computed() and linkedSignal()



Deborah Kurata

Developer | Content Creator | MVP | GDE

@deborahkurata | https://www.youtube.com/@deborah_kurata



A computed() signal performs a computation whenever dependent signals change



computed() Signal

computed constructor function

No arguments

```
total = computed(() =>
    this.price() * this.quantity());
```

Read the signal

Read only

Dependent signals



A linkedSignal()
creates a writeable signal
that automatically resets when
dependent signals change



Think of Scoring a Game







Increment scores

Reset Scores go to 0 Increment



linkedSignal constructor function

returned signal type

```
score = linkedSignal<number>(() =>
    this.reset() ? 0 : 10
});
```

Computation

Pass in:
reactive function
OR
an object

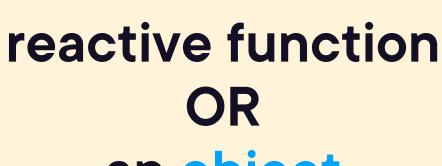


linkedSignal constructor function

Source type

returned signal type

```
score = linkedSignal<boolean, number>({
   source: this.reset,
   computation: (src, previous) =>
        src ? 0 : previous.value
   });
```





Pass in:



Previous object

source: prior source signal

value: prior linkedSignal() value

Dependent signal(s)

```
score = linkedSignal<boolean, number>({
    source: this.reset,
    computation: (src, previous) =>
        src ? 0 / previous value
    });
```

Computation

Value of source signal(s)

Previous object



```
score = linkedSignal<boolean, number>({
   source: this.reset,
   computation: (src, previous) =>
        src ? 0 : previous.value
   });
```



Pass Reactive Function or Object to linkedSignal()?

```
score = linkedSignal<number>(() =>
    this.reset() ? 0 : 10
});
```

```
score = linkedSignal<boolean, number>({
   source: this.reset,
   computation: (src, previous) =>
        src ? 0 : previous.value
});
```

```
quantity = linkedSignal({
   source: this.selectedProduct,
   computation: p => 1
   });
```

Pass a function when:

Function references all dependent signals

Pass an object when:

- Function requires previous source or value
- Function doesn't reference dependent signals

Which to Use When?

computed()

When deriving a value from one or more signals

Automatically re-compute when those signals change

Result can be read only

Examples:

Calculations

UI changes

VS.

linkedSignal()

When resetting a signal when one or more signals change

To access the previous value of the signal

Result must be writeable

Examples:

Reset based on selection

Keep selection on data change

GitHub

https://github.com/DeborahK/angular-signals-ps-course

Beginning sample application files:

apm-begin

Final (completed) sample application files:

apm-end

File with clickable links to additional information:

MOREINFO.md