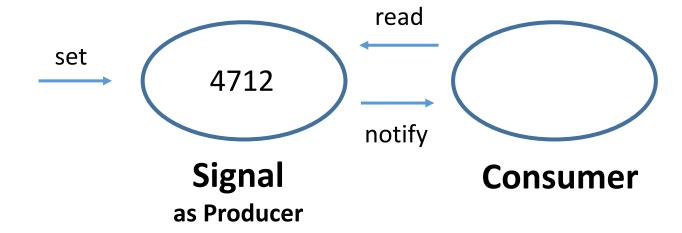


#### Outline

- 1. Signals
- 2. takeUntilDestroyed and DestroyRef
- 3. Non Destructive Hydration



# #1: Signals





### #1: Signals – Component without signals



#### #1: Signals – Component using signals



#1: Signals – RxJS Interop

toObservable(signal)

toSignal(observable\$)



## #2: takeUntilDestroyed and DestroyRef

```
@Component({...})
export class AppComponent {
  constructor() {
    inject(DestroyRef).onDestroy(() => {
        // Writte your cleanup logic
     })
  }
}
```

```
const sub = this.store.select(getUser()).pipe(takeUntilDestroyed())
   .subscribe((user) => {
   this.user = user
});
```

Only available in the constructor()



### #3: Non Destructive Hydration

Server Side Rendering

Until NG 15 the complete DOM was destroyed and rerendered

From NG 16 the DOM from the server will be partially replaced

Thus we don't have a flash → better UX

