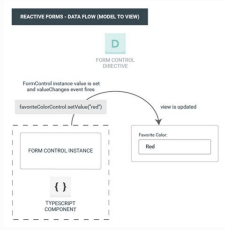


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```
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```

Company Name *

Unity3D

Designation *

Game Developer

Joining Date *

Mar 02, 2020

Currently working here.

☒

Role

Describe your role (Optional)

SAVE DETAIL

```
X Headers Preview Response Timing
▼ errors: (Cardlumber: ["The Cardlumber field is required."]),...
  errors: (Cardlumber: ["The Cardlumber field is required."])
  status: 400
  title: "One or more validation errors occurred."
  traceId: "800000014-0003-ff00-063f-84710c79670b"
```



With every article I publish, my goal is to help you become a better and more confident coder. Here are a couple of pointers to help shed some light on Angular Forms: Control Validation. By default, whenever a value of a FormControl changes, Angular runs the control validation process. For example, if you have an input that is bound to a form control, Angular performs the control validation process for every keystroke. Let's see this in action. Now, imagine a form with complex validation requirements — updating such a form on every keystroke could become too costly. In addition to that, I find it very annoying to display an error message to the user when he hasn't completed the action of entering the form data. The way we get around this is by using the `updateOn` property. We can tell Angular that we only want to run the validation function upon submit or blur. As we saw, the default option is upon change. `updateOn: 'blur'`. We can also apply this option to a `FormGroup` or a `FormArray`. Ok, that's great. But let's say we still want to run our validators whenever form control's data changes, how can we optimize them? In such a case we don't have to use the control validator mechanism, we can create an alternative which we can fully control ourselves. Luckily, every control exposes a `valueChanges` observable that we can take advantage of, and use `RxJS` to do some more powerful stuff. For example, we can add a debounce to our control. And this is only one simple example. We can use more powerful operators to perform advanced cross-control validations like `merge`, `combineLatest`, etc., so keep that in mind. I also wanted to mention that I'm against premature optimization — you should always prefer readability and reusability, and only apply optimizations when you think you may need them. There might be cases when we don't want to invalidate the form just because a single control is invalid. I haven't come across such a case, but maybe you have. In such a case the message you're trying to convey to the user is: "this value isn't valid, but it doesn't mean the form can't be submitted". In this instance we can set the `onlySelf` property to `true`, which means that each change only affects the control itself alone, and not its parents. **Preventing Infinite Loops** In the process of setting up our form controls, we might inadvertently cause infinite loops. For example, if on the one hand we listen to the store's changes and update the form accordingly, and on the other hand we listen to the form's value changes and update the store. In order to avoid the above situation, we can tell Angular not to emit the `valueChanges` event whenever we update the form. And now we're good to go. It is worth noting that most of a control's methods support this option, such as `setValue()`, `reset()`, `updateValueAndValidity()`, etc. **Control Disabling** As you may know, when we need to disable or enable a control we can call the `control.disable()` or `control.enable()` methods. That's helpful, but sometimes we want to tell Angular that this control is disabled on the initialization face. We can achieve this by passing an object to our `FormControl` constructor. Pay attention that we must also pass the value property, otherwise Angular assumes that we want the control's value to be `{ disabled: true }`. My next tip is something I think many people haven't noticed yet. Whenever we call a control's `disable()` or `enable()` methods, Angular triggers the `valueChanges` event. Yes, it may surprise you because the "value" didn't change, but this is how it works. There are times when we want to prevent this behavior from occurring. Let's say we need to update the store upon form's value changes. This behavior would cause redundant updates, since we'd also update the store whenever the control disability status changed. Luckily as we mentioned before there is an easy fix, we can add `{ emitEvent: false }` to the current method. When we want to get our `FormGroup` value we usually call the value property. For example: But there's one catch there. The value property will omit controls that are disabled. So, in the above example, we'll only get the email control value. In most cases, this is not the desired behavior. In order to get the complete form's values, we can use the `FormGroup.getRawValue()` method. **Control Getters and Setters** I want to talk about a common mistake that I see in people's code examples, especially on Stackoverflow. When they need to add a new control, they assign it directly to the parent's controls property. Please don't do this. Instead, use the `addControl()` method, since it performs multiple required tasks for us under the hood: Angular source code. Another thing I want to talk about is obtaining a reference to a form control. This is more of a personal stylistic preference, but I don't like to get it from the group's controls property: Angular provides the group with a `get()` method, and I find it to be a more preferable option. Another reason to prefer this — the Angular team might opt to change the `FormGroup` structure in the future, and if we use the controls property directly, it might lead to a breaking change, whereas the `get()` method could adjust to reflect the new structure. This might be why Angular provides us with the `get()` method, but hey, maybe it's just me. Using `FormBuilder` There are times when we need to create a large form structure. In this case, the code can rapidly become repetitive and full of boilerplate. For example: In reality, it might be even larger than that, but you get the point. In order to make our life easier, Angular provides us with the `FormBuilder` service, which frees us from adding boilerplate. I think it's a better option, as it enables much cleaner code. That's it. **Additional Resources** Akita: One of the leading state management libraries, used in countless production environments. Whether it's entities arriving from the server or UI state data, Akita has custom-built stores, powerful tools, and tailor-made plugins, which all help to manage the data and negate the need for massive amounts of boilerplate code. Spectator: A library that runs as an additional layer on top of the Angular testing framework, that saves you from writing a ton of boilerplate. V4 just came out! And of course, Transloco: The Internationalization library. Angular. Follow me on Medium or Twitter to read more about Angular, Akita and JS! I have a simple Search Component which contains a Reactive Form with 2 elements: Text Input (to search for arbitrary matching text) Checkbox (to include / exclude deleted results) So far I use `myFormGroup.valueChanges.subscribe(...)` to execute my search method. Now the problem is, that I want to debounce the text input. And at the same time not debounce the checkbox, so the search method is getting executed instantly when clicking the checkbox. Using `valueChanges.debounceTime(500)` will of course debounce the whole form. That's not what I want. This is a stripped down example. The real form has some more inputs. Some should be debounced and some shouldn't. Is there any easy way to get this done? Or do I have to subscribe to every form control separately? Would be nice to see how you did solve this. Thanks in advance. EDIT: Code export class SearchComponent { myFormGroup: FormGroup; constructor(fb: FormBuilder) { this.myFormGroup = fb.group({ textInput: '', checkbox: false }); } ngOnInit() { this.myFormGroup.valueChanges.subscribe(val => { // debounce only the textInput, // and then execute search }); } } Angular RxJS If you are using Angular's template-driven forms you are likely very familiar with the `NgModel` directive that creates a `FormControl` instance for a form element. In some cases you may want to debounce the value before executing statements as a result of the value change event. This can be pretty easy to do when working with Angular's reactive forms API but can be less intuitive when building forms using the template-driven forms API. Here is a Directive for debouncing the `valueChanges()` observable with a template declarative implementation. `import { Directive, EventEmitter, OnDestroy, OnInit, Output } from '@angular/core'; import { NgModel } from '@angular/forms'; import { Subscription } from 'rxjs'; import { debounceTime, distinctUntilChanged, skip } from 'rxjs/operators'; @Directive({ selector: '[ngModelDebounceChange]', }) export class NgModelDebounceChangeDirective implements OnDestroy, OnInit { @Output() ngModelDebounceChange = new EventEmitter(); private subscription: Subscription; ngOnDestroy() { this.subscription.unsubscribe(); } constructor(private ngModel: NgModel) { } ngOnInit(): void { this.subscription = this.ngModel.control.valueChanges.pipe(skip(1), debounceTime(200), distinctUntilChanged()).subscribe(value => this.ngModelDebounceChange.emit(value)); } } Let's quickly review the code above. First, in the Directive's metadata I've specified the ngModelDebounceChange selector. We'll use this selector in place of the ngModelChange() selector that we normally apply to a form element with the template-driven forms API. Next, we define an Output EventEmitter property matching the selector for the Directive. We track the Subscription that is created upon subscribing to the FormControl's valueChanges Observable. The NgModel instance is injected into our constructor() function. Within the ngOnInit() lifecycle method we use the debounceTime() and distinctUntilChanged() operators to debounce the value and to only emit a value that is not equal to the previous value emitted by the Observable. Finally, we subscribe to the Observable and emit the value. Prevent execution of statements for each value change next notification from a FormControl. Prevent multiple redundant network requests if persisting value changes of a form element. Debounce NgModel value changes in a template-driven form.`

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