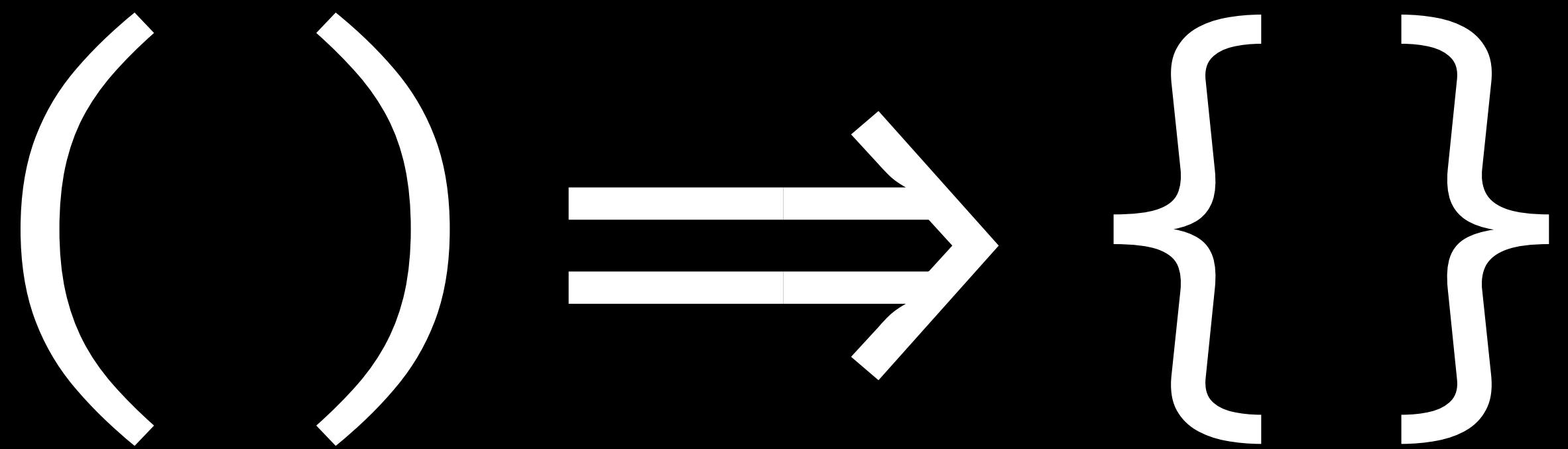
7:52 PM · Jan 23, 2023 · 792.1K Views

**Balance**



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# Balance



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# PROGRESSIVE DISCLOSURE



## Balance

```
// import required packages
import 'zone.js/dist/zone';
import { Component } from '@angular/core';
import { bootstrapApplication } from '@angular/platform-browser';

// describe component
@Component({
  selector: 'add-one-button', // component name used in markup
  standalone: true, // component is self-contained
  template: // the component's markup
  `
    <button (click)="count = count + 1">Add one</button> {{ count }}
  `,
})
// export component
export class AddOneButtonComponent {
  count = 0;
}

bootstrapApplication(AddOneButtonComponent);
```

## Balance

```
function MyButton() {
  count = signal(0);

  return (
    <button click={() => count.update(value => value + 1)}>
      Add one
    </button>
  );
}

export default function MyApp() {
  return (
    <div>
      <h1>My Angular JSX</h1>
      <MyButton />
    </div>
  );
}
```

- We ❤️ having choice
- Making choices? 😡
- Reduce complexity!
- Simple composable tools 👍
- Separate documentation 👍

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**THANK YOU.**

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**“Future Shock”**

- **Alvin Toffler**

**“Efficiency in Learning: Evidence-Based Guidelines to Manage Cognitive Load”**

- **Ruth Colvin Clark; Frank Nguyen; John Sweller**

**“Building Expertise: Cognitive Methods for Training and Performance Improvement”**

- **Ruth Colvin Clark**

**“Cognitive Psychology”**

- **Michael Eysenck; Mark T. Keane**