

# Match Made in Heaven



ANGULAR  
**ARCHITECTS**

# NgRx Signal Store



Rainer Hahnekamp - 10. February 2024 - Ng-India

# About Me...



- Rainer Hahnekamp

**ANGULAR**architects.io

- Developer / Trainer / Speaker



<https://www.youtube.com/@RainerHahnekamp>



<https://www.ng-news.com>



<https://github.com/softarc-consulting/sheriff>

**Professional**



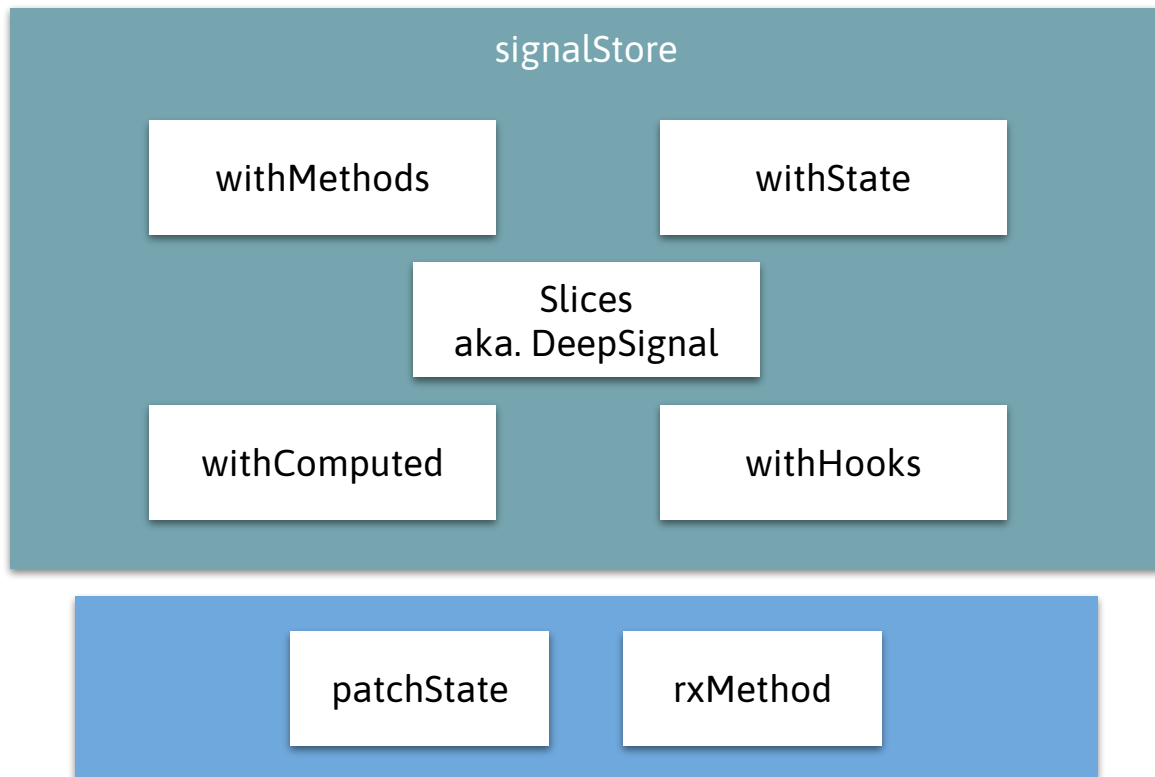
**Professional**  
**Angular**  
**Testing**



**Modern Spring**  
for Angular



@RainerHahnekamp



Signal

# `withState({someState})`

- Contains the State internally as a Signal
- Exposes Signal Slices
- Allows easy updates via `patchState`

# signalStore & withState({someState})

```
export const QuizStore = signalStore(  
  withState({  
    title: '',  
    questions: [] as Question[],  
    timeInSeconds: 60  
  })  
)
```

`withMethods(() => {methods})`

- Adds public methods to the Store
- Binds Data (State) and Logic (Methods) together
- Provides Access to DI

# withMethods(() => {*methods*})

```
withMethods((store) => {  
  const quizService = inject(QuizService);  
  
  return {  
    answer(questionId: number, choiceId: number) {  
      const question = store  
        .questions()  
        .find((question) => question.id === questionId);  
      assertDefined(question);  
  
      patchState(store, (quiz) => ({  
        // ...  
      }));  
    }  
  })  
})
```

`withComputed(() => {computed})`

- Adds derived Signals
- Collection of multiple `computed()` in one place



# withComputed(() => {*computed*s})

```
withComputed((state) => {  
  return {  
    status: computed(() => {  
      const status: Record<AnswerStatus, number> = {  
        unanswered: 0,  
        correct: 0,  
        incorrect: 0,  
      };  
  
      for (const question of state.questions()) {  
        status[question.status]++;  
      }  
  
      return status;  
    }),  
  };  
})
```

# rxMethod: Integrating RxJs

```
withMethods((store) => {  
  const quizService = inject(QuizService);  
  return {  
    setId: rxMethod<number>(  
      pipe(  
        switchMap((id) => quizService.findById(id)),  
        tap((quiz) => patchState(store, quiz)),  
      ),  
    ),  
  })  
}))
```

# Summary

- **Embraces** (builds upon) Angular's Signal
  - Reactivity
  - Computed
  - Immutability
- **Extends** the Signal
  - patchState
  - Slices
- Adds support for **asynchronous + Signals**
- Optionally integrates **RxJs**
- Brings Logic and Data in a **structured** way together
- Highly **Extensible**
- Provides **Local** and **Global State**

Try it out!



# Introducing NgRx Toolkit

@angular-architects/ngrx-toolkit

Redux

DevTools



Entities Extensions with API  
@ngrx/data

Encapsulation

## Further Reading and Watching



[https://youtu.be/V-D2sk\\_azcs](https://youtu.be/V-D2sk_azcs)



<https://youtu.be/TLq0OcSshYI>

# Further Reading and Watching

- <https://ngrx.io/guide/signals>
- <https://medium.com/ngconf/ngrx-signal-store-the-missing-piece-to-signals-ac125d804026>
- <https://www.angulararchitects.io/en/blog/the-new-ngrx-signal-store-for-angular-2-1-flavors>
- <https://www.youtube.com/watch?v=yaOLbKwVRtc>

# धन्यवाद

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