ORACLE TECH DAYS

Welcome to Oracle Week 2024

we will start in a few mins







ברוכים הבאים ל- Oracle Tech Days Building a Resilient Future







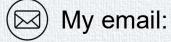


Hi, I'm...



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- > Freelancer
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Courses on Udemy: https://www.udemy.com/user/kobi-hari/



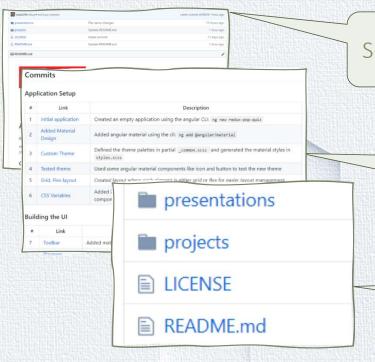
My Angular Channel: https://www.youtube.com/@kobihari





We have a GitHub Repository!

kobi-hari-courses/2411-oracle-tech-days-ngnew



Session Summary

Project Code with Commits Summary

This presentation and other Useful Links











inject() – The new Dependency Injection



Standalone – Apps without modules



Routing - Redirected



Signals – The new Reactivity





Dependency Injection - Recap



```
Root Injector
                    @NgModule({
                                                                    export const MY_TOKEN
                       providers: [
                                                                           = new InjectionToken<string>('MY_TOKEN');
 MT_TOKEN: HELLO
                        {provide: MY_TOKEN, useValue: 'Hello'}
                    })
                    export class MyModule{}
              Injector
                                               @Component({
                                                 providers:[MyService],
               MyService: {O}
                                               export class ParentComponent {}
                     Injector
                            🖄 Injector
                                                           @Component()
                                              export class ChildComponent{
                                                             constructor(private srv: MyService,
                                              HELLO
                                                                         @Inject(MY_TOKEN) private txt: string){}
```



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
  }
}
```



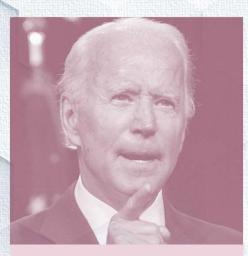
Can you use inject in these cases? Angular

```
// 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





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

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

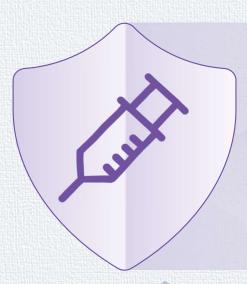
  ngOnInit() {
    runInInjectionContext(this.injector, () => {
      const num = inject(MY_TOKEN);
    })
  }
}
```





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))
  }
}
```











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: [
```

```
@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

```
(A) Angular
```

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

```
Required input 'message' from component OtherStandaloneComponent must be specified. ngtsc(-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)

ng new (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{}
```



(A) Angular



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)
  ]
};
```





App Initialization



ng $\overline{\text{old}}$ (<19)

```
// app.module.ts
  @NgModule({
  imports: [{
    provide: APP_INITIALIZER,
    useFactory: (service: InitService) => () => service.init(),
    deps: [InitService],
    multi: true
  }],
})
```

ng new (19+)

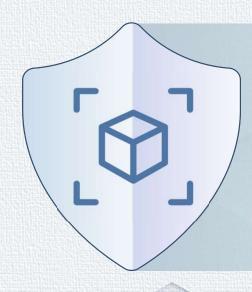
```
export const appConfig: ApplicationConfig = {
  providers: [
    provideAppInitializer(() => inject(InitService).init()),
  ]
};
```





Demo – Standalone apps

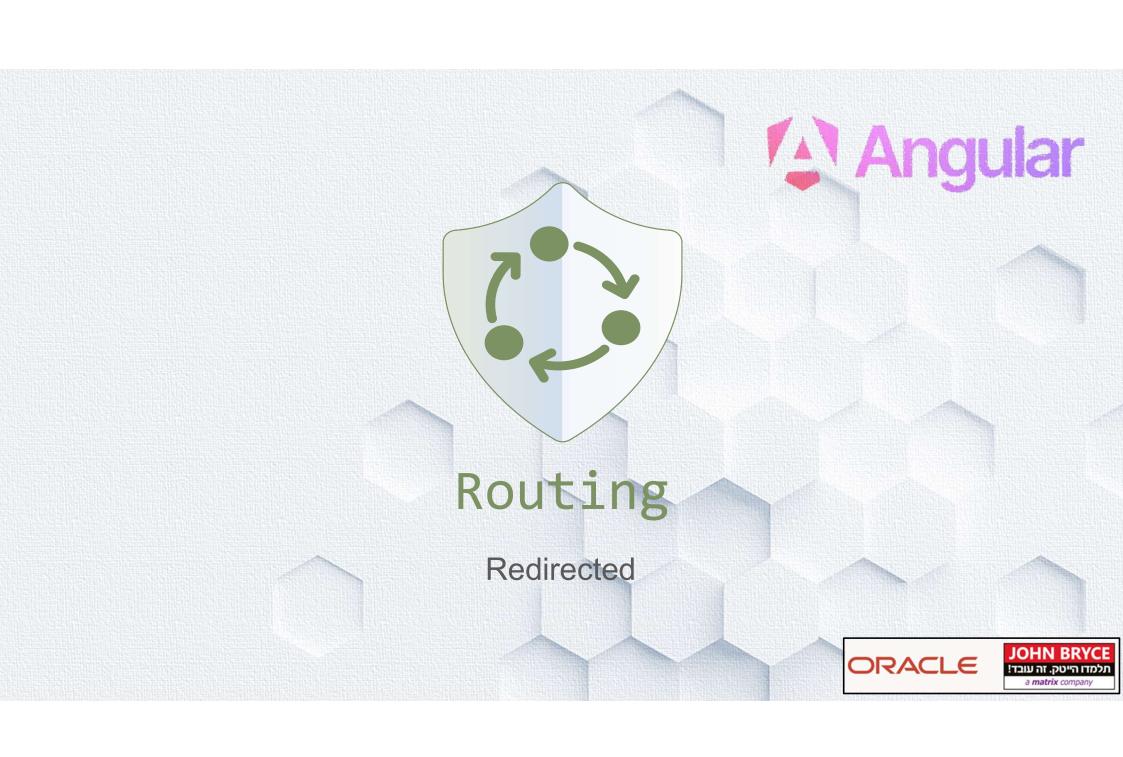




- √ng new --standalone
- ✓ Bootstrapping an application
- ✓ Defining root providers
- ✓ Providing Http, Animations
- ✓ Providing the router
- ✓ Providing other modules







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 { }
```

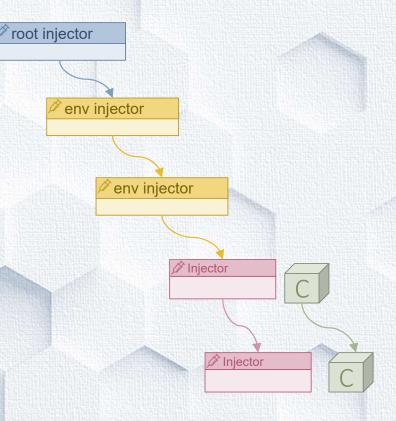
ng new (15+)



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







Lazy Loading

 You can load one standalone component

Or you can load a set of routes









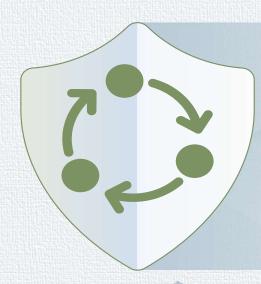
Environment Injector Initialization

- 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
 - Angular 19: provideEnvironmentInitializer
- You can create your own environment injectors using the createEnvironmentInjector() function









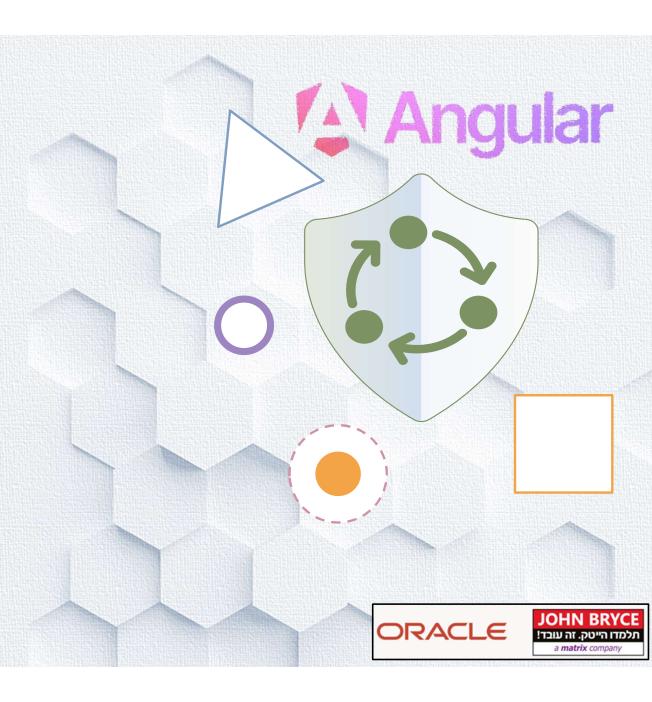
- ✓ Define Router
- ✓ Lazy load components
- ✓ Lazy load routes set
- ✓ Use Environment Injectors
- ✓ Initialize Environment Injector





Other Goodies

- Directive Composition
- Router Input Bindings
- Functional Guards
- Functional Resolver



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







- 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

```
(4) Angular
```





Demo – Standalone Routing

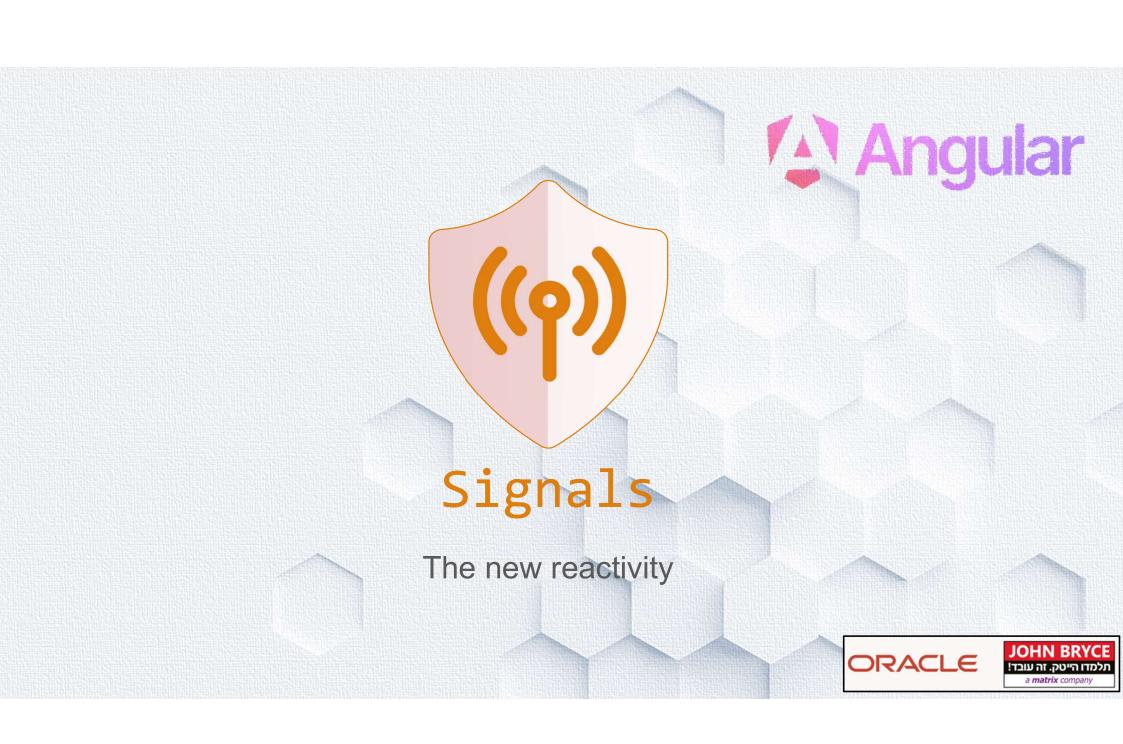




- ✓ Define functional guard
- ✓ Define functional resolver
- √ Feed component inputs
- ✓ Use Directive Composition









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
```







- 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



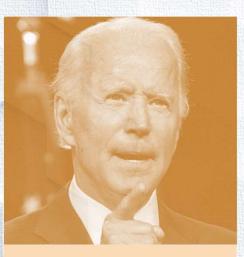
```
let firstName = signal('Kobi');
let lastName = signal('Hari');

let fullName = computed(() =>
    firstName() + ' ' + lastName());

console.log(fullName());
```



Inside computed, can you: ?



Don't



(A) Angular

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());
```

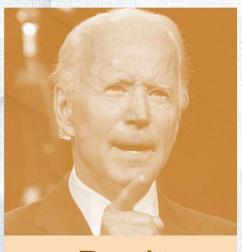
```
Instead, do
    let titledName = computed(() => 'Mr ' + firstName());
    // or
    firstName.update(val => 'Mr ' + val);
```





When updating signals, should you: Angular

```
// 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);
    }
});
```









- 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)





- 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...







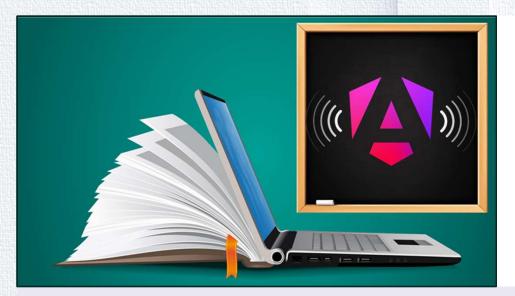


- Simple but the simplicity is deceptive
- Lots of Magic
 - Relies too heavily on InjectionContext
 - Has a complex algorithm for change flow, that may cause bugs
 - Effects can't really call any service, create new signals, or even change them.
- But they are the future so get on board
- Recommended: Use it with NgRx Signal Store











Modern Angular 19 with Signals - The missing guide

by Kobi Hari





Demo – Signals





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







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)

ng new (17+)





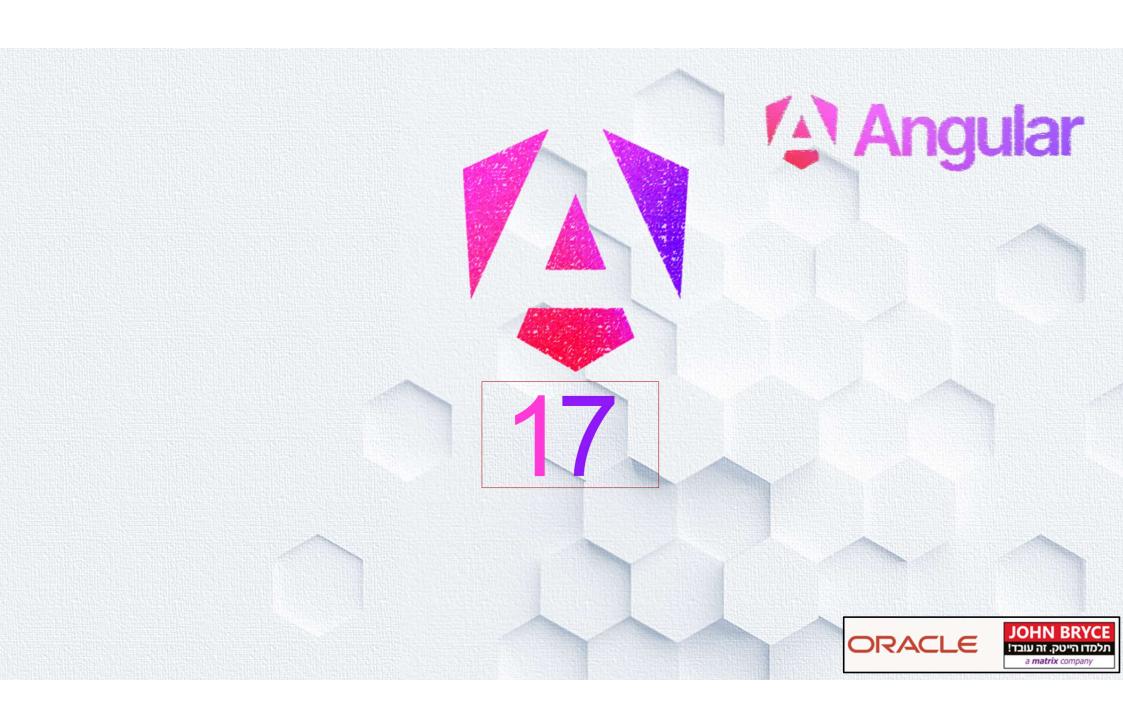


- In Angular 17, you can lazy-load parts of the template
- This is done using the @defer control flow keyword
- You can then set a trigger that will cause the section to be loaded
- Possible Triggers:
 - viewport: Will trigger when the placeholder is in view
 - Interaction: Will trigger when the user 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











The new way to write components

- The new way is called "Signal Components"
 - Simpler
 - More Powerful
- Alternative for @Decorators using functions
- No more need for lifecycle hooks
- A step on the way to zoneless apps
- Actually not just for components.
 - Directives
 - Pipes









Signal Inputs



```
ng old (<18)
```

```
export class SelectorComponent {
  @Input() options: string[] = [];
  @Input({required: true}) selectedOption!: string;
}
```

```
ng new (18+)
```

```
export class SelectorComponent {
  readonly options = input<string[]>([]);
  readonly selectedOption = input.required<string>();
}
```





Inputs are now signals

- You do not need lifecycle hooks to respond to changes
- You can derive computed values from them
- You can respond to their changes using effects
- You can derive observables from them using toObservable



```
readonly selectedIndex = computed(() =>
   this.options().indexOf(this.selectedOption()));
```

```
constructor() {
   effect(() => {
      localStorage.setItem('selectedOption',
   this.selectedOption());
   })
}
```





Input value transformations

- Sometimes we want to apply transformation of values received from parent components
- You can define a custom transformation function on the input
- You can use a set of predefined transformations



```
readonly num = input(
    { default: 0, transform: toNumber }
);
```

```
function toNumber(val: string | number): number {
  return typeof val === 'string' ? parseInt(val, 10) : val;
```





Output functions



```
ng old (<18)
```

```
export class SelectorComponent {
  @Output() selectedOptionChange = new EventEmitter<string>();
}
```

```
ng new (18+)
```

```
export class SelectorComponent {
  selectedOptionChange = output<string>();
}
```



The new output()

- It's not a signal but an event emitter
- Interoperability with RxJS
 - Create output from observable using "outputFromObservable"
 - Create observable from output using "outputToObservable"



```
import { outputFromObservable } from
'@angular/core/rxjs-interop';

timesUp = outputFromObservable(timer(3000).pipe(
    map(_ => 'Time is up!'))
);
```







(A) Angular

models

- Model is a new approach to create two-way binding in angular
- A model input is essentially a writeable signal (while normal inputs are read-only)
- Child component may pass data to parent
 - By calling an event
 - Or, by setting a writeable signal which is passed by reference







Defining and Using model inputs

- Define a model using the model function
 - You can use model.required mandatory inputs
- In the parent component, you can pass value like any other inputs
 - Using expression
 - Using signal values
- In the parent component, you can receive changes
 - Using an event handler
 - Using a writeable signal

```
// counter.component.ts
export class CounterComponent {
  readonly value = model.required<number>();
  increment() {
    this.value.update(v => v + 1);
  }
}
```

```
// app.component.html
<app-counter [value]="2"/>
<app-counter [value]="mySignal()"/>
```

```
// app.component.html
<app-counter [value]="2"
     (valueChange)="counterChanged($event)"/>
     <app-counter [(value)]="mySignal"/>
```



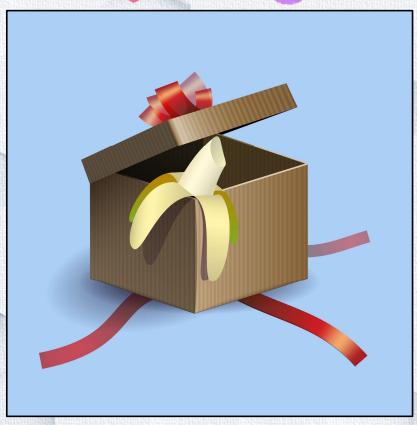


[(ngModel)] is back!

- The "banana-in-a-box" syntax is back
- Two-way-binding
- You can (once again) use ngModel to bind inputs to signals
- Works with any form control.
- Handle with care...









Signal Queries



```
ng old (<18)
```

```
// counter.component.html
<div #counterValue>{{value()}}</div>
// counter.component.ts
  @ViewChild(counterValue')
  title: ElementRef | undefined = undefined;
```

ng new (18+)

```
// counter.component.ts
  readonly counterValue = viewChild<ElementRef>('counterValue');
```



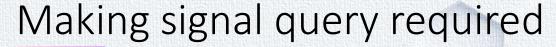




What about `afterViewInit`

- The query returns a Signal < ElementRef | undefined >
- We can therefore just respond to the signal
 - Using computed
 - Or using effect
- The signal query refreshes, so if the view element is destroyed or replaced, we will get a new value
- Just like in the @ViewChild decorator, you can set the "read" property to query components, directives, templates, view container refs, or elements.





- Just like with input and model, you can set the view child to be required and then it will never return undefined
- Angular will return error if the query does not match anything in the view





Signal Queries

Angular (A)

ng old (<18)

```
// app.component.ts
  @ViewChildren(CounterComponent)
  counters!: QueryList<CounterComponent>;

// counters is a QueryList<CounterComponent> and
// you can subscribe to it
```

ng new (18+)

```
// app.component.ts
  readonly counters = viewChildren(CounterComponent);
// counters is Signal<CounterComponent[]>
```







contentChild and contentChildren

- You can use `contentChild` to query from the component content into a signal
- Use `contentChildren` to query a collection of items from the component content into a signal of array
- You can use "read" properties here too.
- You can make them required:
 contentChild.required("feature")





Linked Signal

A combination of computed and writeable signal

- Like computed it has a computed expression
- But you can override the value
- using set and update





Resource signals

Bridges between signals and async primitives

- resource for promises
- rxResource for observables



```
readonly keyword = signal('');

readonly results = resource({
   request: () => this.keyword(),
   loader: obj =>
        this.service.search(obj.request)
})
```



Resource signals

- Contains several signals:
 - value the latest value
 - error the latest error, or undefined
 - **status** the current async status
 - isLoading guess...
- Methods:
 - set, update modify to a local value
 - reload reloads with the latest request
 - asReadonly readonly, non writeable version





Resource Signals - Statuses



Idle

Not loaded yet



Error

Latest load failed



Loading

Triggered by new request



Reloading

Triggered by reload method



Resolved

Value loaded



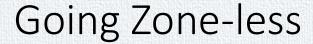
Local

Value overridden locally









- Zone JS has many Cons
 - Performance Hits
 - Bundle overhead
 - Startup time
 - Debugging Experience and Stack trace
- Today You can already disable ZoneJS
 - provideExperimentalZonelessChangeDetection()
 - Remove the import of zone.js in the polyfills file
- Get ready to go zoneless
 - Use ChangeDetectionStrategy.OnPush as much as possible
 - Remove reliance on NgZone
 - Avoid onMicrotaskEmpty, isStable, onStable, onUnstable
 - You can still use NgZone.run and NgZone.runOutsideAngular these are compatible with zoneless but are not required anymore











Thank You