

Improving Performance of the UI



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Topics



Async Loading

Using Pipes correctly

TrackBy for ngFor

Caching & Memoizing

Lifecycle Hooks (part 1)

Lifecycle Hooks (part 2)



```
<ng-container  
  *ngIf="myObservable | async;  
    else loader; let cust">  
    CustomerID: {{cust.id}}  
</ng-container>
```

```
<ng-template #loader>  
  <loading-component>  
  </loading-component>  
</ng-template>
```

◀ Async Loading



Pipe Performance

Pure

Impure

Processed only on *pure* changes:

- primitive input change
- object reference

Fast

Default

Single-instance



Pipe Performance

Pure

Processed only on *pure* changes:

- primitive input change
- object reference

Fast

Default

Single-instance

Impure

Processed on every change

- mouse move
- keystroke

Potentially slow

```
@Pipe({
  name: 'myImpurePipe',
  pure: false
})
```



Pipes

All built-in Pipes are *pure*, except:

A solid teal square containing the word "Splice" in white text.

Splice

A solid teal square containing the word "JSON" in white text.

JSON

A solid teal square containing the word "Async" in white text.

Async



Custom Pipe

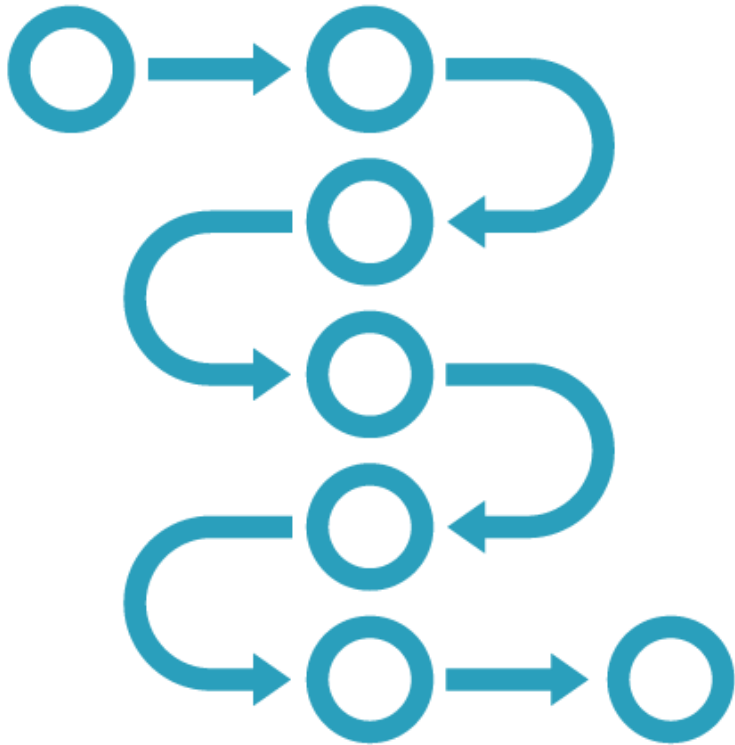


Impure?

Shouldn't do a lot



Iterating Collections



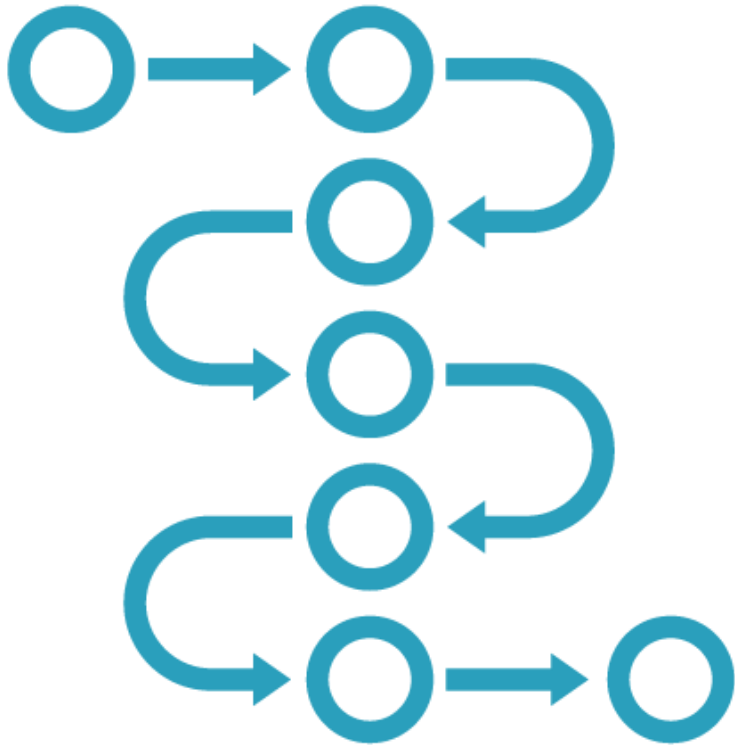
ngFor

```
list: any[] = [
    {name: 'one', id: 1},
    {name: 'two', id: 2},
    {name: 'three', id: 3},
    {name: 'four', id: 4},
    {name: 'five', id: 5}
];
```

```
updateList() {  
  this.list = [  
    {name: 'one', id: 1},  
    {name: 'three', id: 3},  
    {name: 'five', id: 5},  
    {name: 'seven', id: 7},  
    {name: 'nine', id: 9}];  
}
```



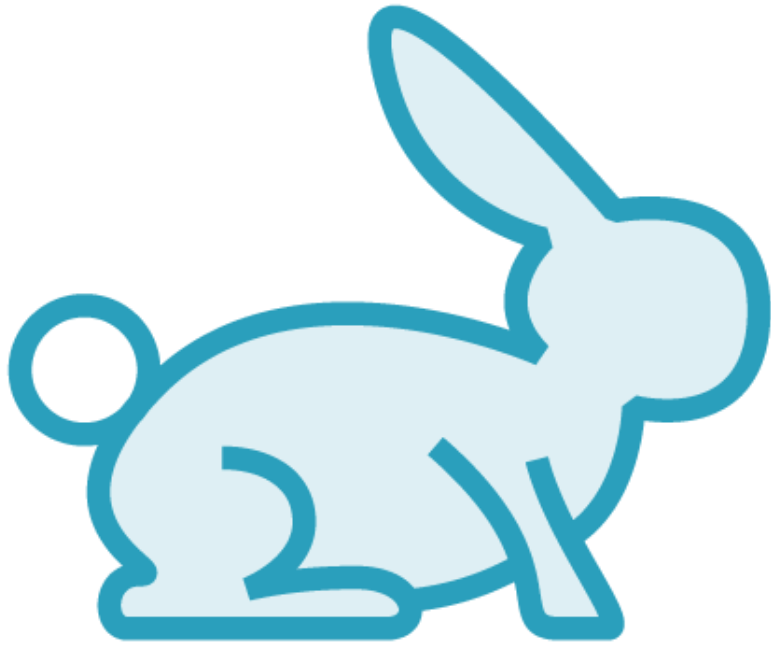
Iterating Collections



ngFor
trackBy

```
<div *ngFor="let item of list; trackBy: trackByFunc">  
  trackByFunc(idx: number, itm: any) {  
    return itm.id;  
  }  
</div>
```

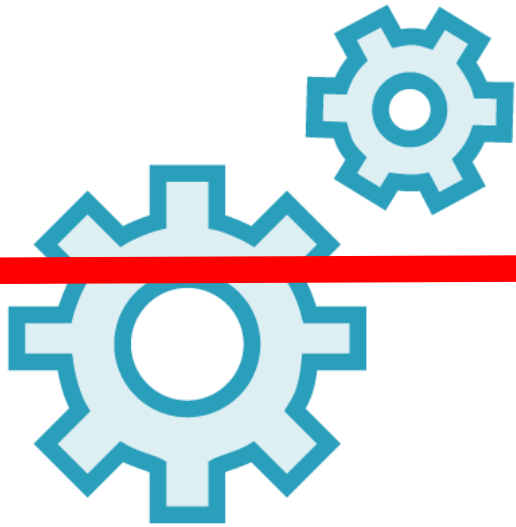




Code that doesn't run
Caching



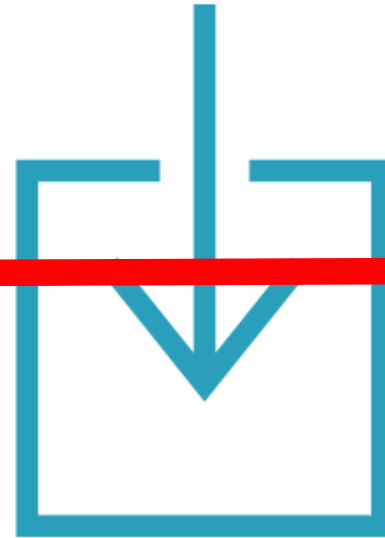
Caching Adds Complexity



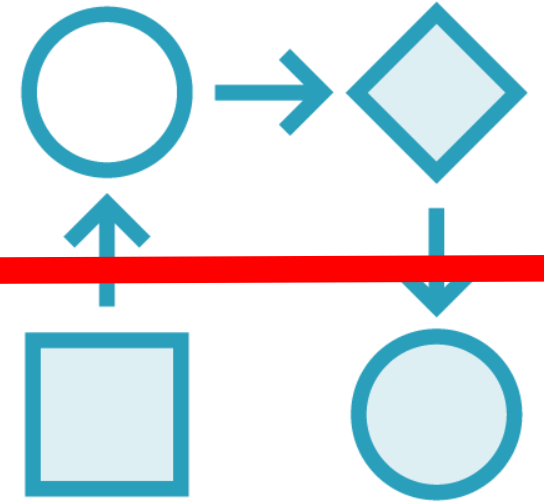
Cache
Management



Security



Storage



Extra Logic





Memoizing



Lifecycle Hooks

1x		



Lifecycle Hooks

<i>constructor</i>	OnChanges	
1x		



Lifecycle Hooks

<i>constructor</i>	OnChanges	OnInit
1x		1x



Lifecycle Hooks

<i>constructor</i> 1x	OnChanges	OnInit 1x
DoCheck		



Lifecycle Hooks

<i>constructor</i> 1x	OnChanges	OnInit 1x
DoCheck	AfterContentInit	



Lifecycle Hooks

<i>constructor</i> 1x	OnChanges	OnInit 1x
DoCheck	AfterContentInit 1x	



Lifecycle Hooks

<i>constructor</i> 1x	OnChanges	OnInit 1x
DoCheck	AfterContentInit 1x	AfterContentChecked



Lifecycle Hooks

<i>constructor</i> 1x	OnChanges	OnInit 1x
DoCheck	AfterContentInit 1x	AfterContentChecked
AfterViewInit 1x		



Lifecycle Hooks

<i>constructor</i> 1x	OnChanges	OnInit 1x
DoCheck	AfterContentInit 1x	AfterContentChecked
AfterViewInit 1x	AfterViewChecked	



Lifecycle Hooks

<i>constructor</i> 1x	OnChanges	OnInit 1x
DoCheck	AfterContentInit 1x	AfterContentChecked
AfterViewInit 1x	AfterViewChecked	OnDestroy 1x



Lifecycle Hook Playground

Lifecycle Hooks

(Most recent events on top) Clear Log

ngAfterContentChecked @ 19:18:50.79

ngDoCheck @ 19:18:50.79

ngAfterViewChecked @ 19:18:49.883

ngAfterContentChecked @ 19:18:49.881

ngDoCheck @ 19:18:49.881

ngAfterViewChecked @ 19:18:49.665

ngAfterContentChecked @ 19:18:49.659

ngDoCheck @ 19:18:49.659

ngAfterViewChecked @ 19:18:49.644

ngAfterViewInit @ 19:18:49.644

ngAfterContentChecked @ 19:18:49.634

ngAfterContentInit @ 19:18:49.634

ngDoCheck @ 19:18:49.634

ngOnInit @ 19:18:49.634

ngOnChanges @ 19:18:49.634

ctor @ 19:18:49.628

Change Bound Value

Current Value: 0

Change Local Value

Current Value: 0

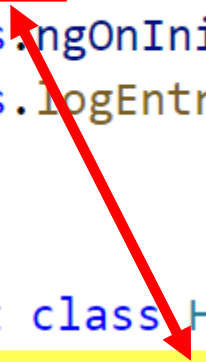
Inject Template

Move mouse around in here and watch hooks fly...

constructor 19:18:49:628	ngOnChanges 19:18:49:634	ngOnInit 19:18:49:634
ngDoCheck 19:18:50:079	ngAfterContentInit 19:18:49:634	ngAfterContentChecked 19:18:50:079
ngAfterViewInit 19:18:49:644	ngAfterViewChecked 19:18:49:883	ngOnDestroy 19:18:49:627



```
ngOnInit(): void {  
    this.ngOnInit_LastRun = new Date();  
    this.logEntry('ngOnInit', this.ngOnInit_LastRun);  
}  
  
export class HooksWidgetComponent implements IWidget,  
    OnChanges, OnInit, DoCheck, AfterContentInit, AfterContentChecked,  
    AfterViewInit, AfterViewChecked, OnDestroy {
```



Hook Events

Interfaces



Lifecycle Hooks

<i>constructor</i>	OnChanges	OnInit
DoCheck	AfterContentInit	AfterContentChecked
AfterViewInit	AfterViewChecked	OnDestroy



Constructor



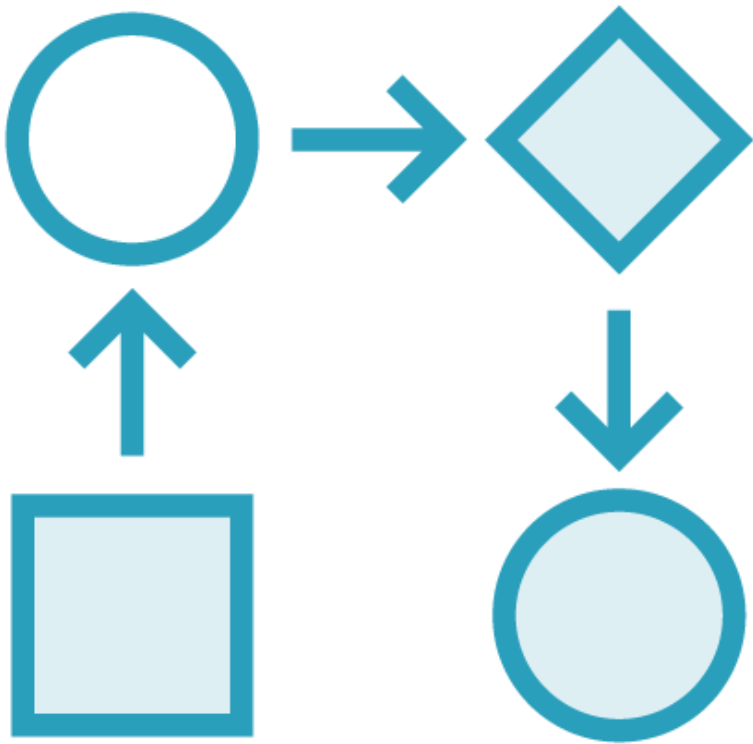
Lean

Easily Testable

Properties = declaration value

@ViewChild/@ContentChild *undefined*

OnChange



```
▼ boundVal: SimpleChange  
  currentValue: 1  
  firstChange: false  
  previousValue: 0
```

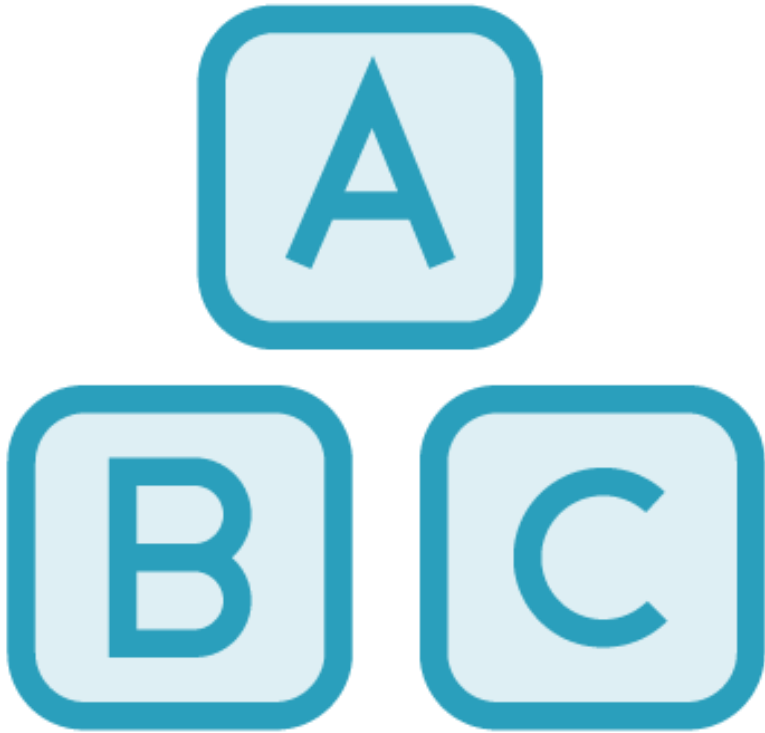
@Input() property changes

SimpleChanges

Input properties available

@ViewChild/@ContentChild set – sort of

OnInit



Initialize instances

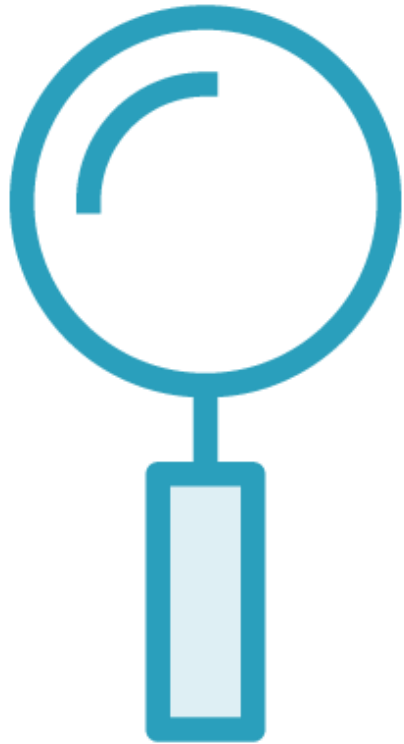
@Input() properties

@ViewChild/@ContentChild

- still not ready

Pre-Directive (in Components)

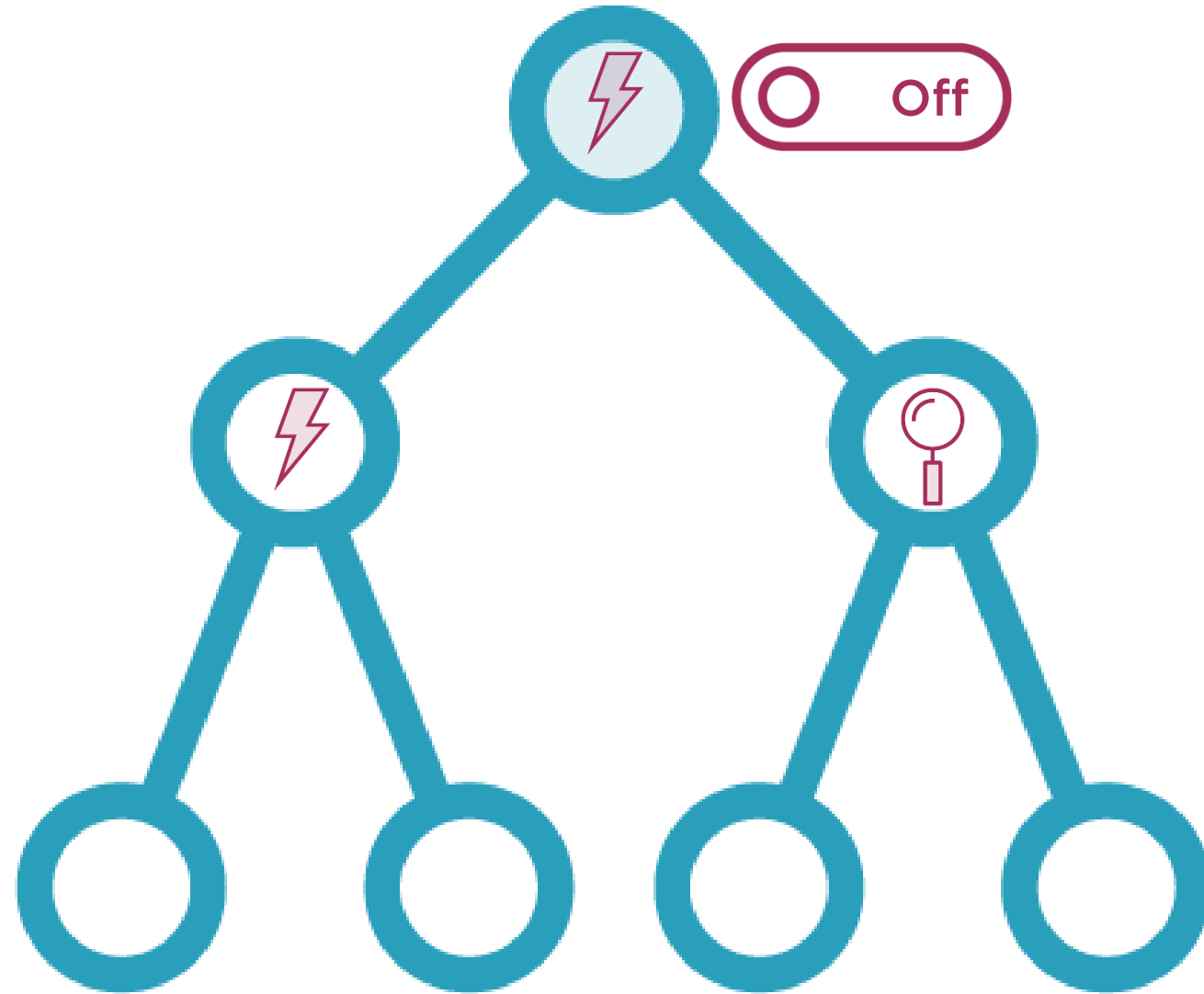
DoCheck



Catch-all

Every change detection cycle
- *Including parent & sibling!*

DoCheck



AfterContentInit



@ContentChild



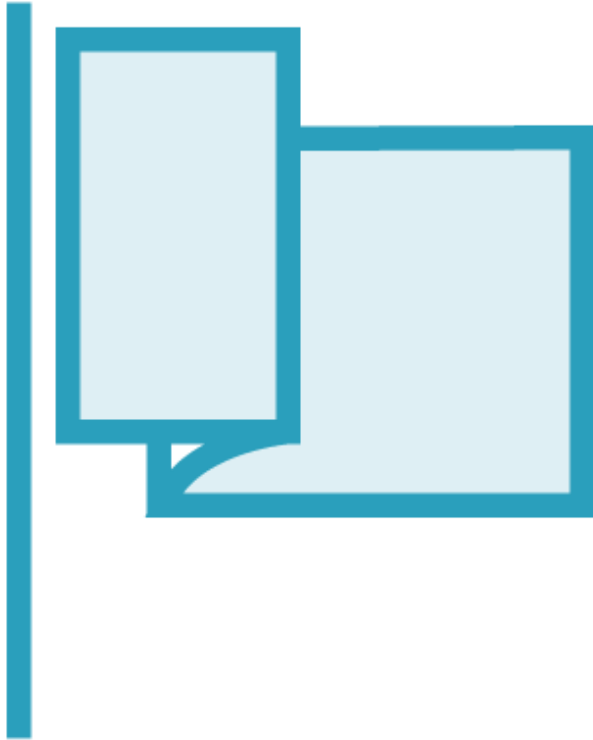
AfterContentChecked



@ContentChild

Subsequent cycles

AfterViewInit



@ViewChild



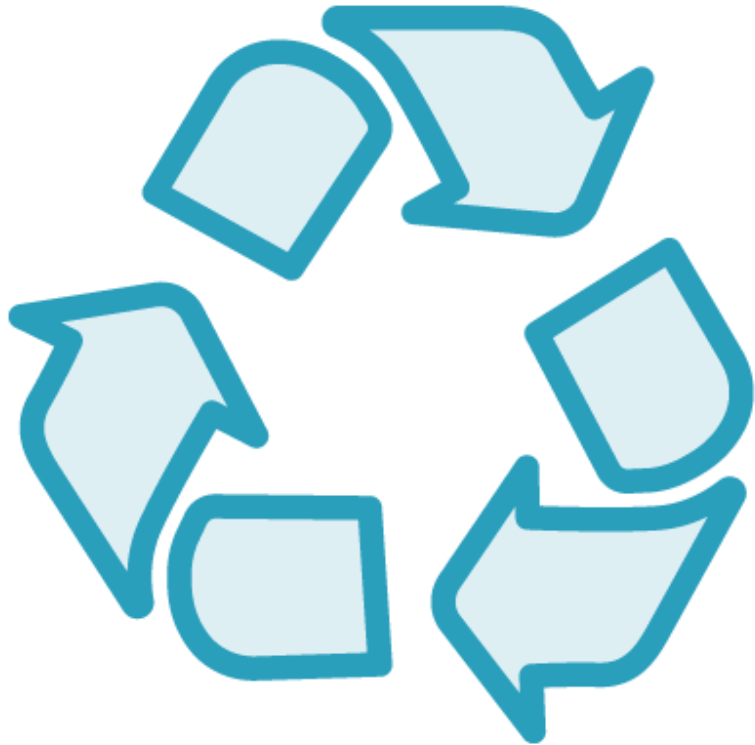
AfterViewChecked



@ViewChild



OnDestroy



Cleanup



Demo



Lifecycle Hooks 2		
Hook Running:		
Change Local Primitive Value	Change Bound Object Property	
Change Bound Primitive Value	Change Bound Object Ref	
<p>constructor</p> <p>Bound Primitive: initial value from child declaration</p> <p>Bound Object: {"prop1": "initial value from child declaration", "prop2": -1}</p> <p>Local Primitive: initial value</p> <p>@ViewChild: undefined</p> <p>@ContentChild: undefined</p>	<p>ngOnChanges</p> <p>Bound Primitive: Initial value from parent declaration</p> <p>Bound Object: {"prop1": "initial value from parent - 0", "prop2": 0}</p> <p>Local Primitive: initial value</p> <p>@ViewChild: [object Object]</p> <p>@ContentChild: [object Object]</p> <p>SimpleChanges: {"boundPrimitive": {"currentValue": "Initial value from parent declaration", "firstChange": true}, "boundObj": {"currentValue": {"prop1": "initial value from parent - 0", "prop2": 0}, "firstChange": true}}</p>	<p>ngOnInit</p> <p>Bound Primitive: Initial value from parent declaration</p> <p>Bound Object: {"prop1": "initial value from parent - 0", "prop2": 0}</p> <p>Local Primitive: initial value</p> <p>@ViewChild: [object Object]</p> <p>@ContentChild: [object Object]</p>
<p>ngDoCheck</p> <p>Bound Primitive: Initial value from parent declaration</p> <p>Bound Object: {"prop1": "initial value from parent - 0", "prop2": 0}</p> <p>Local Primitive: initial value</p> <p>@ViewChild: [object Object]</p> <p>@ContentChild: [object Object]</p>	<p>ngAfterContentInit</p> <p>Bound Primitive: Initial value from parent declaration</p> <p>Bound Object: {"prop1": "initial value from parent - 0", "prop2": 0}</p> <p>Local Primitive: initial value</p> <p>@ViewChild: [object Object]</p> <p>@ContentChild: [object Object]</p>	<p>ngAfterContentChecked</p> <p>Bound Primitive: Initial value from parent declaration</p> <p>Bound Object: {"prop1": "initial value from parent - 0", "prop2": 0}</p> <p>Local Primitive: initial value</p> <p>@ViewChild: [object Object]</p> <p>@ContentChild: [object Object]</p>
<p>ngAfterViewInit</p> <p>Bound Primitive: Initial value from parent declaration</p> <p>Bound Object: {"prop1": "initial value from parent - 0", "prop2": 0}</p> <p>Local Primitive: initial value</p> <p>@ViewChild: [object Object]</p> <p>@ContentChild: [object Object]</p>	<p>ngAfterViewChecked</p> <p>Bound Primitive: Initial value from parent declaration</p> <p>Bound Object: {"prop1": "initial value from parent - 0", "prop2": 0}</p> <p>Local Primitive: initial value</p> <p>@ViewChild: [object Object]</p> <p>@ContentChild: [object Object]</p>	<p>ngOnDestroy</p>



Key Takeaways



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Next Up



Security

