

# computed() and linkedSignal()



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



# computed() Signal

computed  
constructor function

No  
arguments

```
<div>  
  {{ total() }}  
</div>
```

Read the  
signal

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

Read only

Dependent signals

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



# Think of Scoring a Game



**Increment  
scores**



**Reset  
Scores go to 0**



**Increment  
scores**





# linkedSignal()

linkedSignal  
constructor function

returned  
signal type

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

Computation

Pass in:  
**reactive function**  
OR  
an object



# linkedSignal()

linkedSignal  
constructor function

Source  
type

returned  
signal type

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

Pass in:  
reactive function  
OR  
an **object**



# linkedSignal()

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





# linkedSignal()

```
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 **writable**

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**

