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@angular/universal - SSR

10. Transfer Http Requests from server to client

Accelerate init Http Requests

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- We can accelerate our app further

- When our app initiates there might be some requests we are grabbing at initiation

- those requests currently run on the server and browser side

- on the browser side those requests might be on a slow connection

- we can call those requests once on the server and pass the result to the client

- How can we state from server to browser

ServerTransferStateModule

- @angular/universal gives us this module so we can communicate between the server side and the client side.

- This module will expose a service which we can inject in the server side and store key value

- The same service we can use in the browser to grab the value from the server

- This technique is used to pass information available in the server back to the client.

Cache interceptor

- Using the **ServerTransferStateModule** we can also create an isomorphic interceptor.

  - on the server the interceptor will send the request and use the ServerTransferStateModule to store the result for the browser

  - On the client before sending the request will check the **TransferState** if the request was sent by the server.

- This interceptor can accelerate the initial load even further

- @angular/universal provides us with this interceptor: **TransferHttpCacheModule**

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- Create a component which displays a todo list taken from the server upon component OnInit

  - server address: http://nztodo.herokuapp.com/api/tasks/?format=json

- using the **TransferHttpCacheModule** make sure the request for the todo list is only happening on the server side.

Thank You

You are now an expert on Server Side Rendering with angular

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