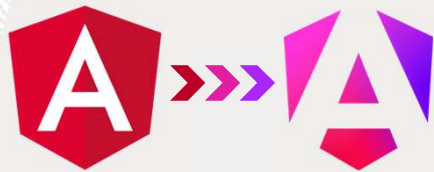


```
C:\ng new_
```



Angulars Renaissance

ORACLE TECH DAYS

Hi, I'm...



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- Freelancer
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- Angular, Async development, .NET core



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We have a GitHub Repository!

[kobi-hari-courses/2312-oracle-tech-days-ngnew](https://github.com/kobi-hari-courses/2312-oracle-tech-days-ngnew)

A screenshot of a GitHub repository page for '2312-oracle-tech-days-ngnew'. It shows the 'Commits' section with a table of application setup steps. Callout boxes point to specific parts: 'Session Summary' points to the commit list, 'Project Code with Commits Summary' points to the commit descriptions, and 'This presentation and other Useful Links' points to a list of files including presentations, projects, LICENSE, and README.md.

#	Link	Description
1	Initial application	Created an empty application using the angular CLI: <code>ng new redux-pop-quiz</code>
2	Added Material Design	Added angular material using the cli: <code>ng add @angular/material</code>
3	Custom Theme	Defined the theme palettes in <code>partial _common.scss</code> and generated the material styles in <code>styles.scss</code>
4	Tested theme	Used some angular material components like icon and button to test the new theme
5	Grid, Flex layout	Created layout <code>app.component.html</code> in <code>app.component.html</code> to test the new theme
6	CSS Variables	Added <code>app.component.html</code> to test the new theme

- presentations
- projects
- LICENSE
- README.md

Session Summary

Project Code with
Commits Summary

This presentation and other
Useful Links

Our Agenda



inject() – The new Dependency Injection



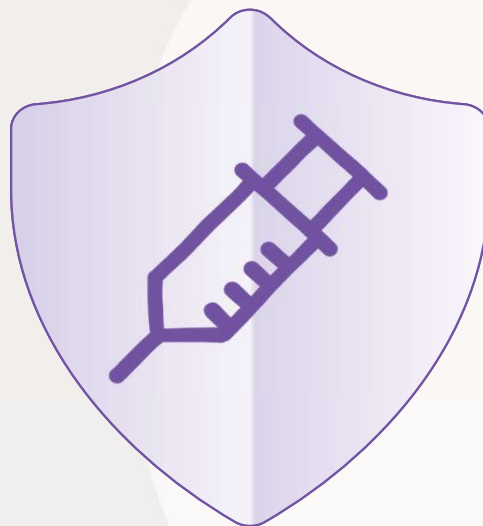
Standalone – Apps without modules



Routing - Redirected



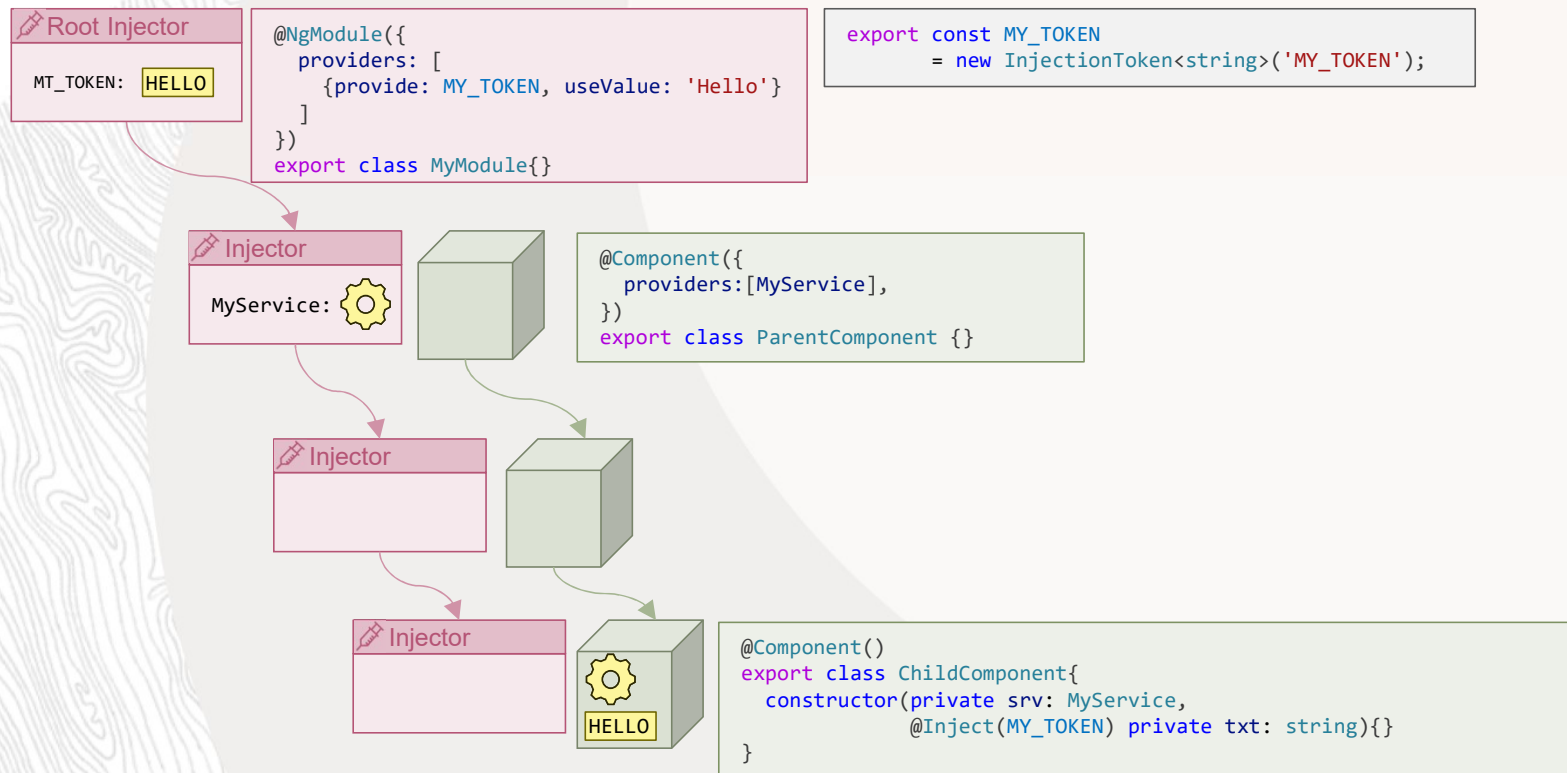
Signals – The new Reactivity



inject()

The new Dependency Injection

Dependency Injection - Recap



The Injector

```
@Component({
  providers: [{provide: MY_NUMBER, useValue: 42}]
})
export class AppComponent {

  constructor(private injector1: Injector) {
    const injector2 = Injector.create({
      providers: [{provide: MY_TOKEN, useValue: 'WORLD'}],
      parent: injector1
    });

    const val = injector2.get(MY_TOKEN); // val === 'WORLD'
    const num = injector2.get(MY_NUMBER); // num === 42
  }
}
```

inject()

ng old (<14)

```
@Component()  
export class ChildComponent{  
  constructor(private srv: MyService,  
               @Inject(MY_TOKEN) private txt: string){}  
}
```

ng new (14)

```
@Component()  
export class ChildComponent{  
  private srv = inject(MyService);  
  private txt = inject(MY_TOKEN);  
}
```


Injection Context

- The `inject()` function only works in injection context:
 - Inside the constructor
 - Field initializers
 - Factory function of provider

```
@Component()  
export class ChildComponent{  
    private str = inject(MY_TOKEN); // will work  
  
    constructor() {  
        const txt = inject(MY_TOKEN); // will work  
    }  
}
```

Can you use **inject** in these cases?

```
// in property setters
set myProp(val: string) {
    inject(Service).refresh();
}

constructor() {
    // in subscribe body
    of(true).subscribe(val => {
        const txt2 = inject(MY_TOKEN); // error
    });

    // in promise continuation
    Promise.resolve(true).then(val => {
        const txt3 = inject(MY_TOKEN); // error
    })
}

// in lifecycle hooks
ngOnInit() {
    const txt = inject(MY_TOKEN); // error
}
```



Don't

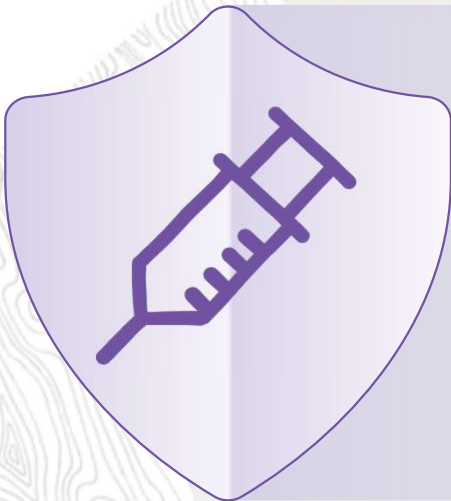
run-In-Injector-Context()

- You can run functions that use inject() in other places by:
 - Storing the **Injector**
 - Using the **runInInjectorContext** function

```
@Component()
export class ChildComponent {
  private injector = inject(Injector);

  ngOnInit() {
    runInInjectorContext(this.injector, () => {
      const num = inject(MY_TOKEN);
    })
  }
}
```

Demo – **inject()** function



- ✓ Using inject() in components
- ✓ Creating self-injecting utility functions
- ✓ Creating our own injectors
- ✓ Using run-in-injection-context()
- ✓ The async-await trap

Destroy Ref

- You can now inject “**DestroyRef**” to components, services, directives, pipes...
 - This replaces the need for “**OnDestroy**”
- If you want to auto-complete observables – you can use the **takeUntilDestroyed** operator
 - Note that it uses **inject()** to inject the **DestroyRef**
 - So you may only use this operator in injection context
 - Alternatively, you may use it anywhere and pass the **DestroyRef** as parameter

```
export class SomeComponent {  
  constructor(private destroyRef: DestroyRef) {  
    destroyRef.onDestroy(() =>  
      console.log('Destroyed'));  
  
    interval().pipe(  
      takeUntilDestroyed()  
    ).subscribe(val => console.log(val));  
  }  
  
  notInjectionContext() {  
    interval().pipe(  
      takeUntilDestroyed(this.destroyRef)  
    ).subscribe(val => console.log(val))  
  }  
}
```



standalone

Apps without modules

Standalone Components

ng old (<14)

```
@NgModule({  
  declarations: [StandaloneComponent],  
  exports: [StandaloneComponent]  
})  
export class SomeModule {}  
  
@Component({  
  selector: 'app-standalone',  
  templateUrl: './standalone.component.html',  
})  
export class StandaloneComponent {}
```

ng new (14)

```
@Component({  
  standalone: true,  
  selector: 'app-standalone',  
  templateUrl: './standalone.component.html',  
})  
export class StandaloneComponent {}
```

Imports

- You can import into standalone components
 - Modules
 - Other standalones
- Modules can import standalones
- Standalone components are like a component and module in the same object
- Directives and Pipes can also be standalone

```
@Component({  
  standalone: true,  
  selector: 'app-standalone',  
  templateUrl: './standalone.component.html',  
  imports: [CommonModule, OtherStandaloneComponent]  
})  
export class StandaloneComponent {}
```

```
@NgModule({  
  imports: [  
    StandaloneComponent,  
    OtherStandaloneComponent  
  ]  
})  
export class SomeModule {}
```

Required Inputs

- Angular 16 Also allow to define input as mandatory.
- The angular compiler will show an error message if the input is not specified

```
export class OtherStandaloneComponent {  
  @Input({alias: 'message', required: true})  
  txtMessage!: string;  
}
```

```
1 <app-other-standalone>  
2  
3
```

Required input 'message' from component OtherStandaloneComponent must be specified. ngts(-998008)

standalone.component.ts(3, 24): Error occurs in the template of component StandaloneComponent.

(component) OtherStandaloneComponent

[View Problem \(Alt+F8\)](#) No quick fixes available

Applications without modules

- The roles of the module
 - Declare, Import and export angular template “objects”
 - Components
 - Directives
 - Pipes
 - Define Dependency Injection Providers
- Standalone components replace the first role
- But what replaces the second one?

Bootstrap

ng old (<15)

```
// main.ts
platformBrowserDynamic().bootstrapModule(AppModule)
  .catch(err => console.error(err));

// app.module.ts
@NgModule({
  declarations: [AppComponent],
  imports: [BrowserModule],
  bootstrap: [AppComponent],
  providers: [
    {provide: MY_TOKEN, useValue: 42},
    {provide: MyService, useClass: MyOtherService}
  ]
})
export class AppModule{}
```

ng new (15)

```
// main.ts
bootstrapApplication(AppComponent, appConfig)
  .catch((err) => console.error(err));

// app.config.ts
export const appConfig: ApplicationConfig = {
  providers: [
    {provide: MY_TOKEN, useValue: 42},
    {provide: MyService, useClass: MyOtherService}
  ]
};
```


Importing providers

ng old (<15)

```
// app.module.ts
@NgModule({
  imports: [
    HttpClientModule,
    BrowserAnimations,
    RouterModule.forRoot(routes),
    ModuleWithProviders
  ],
})
```

ng new (15)

```
export const appConfig: ApplicationConfig = {
  providers: [
    provideHttpClient(),
    provideRouter(routes),
    provideAnimations(),
    importProvidersFrom(ModuleWithProviders)
  ]
};
```


Demo – Standalone apps



- ✓ ng new --standalone
- ✓ Bootstrapping an application
- ✓ Defining root providers
- ✓ Providing Http, Animations
- ✓ Providing the router
- ✓ Providing other modules



Routing

Redirected

No routing module

ng old (<15)

```
// app-routing.module.ts
const routes: Routes = [
  {path: 'home', component: HomeComponent}
];

@NgModule({
  imports: [RouterModule.forRoot(routes)],
  exports: [RouterModule]
})
export class AppRoutingModule { }
```

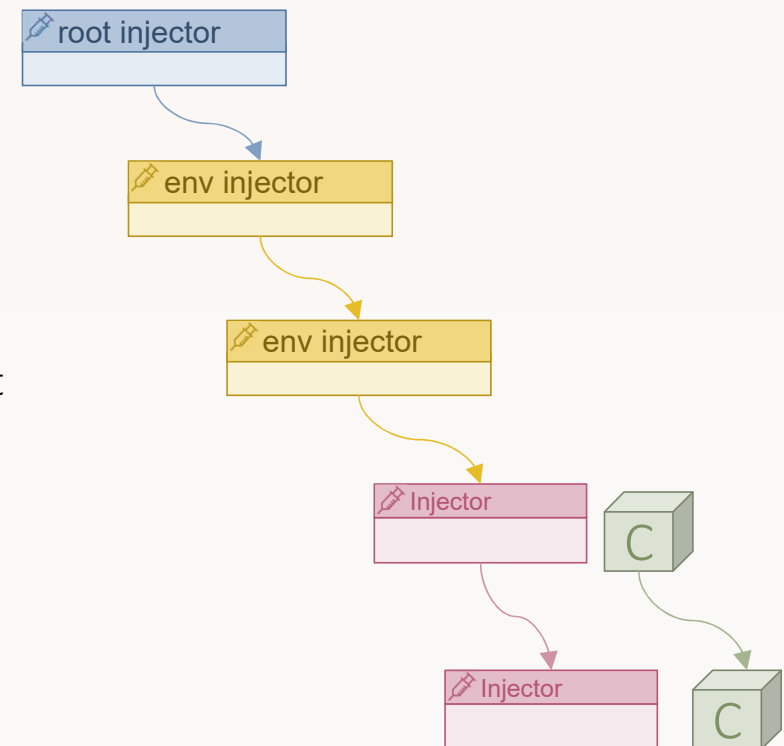
ng new (15)

```
// app.routes.ts
export const routes: Routes = [
  { path: 'home', component: HomeComponent }
];
```

Environment Injectors

- You can define **providers** that will be applicable to subset of routes
- This creates an additional Hierarchy of **injectors**
- Once the component Injectors are exhausted, The environment injector Hierarchy is used

```
// app.routes.ts
export const routes: Routes = [
  {
    path: 'home', component: HomeComponent,
    providers: [{
      provide: MY_TOKEN, useValue: 100
    }],
    children: [
      {path: 'page-a', component: PageAComponent},
      {path: 'page-b', component: PageBComponent}
    ]
  }
];
```



Lazy Loading

- You can load one standalone component
- Or you can load a set of routes

```
// app.routes.ts
export const routes: Routes = [
  {
    path: 'courses',
    loadComponent: () => import('./courses/courses.component')
      .then(m => m.CoursesComponent)
  }
];
```

```
// app.routes.ts
export const routes: Routes = [
  {
    path: 'courses',
    loadChildren: () => import('./courses/courses.routes')
      .then(m => m.coursesRoutes)
  }
];

// courses.routes
export const coursesRoutes: Route[] = [
  { path: 'list', component: CourseListComponent },
  { path: 'top', component: TopCourseComponent }
];
```

Control Flow - @if

ng old (<17)

```
<ng-container *ngIf="store.isDone(); else notDone">  
  The job is completed  
</ng-container>  
<ng-template #notDone>  
  The job is still going  
</ng-template>
```

ng new (17)

```
@if (store.isDone()) {  
  The job is completed  
} @else {  
  The job is still going  
}
```


Control Flow - @for

ng old (<17)

```
// app.component.ts
trackById: TrackByFunction<Item> = (index, item) => item.id;

// app.component.html
<ul>
  <li *ngFor="let item in items; let index = index; trackBy trackById">
    {{index}}. {{item.name}}
  </li>
</ul>
```

ng new (17)

```
<ul>
  @for (item of items; track item.id) {
    <li>{{$index}} {{item.name}}</li>
  }
</ul>
```

Deferrable Views

- In Angular 17, you can lazy-load parts of the template
- This is done using the `@defer` control flow keyword
- You can then set a `trigger` that will cause the section to be loaded
- Possible Triggers:
 - `viewport`: Will trigger when the placeholder is in view
 - `Interaction`: Will trigger when the user interacts with the placeholder through mouse or keyboard events
 - `timer(time)`: Will trigger after a certain amount of time
 - `(when condition)`: Will trigger when the condition becomes true
 - And you can combine triggers

```
@defer (on viewport; on timer(5s)) {  
  <h1>this will be lazy loaded</h1>  
} @placeholder {  
  <h1>when this is scrolled to,  
    it will cause the lazy loading to  
start  
  </h1>  
}
```

Environment Injector Initialization

- In “Module” applications, initialization is done using `APP_INITIALIZER`
 - Occurs only during application initialization
 - Does not occur when a module is lazy loaded
- In “standalone” applications, you can initialize environment injector when it is created
 - Use the `ENVIRONMENT_INITIALIZER` token for that
- You can create your own environment injectors using the `createEnvironmentInjector()` function

```
export const routes: Routes = [  
  {  
    path: 'courses',  
    loadChildren: () => import('./courses/courses.routes')  
      .then(m => m.coursesRoutes),  
    providers: [ENVIRONMENT_INITIALIZER, () =>  
      console.log('called when the courses route is loaded')]  
  }  
];
```

Demo – Standalone Routing



- ✓ Define Router
- ✓ Lazy load components
- ✓ Lazy load routes set
- ✓ Use Environment Injectors
- ✓ Initialize Environment Injector

Other Goodies

- Directive Composition
- Router Inputs
- Functional Guards
- Functional Resolver

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a matrix company



Directive Composition

- Directives and components may have **hostDirectives**
- These are applied to the component or directive itself
- You can bind inputs and outputs of the hosted directives to the inputs and outputs of the host directive

```
@Directive({  
  selector: '[appMy]',  
  standalone: true,  
  hostDirectives: [HostedDirective]  
})  
export class MyDirective {}
```

```
@Directive({  
  selector: '[appMy]',  
  standalone: true,  
  hostDirectives: [{  
    directive: HostedDirective,  
    inputs: ['hostedInput: myInput'],  
    outputs: ['onHostedEvent: myEvent']  
  }]  
})  
export class MyDirective {}
```


Functional Guards and Resolvers

- Guards and Resolvers are classes that wrap a single function
- The only reason we used a class was... for Dependency Injection
- But now, with the `inject()` function, we can inject into functions.
- Use the `ResolveFn<T>` and `CanActivateFn` Typescript types to help you create such functions

```
// app.routes.ts
export const routes: Routes = [
  {
    path: 'admin',
    canActivate: () => inject(AuthService).isAdmin()
  }
];
```

```
// app.routes.ts
export const routes: Routes = [
  {
    path: 'admin',
    resolve: {user: () => inject(DateService).getUser()}
  }
];
```

Router Inputs

- Components may receive inputs from the router
 - Router parameters
 - Query parameters
 - Route data from the data property
 - Route data from the resolvers
- You can respond to value changes by using:
 - Property Setters
 - **OnChanges** hook

```
// app.routes.ts
export const routes: Routes = [
  {
    path: 'course/:id',
    data: { courseType: 'online' },
    resolve: {topic: () => inject(DateService).getTopic()},
    component: CourseComponent
  }
];

// course.component.ts
export class CourseComponent {
  @Input() id?: string;
  @Input() courseType?: string;
  @Input() topic?: string;
}
```

Demo – Standalone Routing



- ✓ Define functional guard
- ✓ Define functional resolver
- ✓ Feed component inputs
- ✓ Use Directive Composition



Signals

The new reactivity

Signals

- Normal properties do not maintain their relationships with each other
- With signals, atomic values “signal” when they change, so computed values remain correct
- Yes... It’s kinda like **BehaviorSubject**

```
let width = 10;  
let height = 20;  
let area = width * height; // 200  
  
width = 15;  
// area is still 200
```

```
let width = signal(10);  
let height = signal(20);  
let area = computed(() => width() * height()); // 200  
  
width.set(15);  
console.log(area()); // area is 300
```

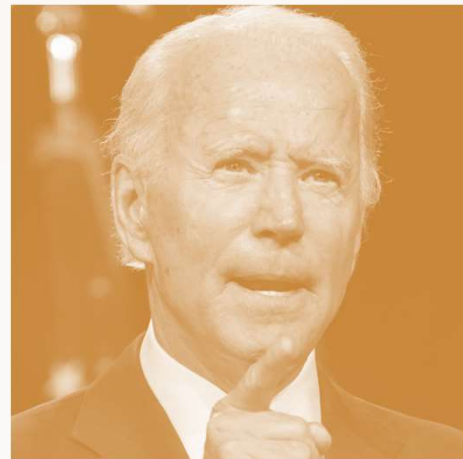
The signal primitives

- You create a signal with the `signal()` function
- You create a computed signal with the `computed()` function
 - Do not cause side effects inside it
 - Do not create new signals inside it
 - This should be a pure function that depends on other signals – that's it
- You can read from a signal by simply calling it like a function
 - It is synchronous
 - It will return a value instantly
 - No need to subscribe – key difference from observables

```
let firstName = signal('Kobi');  
let lastName = signal('Hari');  
  
let fullName = computed(() =>  
    firstName() + ' ' + lastName());  
  
console.log(fullName());
```


Inside **computed**, can you: ?

```
// Create a new signal?  
let fullName = computed(() =>  
  signal('Mr')  
    + firstName() + ' '  
    + lastName());  
  
// Cause side effect?  
let fullName = computed(() =>  
  console.log('HEY!!!'));  
  
// do asynchronous stuff  
let fullName = computed(() =>  
  await userService.getName());
```



Don't

Updating signals

- You can only update atomic (writeable) signals
- Use `set()` when you want to set a new value that does not depend on the previous
- Use `update()` when you want to set a new value that **does** depend on previous value
- Use `mutate()` when you want to modify the original value (mutate array or object inside signal).
 - Don't...

Do

```
firstName.set('Yakov');  
lastName.update(val => val.toLowerCase());
```

Don't

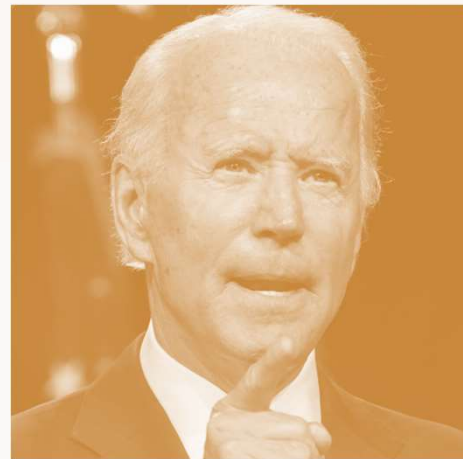
```
firstName.set('Mr ' + firstName());
```

Instead, do

```
let titledName = computed(() => 'Mr ' + firstName());  
  
// or  
  
firstName.update(val => 'Mr ' + val);
```

When updating signals, should you: ?

```
// use the previous value the signal?  
firstname.set('Mr' + firstName());  
  
// instead use update(state => newState)  
  
// use the value of another signal?  
firstname.set('Mr' + favoriteName());  
  
// instead use computed  
  
// in general, use mutate?  
myArray.mutate(val => val.push('new value'))
```



Don't

effect

- Use effect to respond to changes in signals
 - The effect will run once when defined
 - It will run again every time one the signals it depends on change
- You may not change other signals inside effect
 - It will throw an error if you try...
 - But you **Can** modify signals inside effect after **await**

```
effect(() => {  
  console.log('full name: ', fullName());  
});
```

Don't

```
let salutation = signal('');  
effect(() => {  
  salutation.set('Hello' + fullName());  
});
```

Instead, do

```
let salutation = computed(() => 'Hello' + fullName());
```

This is, actually, allowed

```
effect(async () => {  
  if (fullName() === 'Kobi') {  
    let res = await (someService.someMethod());  
    resultSignal.set(res);  
  }  
});
```

Limitations

1. Signals are synchronous – so they must have initial value when created
2. `signal()`, `computed()` and `effect()` must be called in Injection Context
 - Because they rely on `DestroyRef` to complete and unsubscribe
3. You can not create signals inside `effects` or `computed` (See rule number 2)

Is RxJs dead?

- Signals are great for
 - Component binding
 - Alternative to `map` and `combineLatest`
 - They are the future of angular
- But...
 - You cannot replace higher order observables
 - You cannot do anything asynchronous with them
 - You cannot filter them...
 - They rely on injection context so you cannot use them anywhere else
 - ~~• They are still for review...~~
 - ~~• Angular 17 will have further improvements~~

Signals - Verdict

- On its own – problematic.
- Too much Magic
 - Relies too heavily on **InjectionContext**
 - Has a complex algorithm for change flow, that may cause bugs
 - Effects can't really call any service, create new signals, or even change them.
- You should currently only use it in components
 - And only if they are totally synchronous by nature
 - Otherwise – requires complementary technology
- Recommended: Use it with **NgRx Signal Store**

Demo – Signals



- ✓ Create Writeable signals
- ✓ Create computed signals
- ✓ Present Signals in components
- ✓ Modify Signals
- ✓ Create side effects
- ✓ See the limitations of signals

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Thank You
