Effects

- Effects are functions that:
    - Rely on signals
    - Are executed when the signals change
    - Auto-magically subscribe and unsubscribe to the signals

```
effect(() => {
  console.log('The first signal value is:', this.firstSignal());
  console.log('The second signal value is:', this.secondSignal());
});
```

Effects

- It's ok to
  - Use more than one signal
  - Use async code
  - Cause side effects

- But don't
  - Modify any signals

```
effect(() => console.log(x() * y()))
```

```
effect(async () => await service.set(x()))
```

```
effect(() => storage.save(x()))
```

```
effect(() => x.set(10))
```