



Bazzel

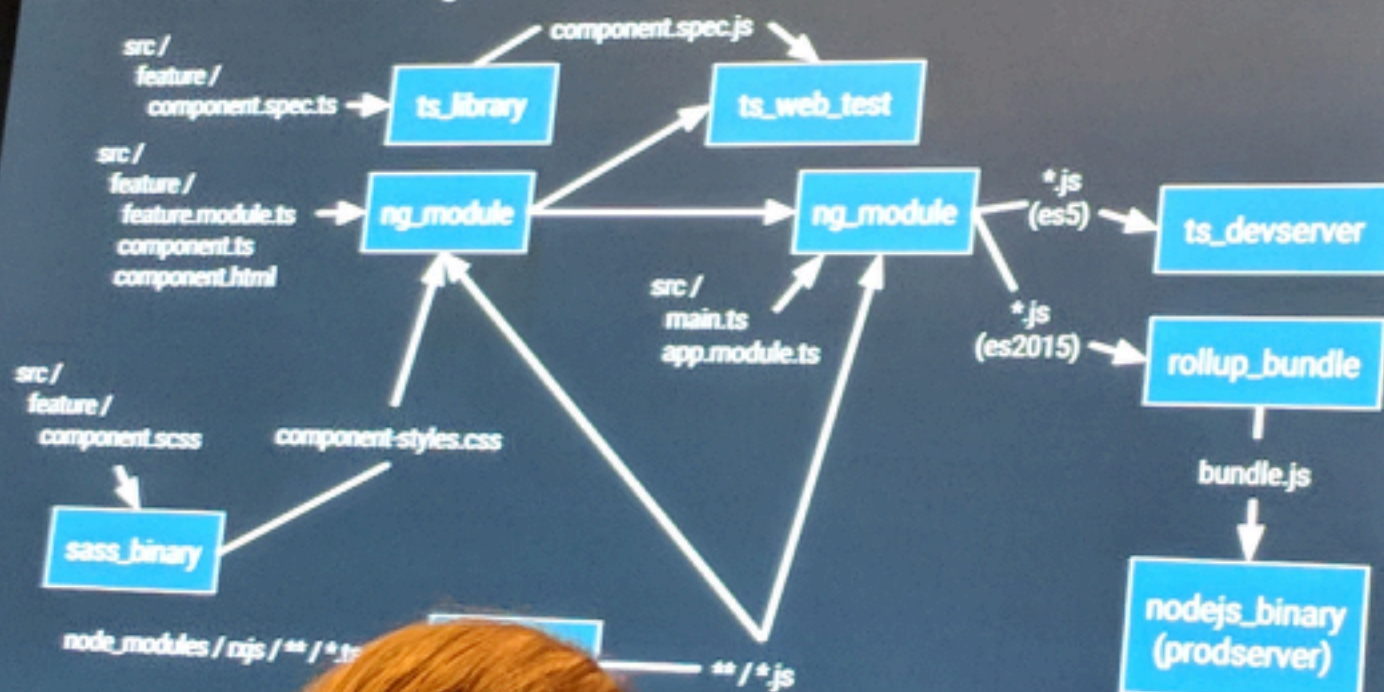
I think we would need to approach this as an entire group. It is too much work for just the UI project.

## Benefits of Bazel

- Fast at Scale
- Full-Stack - inputs are files, structure is the application, not “how” but “what”
- Builds depend on the size of the change, not the size of the app
- Customizable
  - Structure of the app
  - Paths for output
  - Plugins for the languages and tools
- Bazel rules
  - Input file → action → output file
  - Incremental Builds
  - Perform build steps/actions
  - Chained together rules and abstract complexities
- Roadmap:
  - Now via AngularLabs This Year: Ergonomics, Performance, Code-splitting
  - Later → converge with Angular CLI
- <http://g.co/ng/abc> <http://g.co/ng/abc> <http://github.com/alexeagle/angular-bazel-example>
- <http://github.com/alexeagle/angular-bazel-example/wiki>



# All the rules you'll need



@gregmagolan

GRAND  
AMERICA



# Angular at Large Organizations

## Promote Best Practices Using Tooling

- Only run tests against code that has been changed “–untracked”
- npm yarn dept-graph allows you to visualize dependenciesPromote Best Practices Using Tooling
- Typically: An out-of-sync wiki page no one reads, code reviews that don't check much
- To Fix
  - schematics and custom schematics (yarn workspace-schematics)
  - data-access-lib, yarn dep-graph,
  - allows users to have a basic boiler plate
  - Automate everything that can be automated (use Prettier)
  - Checklist: [https://drive.google.com/drive/folders/13OnVqbFvz-w-dDc2FQ9\\_Yv2eXmrhBI5X](https://drive.google.com/drive/folders/13OnVqbFvz-w-dDc2FQ9_Yv2eXmrhBI5X)



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