Angular in General

Angular Core -

- Declarative templating std HTML + Angular markup
- Component model structure app with natural SoC + reusable architecture
- Change detection automatic change detection with zone.js
- AoT Compilation static analysis improves error msgs + refactoring
- DI most powerful DI of any framework
- DOM independence swap renderers for mobile | desktop etc.

Angular Material –

I18n – internationalization needs
Router
Forms for structured user input
Animations – so apps respond with style
ngUpgrade – angis to angular migration

Other parts of Angular

- Angular CLI
- Protractor end to end devt
- Augury
- Language Services IDE understands Angular syntax
- Docs for new parts of angular

What is Performance

- First time render
- Startup speed
- Update render
- Route transition
- Change detection
- Memory pressure

2 main things

Size - smaller | lazy

Speed – be faster | do less | memory pressure | multi-threaded

AoT Compilation – push a lot of things into the build step

HTML | CSS | Angular JS – HTML compiler + expression parser
Offline compile -> inline modules -> tree-shake code -> Minify (uglify.js | closure compiler)

Your app'n - generated CD / View + Renderer

DI Runtime | CD Runtime | View Runtime

Injectors

Platform | NgModule | Component | Element and Router (lazy load extra modules)

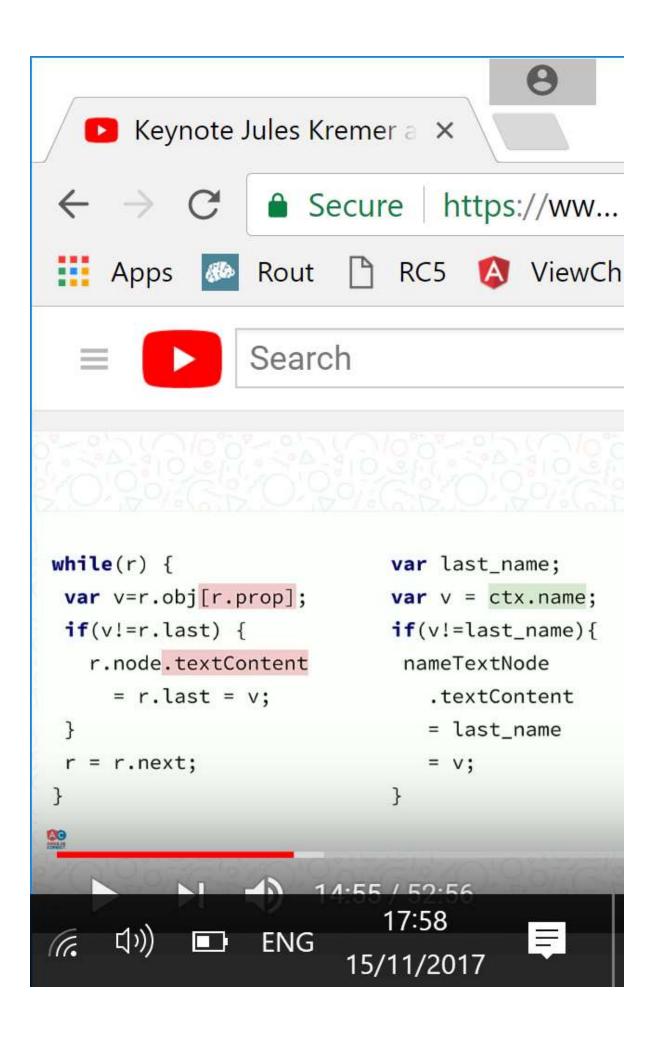
Code generation – to speed up

Vms are great at inline caching of property names – memorizes location of variables

Using monomorphic code and inline caching –

But vm only has 4 inline caches – reverts to regular hash-map lookup

Hello world greeter -



Takes advantage of reflection capabilities of vm 10 x improvement in speed wrt LHS

TSC can verify through strong typing that the types are correct Or eagerly gives feedback there is a bug + nicer exception msgs

Wrote their own Parser – Line numbers etc.

