

Google Cloud

# Next '24

## Generative AI web development with Angular

# Emma Twersky

Developer Relations  
Engineer,  
Google Cloud



The Angular Renaissance: Why Frontend Devs Should Revisit It

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FRONTEND DEVELOPMENT / JAVASCRIPT / TYPESCRIPT

Angular is experiencing a renaissance, according to Progress senior developer advocate Alyssa Nicoll. She explains what that means.

Sep 26th, 2023 8:15am by [Loraine Lawson](#)



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The Angular Renaissance: Why Frontend Devs Should Revisit It

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# The Angular Renaissance: Why Frontend Devs Should Revisit It

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The Angular Renaissance: Why Frontend Devs Should Revisit It

thenewstack.io/the-angular-renaissance-why-frontend-devs-should-revisit-it/




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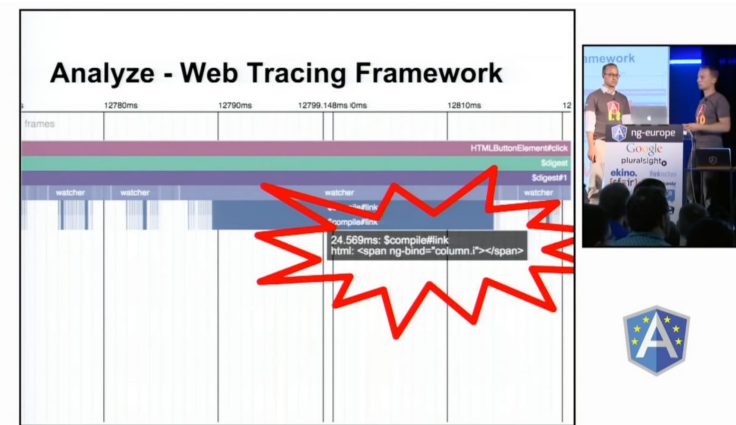


A collage of various pocket watches and alarm clocks against a starry space background. The watches are of different styles, including pocket watches with Roman numerals and alarm clocks with bells. The background is a dark blue and green space with white stars. The text is centered in a dark grey box.

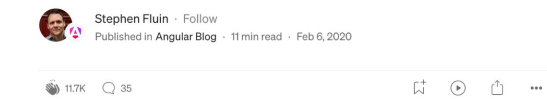
**Quick  
time travel  
back to 2011**



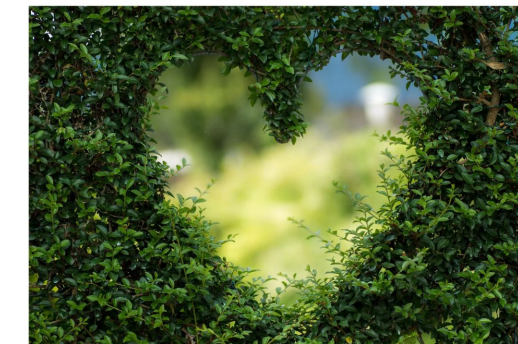
# Gaining momentum



## Version 9 of Angular Now Available — Project Ivy has arrived!



The 9.0.0 release of Angular is here! This is a major release that spans the entire platform, including the framework, Angular Material, and the CLI. This release switches applications to the Ivy compiler and runtime by default, and introduces improved ways of testing components.



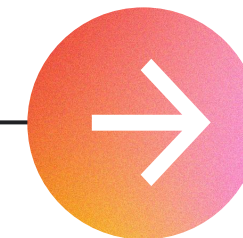
2011

2014

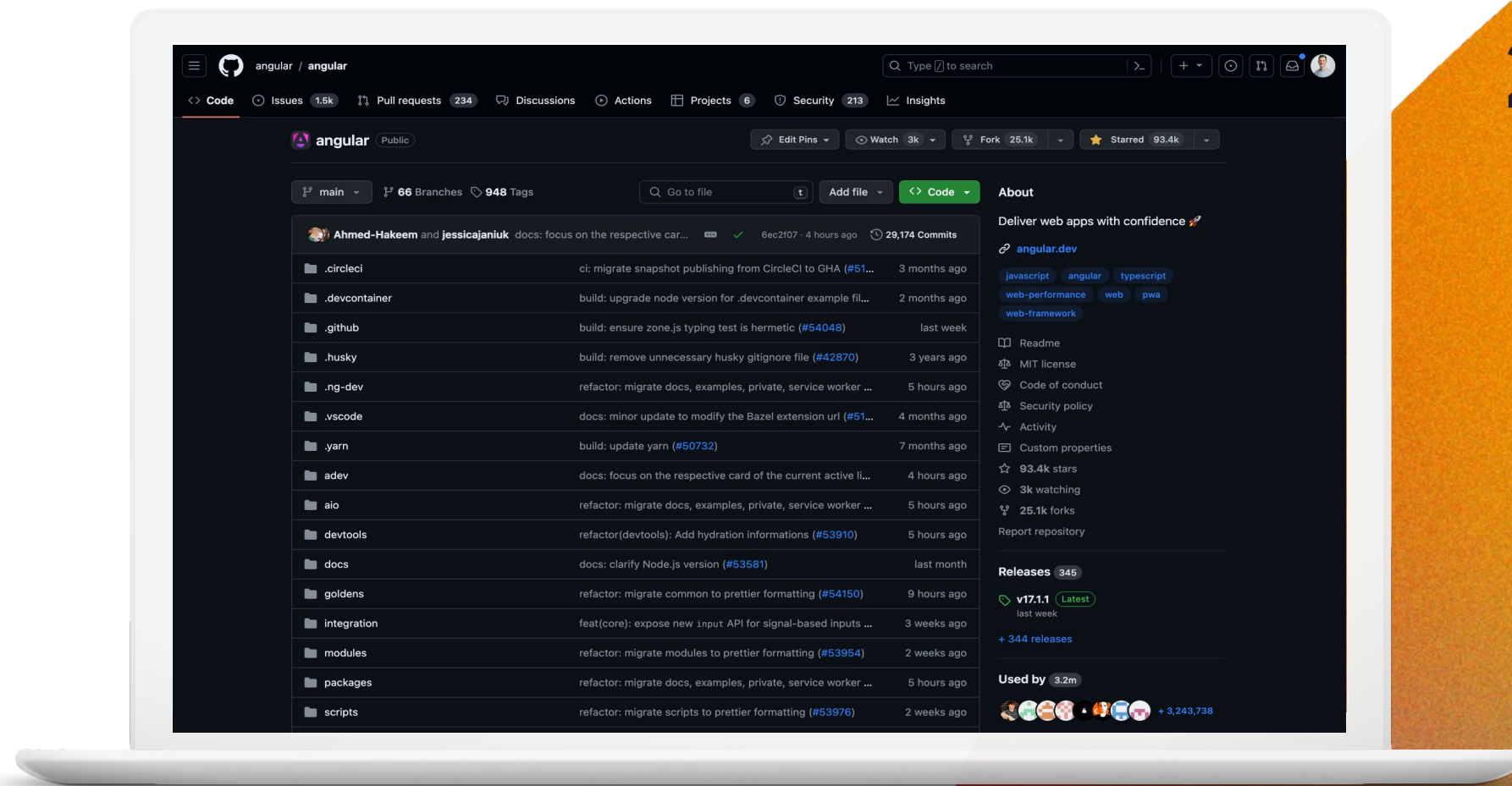
2016

2020

2022

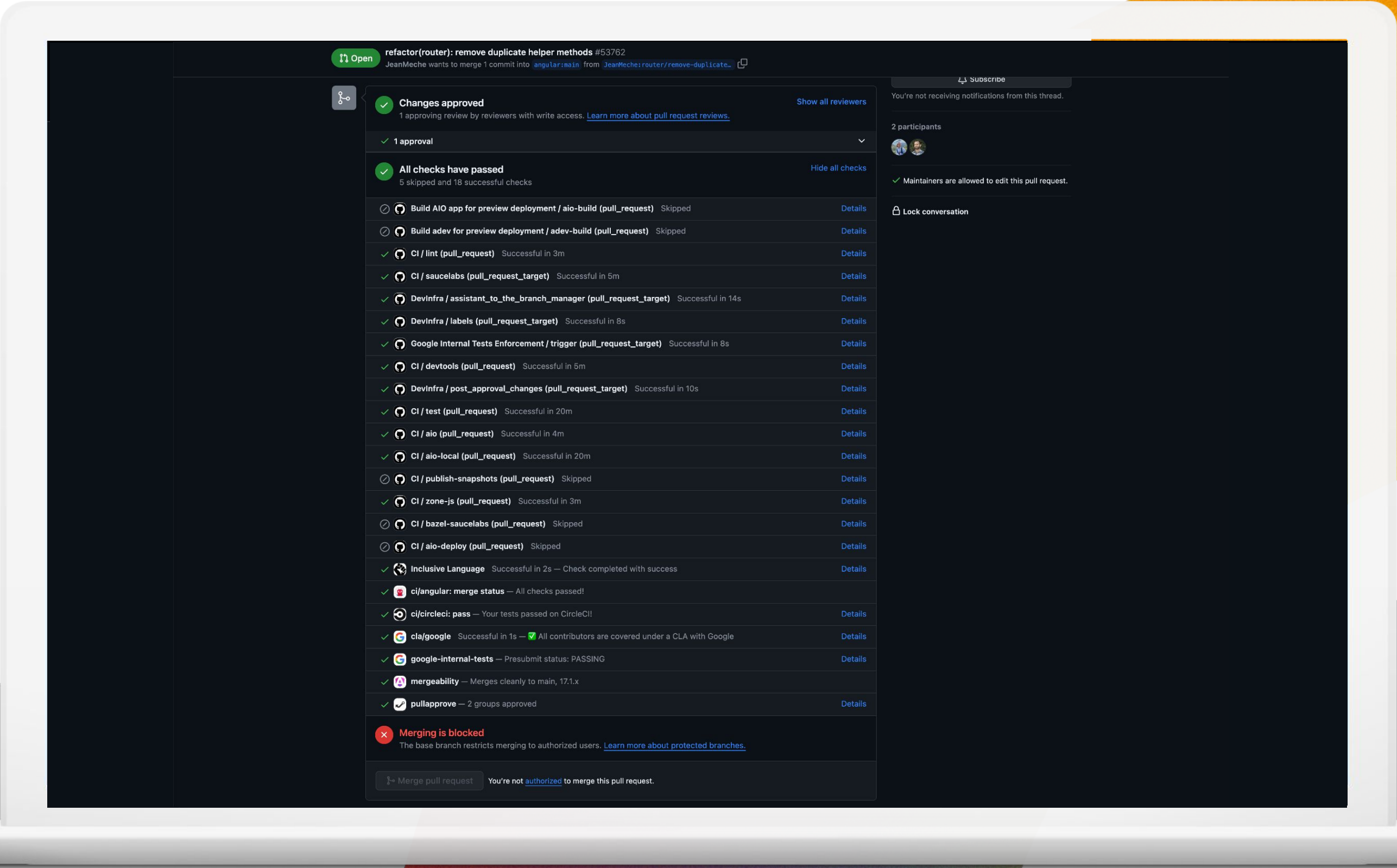






26,000 Pull Requests

2,400 Contributors  
(CLI, framework)



refactor(router): remove duplicate helper methods #53762  
 JeanMeche wants to merge 1 commit into angular:main from JeanMeche:router/remove-duplicate...

Open

Changes approved  
 1 approving review by reviewers with write access. [Learn more about pull request reviews.](#)

1 approval


All checks have passed  
 5 skipped and 18 successful checks

- Build AIO app for preview deployment / aio-build (pull\_request) Skipped
- Build adev for preview deployment / adev-build (pull\_request) Skipped
- CI / lint (pull\_request) Successful in 3m
- CI / saucelabs (pull\_request\_target) Successful in 5m
- Devinfra / assistant\_to\_the\_branch\_manager (pull\_request\_target) Successful in 14s
- Devinfra / labels (pull\_request\_target) Successful in 8s
- Google Internal Tests Enforcement / trigger (pull\_request\_target) Successful in 8s
- CI / devtools (pull\_request) Successful in 5m
- Devinfra / post\_approval\_changes (pull\_request\_target) Successful in 10s
- CI / test (pull\_request) Successful in 20m
- CI / aio (pull\_request) Successful in 4m
- CI / aio-local (pull\_request) Successful in 20m
- CI / publish-snapshots (pull\_request) Skipped
- CI / zone-js (pull\_request) Successful in 3m
- CI / bazel-saucelabs (pull\_request) Skipped
- CI / aio-deploy (pull\_request) Skipped

2 participants

Maintainers are allowed to edit this pull request.

Lock conversation

✓  google-internal-tests — Presubmit status: **PASSING** Details

- cla/google Successful in 1s — All contributors are covered under a CLA with Google
- google-internal-tests — Presubmit status: PASSING
- mergeability — Merges cleanly to main, 17.1.x
- pullapprove — 2 groups approved


**Merging is blocked**  
 The base branch restricts merging to authorized users. [Learn more about protected branches.](#)

Merge pull request You're not authorized to merge this pull request.

# Angular + google3

# Angular + google3

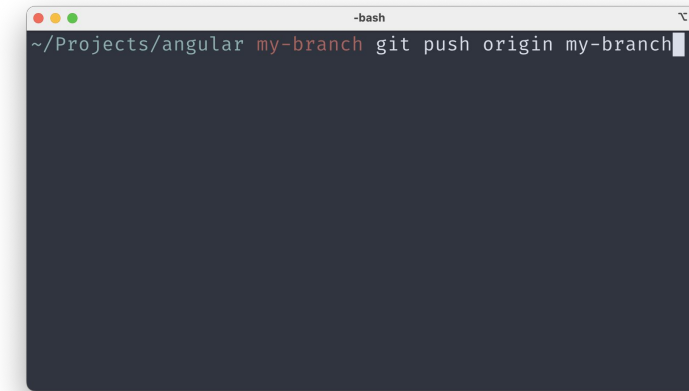
1



```
-bash  
~/Projects/angular my-branch git push origin my-branch
```

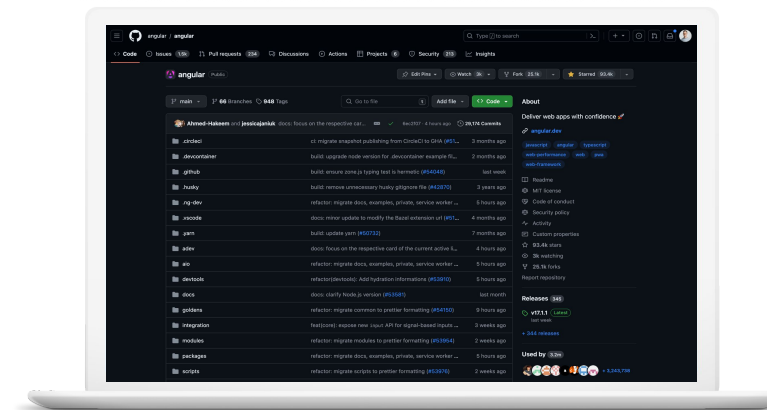
# Angular + google3

1



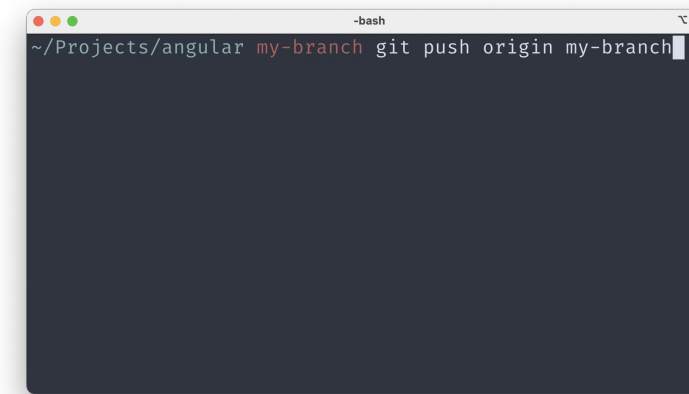
```
~/Projects/angular my-branch git push origin my-branch
```

2



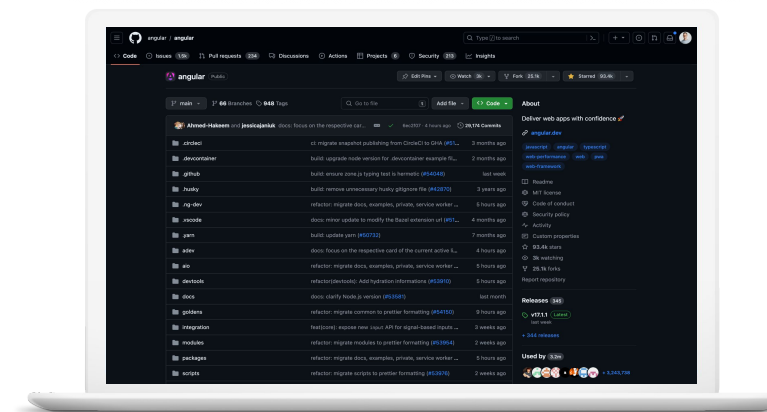
# Angular + google3

1



```
~/Projects/angular my-branch git push origin my-branch
```

2



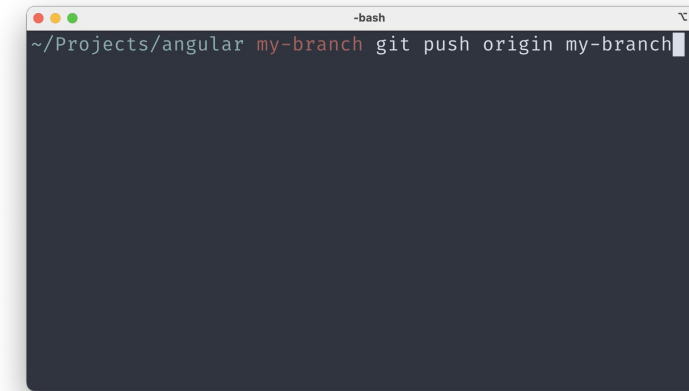
3



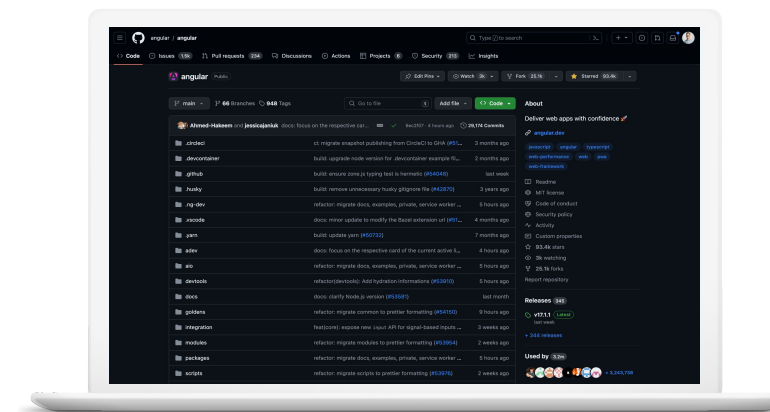
google3

# Angular + google3

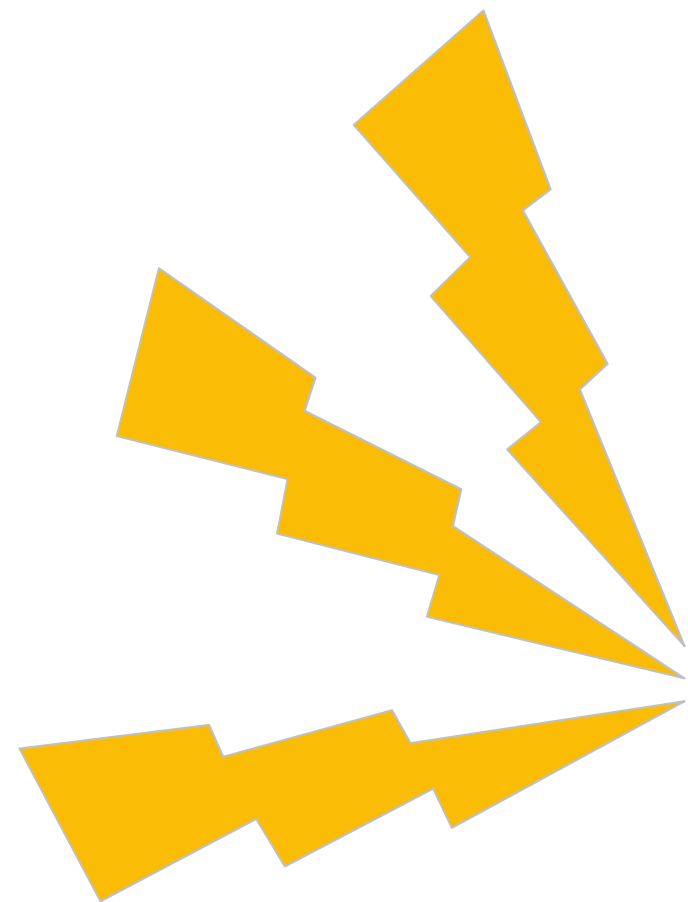
1



2



3



google3

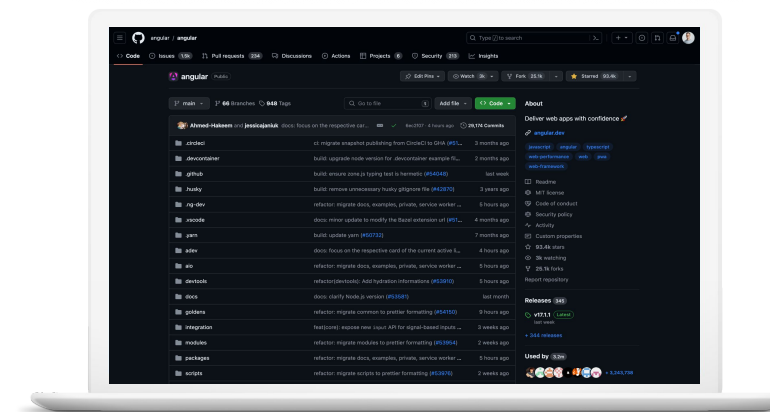


# Angular + google3

1

```
~/Projects/angular my-branch git push origin my-branch
```

2



3



google3

# Angular Developer Survey 2023



**Angular Developer Survey 2023**

Minko Gechev · Follow  
Published in Angular Blog · 5 min read · Jan 3, 2024

924 10

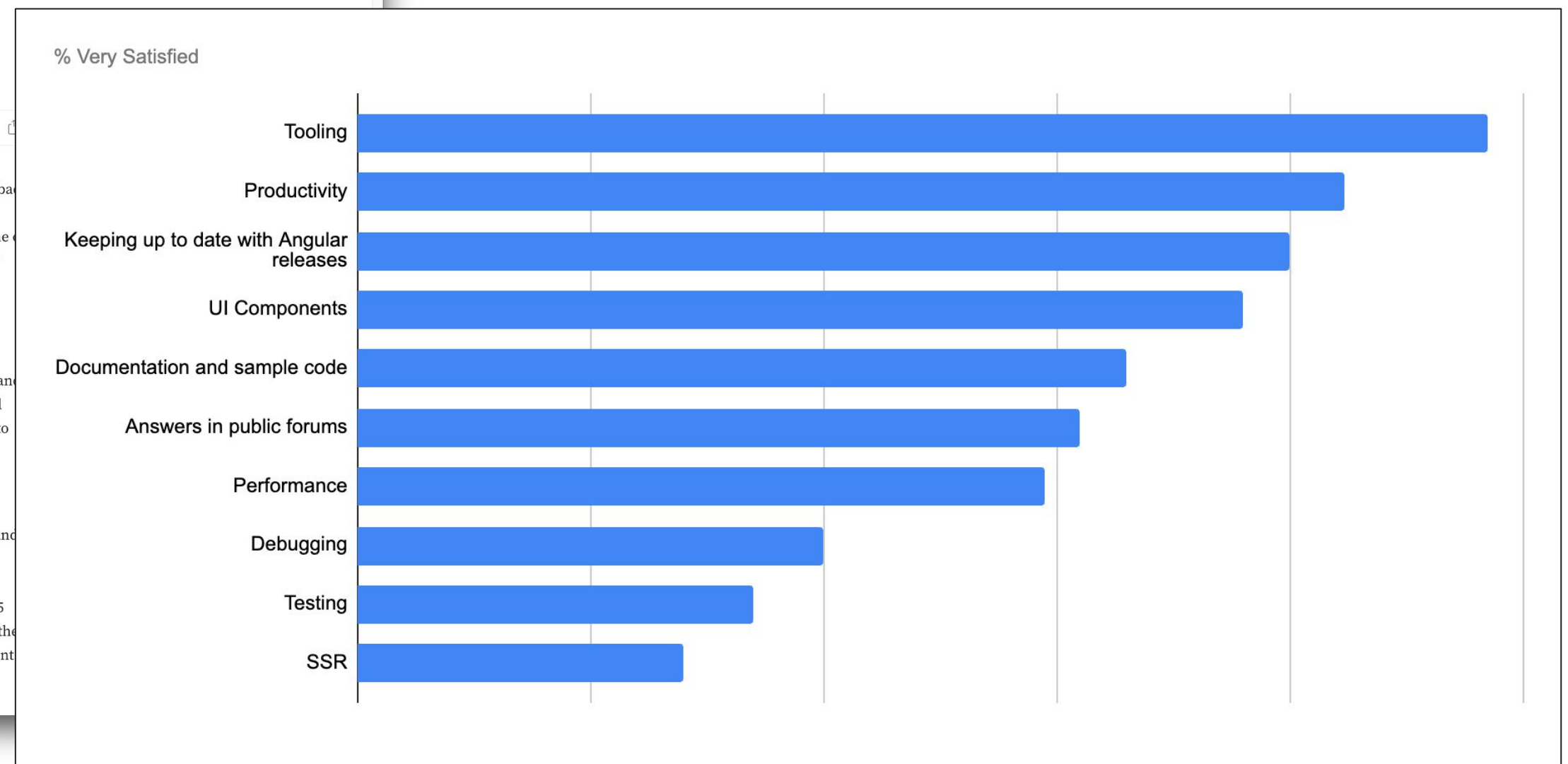
Over the past year we've been evolving Angular based on developer feedback and community trends. We receive developer feedback from dozens of sources including GitHub, social media, interviews, conferences, etc. One of the strongest guiding indicators which has been highly influential in our prioritization process are the results from the Angular developer survey.

In 2023 we delivered a lot to address developers needs for higher performance and better developer experience. Just to mention a few improvements: to make Angular more enjoyable to use, we shipped a brand new build pipeline that improves build speeds with up to 87%, revamped Angular's reactivity system with Signals, and delivered deferrable views to help you make your apps faster.

**Results summary**

Today, I'd like to share a summary of the survey we ran earlier this year and the direction it helped us to set for Angular for 2024.

We received around 12k responses and on average it took developers ~2.5 minutes to complete their feedback. Most developers who responded to the survey work in teams of 3-10 people and over 70% use the two most recent versions of the framework.



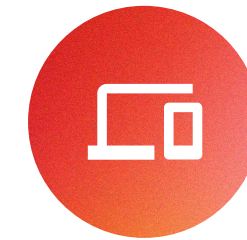
# Deliver web apps with confidence



**Developer  
Experience**



**Performance**



**Stability &  
Reliability**

# Deliver web apps with confidence



**Developer  
Experience**



**Performance**



**Stability &  
Reliability**

```
import { Component, NgModule } from '@angular/core';
import { BrowserModule } from '@angular/platform-browser';
import {
  platformBrowserDynamic
} from '@angular/platform-browser-dynamic';

@Component({
  selector: 'app-root',
  template: 'Hello {{ name }}',
})
export class AppComponent {
  name = 'Emma';
}

@NgModule({
  declarations: [AppComponent],
  imports: [BrowserModule],
  bootstrap: [AppComponent],
})
export class AppModule {}

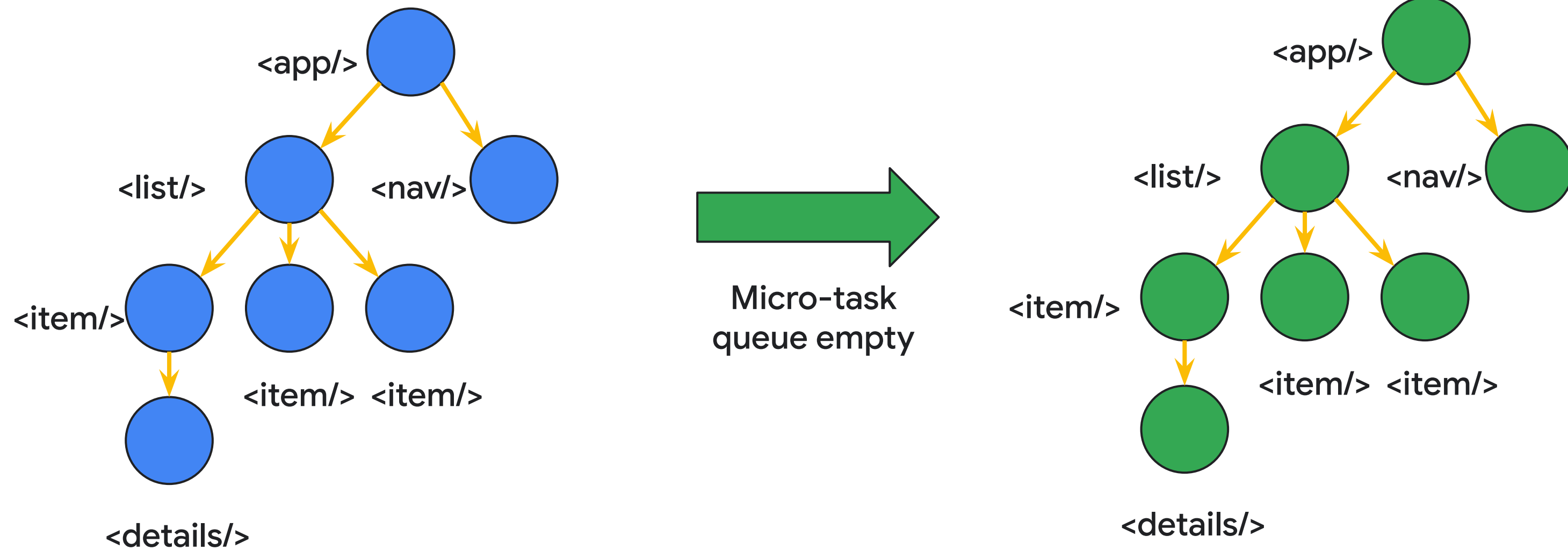
platformBrowserDynamic()
  .bootstrapModule(AppModule)
  .catch((err) => console.error(err));
```

```
import { Component } from '@angular/core';
import { bootstrapApplication } from '@angular/platform-browser';

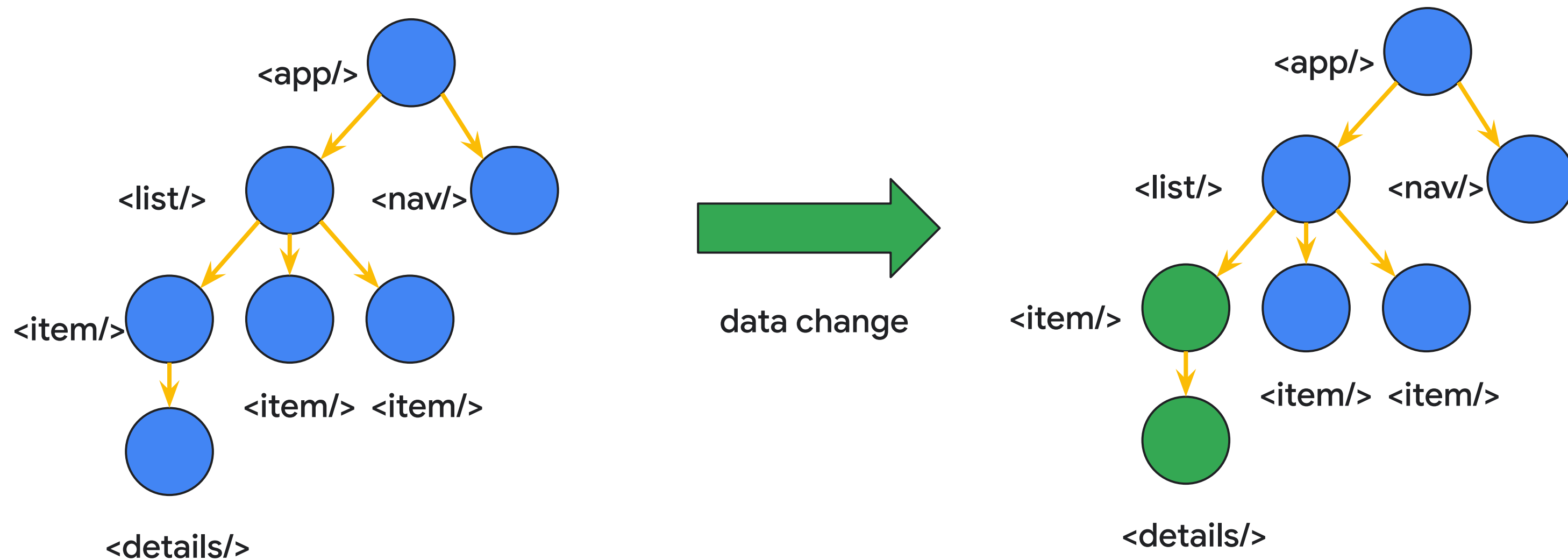
@Component({
  selector: 'app-root',
  standalone: true,
  template: 'Hello {{ name }}'
})
export class AppComponent {
  name = 'Emma';
}

bootstrapApplication(AppComponent);
```

# change detection



# Improving change detection





```
@Component({
  selector: 'app',
  template: `
    <h1>Hello, {{ title() }}</h1>
  `,
})
class App {
  title = signal('world');

  change() {
    this.title.set('Rhubarb');
  }
}
```

```
@Component({
  selector: 'app',
  template: `
    <h1>Hello, {{ title() }}</h1>
  `,
})
class App {
  title = signal('world');

  change() {
    this.title.set('Rhubarb');
  }
}
```

```
@Component({
  selector: 'app',
  template: `
    <h1>Hello, {{ title() }}</h1>
  `,
})
class App {
  title = signal('world');

  change() {
    this.title.set('Rhubarb');
  }
}
```

```
@Component({
  selector: 'app',
  template: `
    <h1>Hello, {{ title() }}</h1>
  `,
})
class App {
  title = signal('world');

  change() {
    this.title.set('Rhubarb');
  }
}
```

```
// Signal inputs just landed in v17.1!
```

```
@Component({...})
```

```
class App {
```

```
    title = input<string>();
```

```
    totalUsers = input.required<number>(0);
```

```
}
```

```
// Model inputs just landed in v17.1!
```

```
@Component({
  selector: 'custom-checkbox',
  template: `
    <div class="cool-checkbox-treatment">
      <input type="checkbox"
        (click)="toggle()" [value]="checked()">
    </div>
  `
})
export class CustomCheckbox {
  protected checked = model(false);

  toggle() {
    this.checked.set(!this.checked());
  }
}
```

```
// Signal queries just landed in v17.1!
```

```
@Component({  
  template: `  
    @for (todo of todos; track todo.id) {  
      <todo [item]="todo" />  
    }  
  `,  
})  
export class App {  
  children = viewChildren(Todo);  
  
  constructor() {  
    effect(() => {  
      console.log(this.children().length);  
    });  
  }  
}
```

Browser tabs: [Complete] RFC: Built-In Control Flow

Address bar: github.com/angular/angular/discussions/50719

Repository: angular / angular

Navigation: Code, Issues (1.4k), Pull requests (204), Discussions, Actions, Projects (7), Security, Insights

# [Complete] RFC: Built-In Control Flow #50719

Locked Pinned alxhub announced in RFCs

**alxhub** Jun 14, 2023

Authors: [@alxhub](#) [@pkozlowski-opensource](#) [@jelbourn](#)  
Area: Angular Framework  
Posted: June 14, 2023  
Status: Open

This RFC proposes a new control flow syntax for Angular, and represents a significant change to how we approach control flow in the framework. There are two questions which should be answered up front: **why** and **why now**? Let's start with **why**:

A core goal of Angular's initial design is that template control flow would be expressed via composition of user-facing concepts only. The *structural directive* concept serves this purpose: a directive that sits on an `<ng-template>` declaration and determines when & where embedded views are created from that template. To achieve a familiar syntax for control flow similar to that of JavaScript (e.g. `let user of users`), *microsyntax* in the template language provides an alternative binding syntax for configuring a structural directive and its inputs.

Our review of developer experience pain points in Angular has highlighted microsyntax-based control flow as having significant weaknesses compared to syntaxes in other frameworks. The proposed built-in control flow syntax addresses these issues and significantly improves the developer experience, in addition to being a foundation for new features.

As for **why now**, as a part of our ongoing work on implementing the [Signals RFC](#), we've known that the existing zone-based control flow directives would not be able to function in zoneless applications. We will need to implement reactive control flow for zoneless applications. We considered modifying the existing control flow directives to support zoneless applications as well, but decided against this option for a couple reasons:

1. Since every existing Angular application depends on these directives, even the slightest incidental change in behavior could be breaking.



```
// Control flow in v17
```

```
@if (user.isHuman) {  
  <human-profile [data]="user" ↗  
}  
@else if (user.isRobot) {  
  <!-- robot users are rare, so load their profiles lazily -->  
  @defer {  
    <robot-profile [data]="user" ↗  
  }  
}  
@else {  
  <p>The profile is unknown!  
}
```

Name Duration for...	vue- v3.4.18	angular-cf- nozone- v17.0.2	angular- ngfor- v17.0.2	preact-sig- nals- v10.19.3 + 1.2.2	react- hooks- v18.2.0	preact- hooks- v10.19.3	ember- v5.3.0	alpine- v3.12.0	blazor- wasm- v8.0.0
Implementation notes								1139	1139
Implementation link	<a href="#">code</a>	<a href="#">code</a>	<a href="#">code</a>	<a href="#">code</a>	<a href="#">code</a>	<a href="#">code</a>	<a href="#">code</a>	<a href="#">code</a>	<a href="#">code</a>
<a href="#">create rows</a> creating 1,000 rows. (5 warmup runs).	47.8 ± 0.4 (1.27)	46.6 ± 0.4 (1.24)	49.0 ± 0.4 (1.30)	51.5 ± 0.5 (1.36)	48.8 ± 0.4 (1.29)	49.4 ± 0.5 (1.31)	74.6 ± 2.7 (1.98)	112.0 ± 0.8 (2.97)	121.6 ± 0.8 (3.22)
<a href="#">replace all rows</a> updating all 1,000 rows. (5 warmup runs).	52.1 ± 0.5 (1.25)	53.9 ± 0.4 (1.30)	57.9 ± 0.5 (1.39)	57.9 ± 0.5 (1.39)	57.0 ± 0.7 (1.37)	56.7 ± 0.4 (1.36)	95.1 ± 0.5 (2.29)	134.8 ± 1.2 (3.24)	133.5 ± 0.7 (3.21)
<a href="#">partial update</a> updating every 10th row for 1,000 row. (3 warmup runs). 4 x CPU slowdown.	20.8 ± 0.3 (1.24)	18.5 ± 0.3 (1.10)	18.7 ± 0.5 (1.11)	18.3 ± 0.7 (1.09)	22.1 ± 0.4 (1.31)	33.8 ± 0.6 (2.01)	26.7 ± 0.3 (1.58)	23.9 ± 1.0 (1.42)	87.6 ± 0.4 (5.20)
<a href="#">select row</a> highlighting a selected row. (5 warmup runs). 4 x CPU slowdown.	4.4 ± 0.2 (1.42)	4.5 ± 0.2 (1.47)	4.4 ± 0.2 (1.44)	18.7 ± 0.3 (6.12)	5.6 ± 0.2 (1.84)	17.6 ± 0.4 (5.77)	20.4 ± 0.3 (6.67)	38.5 ± 0.7 (12.57)	68.0 ± 0.5 (22.24)

[goo.gle/js-benchmarks](https://goo.gle/js-benchmarks)

<a href="#">removing one row</a> removing one row. (5 warmup runs). 2 x CPU slowdown.	20.4 ± 0.4 (1.25)	17.0 ± 0.2 (1.10)	17.0 ± 0.4 (1.10)	20.0 ± 0.3 (1.57)	10.2 ± 0.2 (1.12)	27.7 ± 0.3 (1.52)	27.4 ± 0.3 (1.68)	20.0 ± 0.4 (1.60)	30.0 ± 0.3 (3.07)
<a href="#">create many rows</a> creating 10,000 rows. (5 warmup runs).	466.6 ± 3.6 (1.21)	464.7 ± 1.6 (1.20)	472.4 ± 2.8 (1.22)	477.6 ± 3.9 (1.23)	622.5 ± 2.5 (1.61)	474.2 ± 1.8 (1.23)	675.3 ± 2.9 (1.75)	973.2 ± 3.4 (2.52)	1,123.3 ± 7.8 (2.90)
<a href="#">append rows to large table</a> appending 1,000 to a table of 1,000 rows. (5 warmup runs).	52.5 ± 0.6 (1.22)	52.3 ± 0.4 (1.21)	53.0 ± 0.3 (1.23)	61.0 ± 0.6 (1.42)	54.3 ± 0.5 (1.26)	57.6 ± 0.4 (1.34)	90.3 ± 0.6 (2.10)	124.3 ± 0.8 (2.88)	143.7 ± 0.9 (3.33)
<a href="#">clear rows</a> clearing a table with 1,000 rows. (5 warmup runs). 4 x CPU slowdown.	17.4 ± 0.3 (1.33)	23.9 ± 0.5 (1.83)	29.5 ± 0.3 (2.26)	20.9 ± 0.6 (1.60)	27.2 ± 0.6 (2.09)	17.0 ± 0.2 (1.30)	36.0 ± 0.7 (2.76)	55.7 ± 0.6 (4.27)	39.5 ± 0.5 (3.03)
<a href="#">weighted geometric mean</a> of all factors in the table	1.25	1.25	1.40	1.47	1.49	1.53	2.06	2.67	3.72
compare: Green means significantly faster, red significantly slower	<a href="#">compare</a>	<a href="#">compare</a>	<a href="#">compare</a>	<a href="#">compare</a>	<a href="#">compare</a>	<a href="#">compare</a>	<a href="#">compare</a>	<a href="#">compare</a>	<a href="#">compare</a>

```
...
4 @Component
5   selector: 'app-component',
6   standalone: true,
7   imports: [Router, RouterLink, RouterLinkActive],
8   templateUrl: './app.component.html',
9   @if (flag) {
10
11   }
12
13   styleUrls: ['./app.component.css']
14 })
15 export class AppComponent {
16   flag = signal(false);
17 }
18
```

This condition will always return true since this function is always defined. Did you mean to call it instead? ngts(2774)

(property) AppComponent.flag: WritableSignal<boolean>

[View Problem \(⌘F8\)](#) [Quick Fix... \(⌘.\)](#)

# Dependency injection &

The image displays the Angular DevTools interface, illustrating the dependency injection system and component rendering. It is divided into several key sections:

- Injector Tree (Top):** A horizontal diagram showing the flow of dependency injection from the `NullInjector` through `Platform: core`, `_AppModule`, `_DemoAppModule`, another `_AppModule`, and finally to `_HomeModule`. Red circles indicate the active injector at each stage.
- Component Inspector (Left):** Shows the component tree for `app-root`. The selected component is `app-todos`, which is highlighted in blue. The tree includes `router-outlet`, `app-demo-component`, `app-todo-demo`, and `app-todos` (with `== $ng0`), along with various `RouterLink` and `TooltipDirective` instances. A legend below indicates that a green circle represents an 'Element'.
- Component Inspector (Bottom Left):** Displays the component's template, showing `<app-zippy/>` and `app-heavy`.
- Component Inspector (Bottom Right):** Shows the `@Outputs` section for the selected component, listing `add`, `delete`, and `update` with their respective object structures.
- DOM Comparison (Right):** A dark-themed window comparing the 'Expected Dom' (what the component rendered) with the 'Actual Dom' (what the browser rendered). Both show the `<example-cmp2>` structure, but the 'Actual Dom' includes a `#text` node, indicating a hydration mismatch. A 'Show hydration overlays' checkbox is checked at the bottom.
- Component Inspector (Top Right):** Shows the component tree for `app-root` with `example-cmp2` highlighted in red, indicating a hydration error.
- Component Inspector (Bottom Right):** Shows the component tree for `app-root` with `app-todos` highlighted in blue.

# Deliver web apps with confidence



**Developer  
Experience**



**Performance**



**Stability &  
Reliability**

# Angular Image Directive

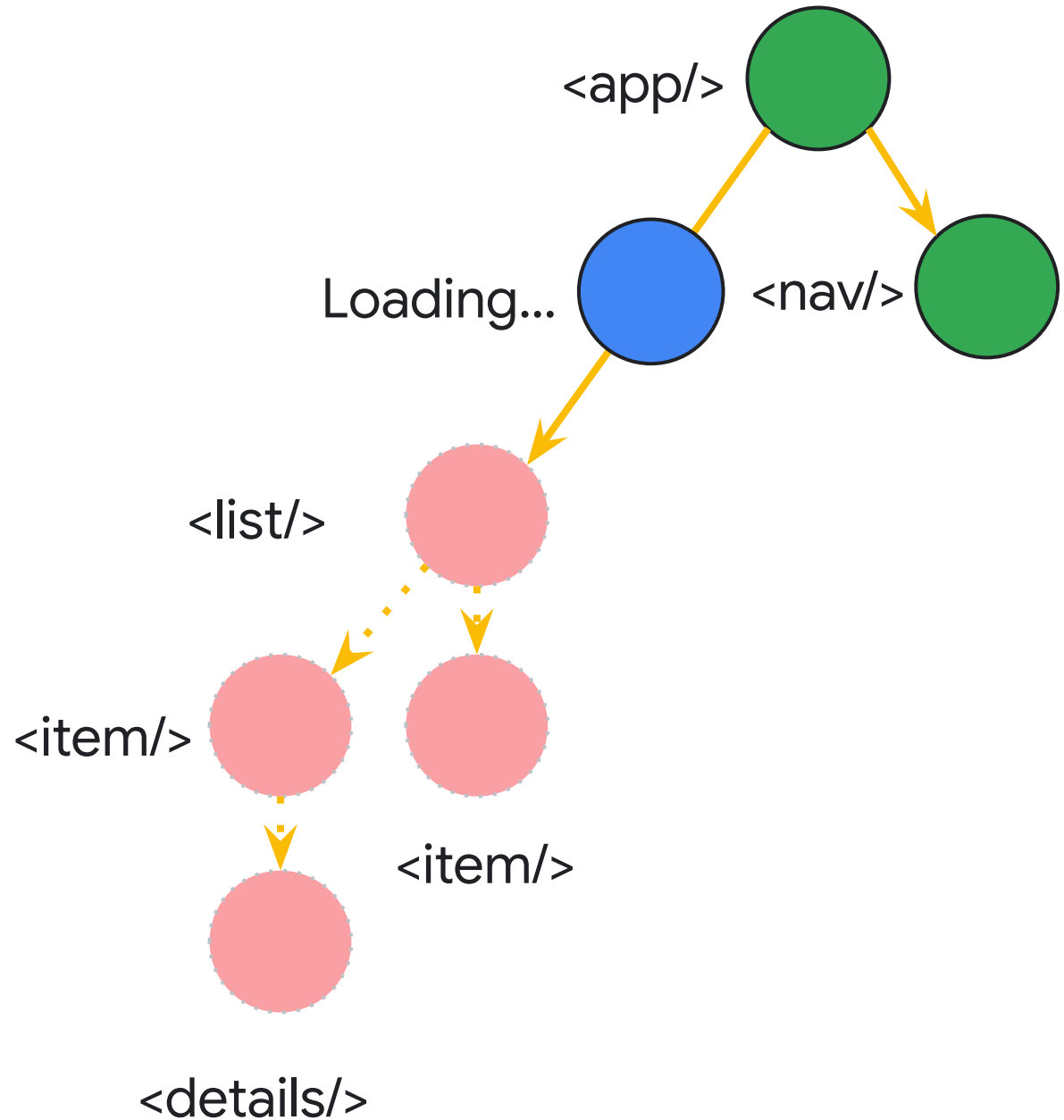
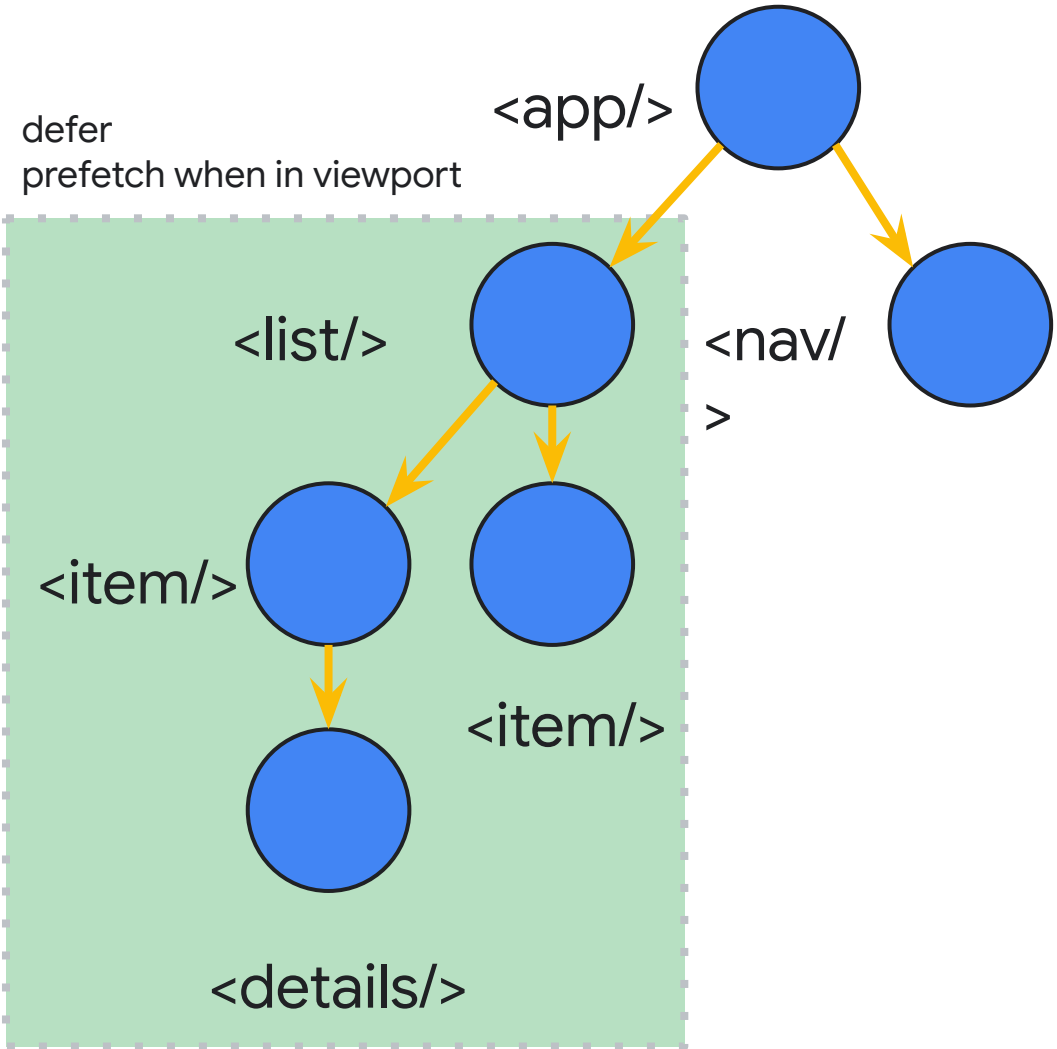
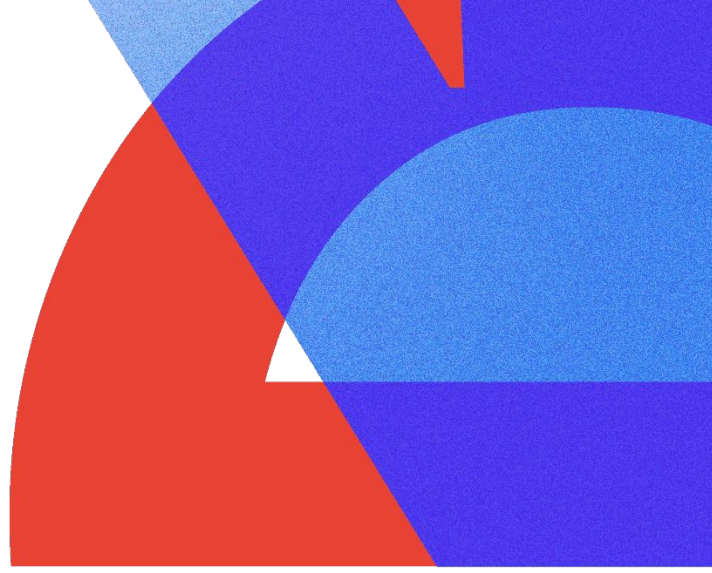
75%

## Improvement in LCP

- Automatically setting **fetchpriority**
- Lazy loading other images by default
- Ensuring a **preconnect** link tag in `<head>`
- Generating a **preload** hint if using SSR

```
<img ngSrc="logo.png"
      width="200"
      height="150"
      priority>
```

# Declarative lazy loading and prefetching



“

Reduced bundle size  
**by 50%**  
using deferrable views

**biili**









v16



36K



Docs



Tutorials



Reference



Anatomy of a Component • AI x +

angular.dev/tutorials/learn-angular/components-in-angular

BETA DOCS

Learn Angular Anatomy of a Component Reveal Answer < >

# Components in Angular

Components are the foundational building blocks for any Angular application. Each component has three parts:

- TypeScript class
- HTML template
- CSS styles

In this activity you'll learn how to update the template and styles of a component.

This is a great opportunity for you to get started with Angular.

## 1 Update the component template

Update the `template` property to read `Hello Universe`

```
template: `
  Hello Universe
`
```

```
app/app.component.ts
1 import {Component} from '@angular/core';
2
3 @Component({
4   selector: 'app-root',
5   template: `
6     Hello
7   `,
8   styles: `
9     :host {
10       color: blue;
11     }
12 `,
13   standalone: true,
14 })
```

Preview Console Terminal

Hello

# What's coming up next?

[angular.dev/roadmap](https://angular.dev/roadmap)

# What's next?



## Partial hydration

Fine-grained code loading of only logic that is immediately needed to handle user interactions.



## Fine-grained reactivity

Enable detecting changes within a fraction of the component.



## Improved authoring

With standalone components, signals, and other recent advancements we're iterating on the authoring experience

# Gemini





# Gemini

[ai.google.dev/tutorials/node\\_quickstart](https://ai.google.dev/tutorials/node_quickstart)



# Install the package

```
> npm i @google/generative-ai
```

```
added 1 package, and audited 913 packages in 1s
```

```
117 packages are looking for funding
```

```
run `npm fund` for details
```

```
found 0 vulnerabilities
```

# Initialize the Generative Model

```
import { Component, model } from '@angular/core';
import { GenerativeModel, GoogleGenerativeAI } from
"@google/generative-ai";

@Component({...})
export class AppComponent {
  question = model('')
  answer: string = 'Waiting for an answer'

  genAI: GoogleGenerativeAI = new GoogleGenerativeAI('API_KEY');
  genModel: GenerativeModel =
    this.genAI.getGenerativeModel({ model: "gemini-pro" });
}
```

A user interface element for a generative AI application. It features a white text input field at the top right with a light blue 'Submit' button. Below the input field is a horizontal line. Underneath the line is a large, rounded rectangular pink bar with the text 'Waiting for an answer...' centered inside it.

# Generate text from text-only input

```
@Component({...})
export class AppComponent {
  question = model("What is a cat?")
  answer: string = 'Waiting for an answer...'
  ...

  async getAnswer() {
    const result =
      await this.genModel
        .generateContent(this.question());
    const response = await result.response;
    this.answer = response.text();
  }
}
```



---

**Definition:**

A cat is a small, carnivorous mammal that belongs to the family Felidae. It is characterized by its distinctive feline morphology, notably its retractable claws, sharp teeth, and keen senses.

**Characteristics:**

- **Size:** Varies depending on breed, but typically ranges from 3 to 10 pounds.
- **Appearance:** Slender body with a long tail, pointed ears, and round eyes that can change color.
- **Fur:** Can be short, medium, or long and comes in various colors and patterns.
- **Claws:** Retractable, allowing for silent movement and effective hunting.
- **Teeth:** Sharp and designed for tearing and chewing meat.
- **Ears:** Pointed and highly sensitive, enabling them to locate prey and detect danger.
- **Whiskers:** Long, sensitive hairs that provide sensory input about their surroundings.
- **Behavioral Traits:**
  - **Independent:** Known for being solitary and self-sufficient.
  - **Nocturnal:** Most active at night or twilight.
  - **Curious:** Explore their surroundings and show interest in new things.
  - **Grooming:** Spend a significant amount of time licking their fur to maintain cleanliness.
  - **Playful:** Engage in activities such as chasing, pouncing, and climbing.
- **Communication:** Vocalize through meows, hisses, purring, and body language.
- **Diet:** Obligate carnivores that primarily eat small prey, such as mice, birds, and insects.
- **Reproduction:** Females give birth to litters of 2-6 kittens after a gestation period of approximately 60 days.
- **Lifespan:** Can live up to 15-20 years, depending on breed and environmental factors.

“

Build something bigger!



What if you could **ask** the  
docs a **question**?

# Where should we host this?



# What else can we use?

Angular deferrable views

Firebase Cloud Functions

GenerativeLanguage API

Early preview of Angular support  
on Firebase Hosting

Semantic Retrieval API

Attributed Question-Answering

Angular Model inputs (developer preview)

Angular Signals

Control flow

# Demo time!



# Deliver web apps with confidence



## Developer Experience

Intuitive APIs

Improved authoring

Optional NGModules



## Performance

Angular Signals

Control flow

Deferrable views

Image directive

Zoneless



## Stability & Reliability

Backwards compatibility

Migrations

Debugging

Tested against all of Google3

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**Thank you**