Environment Setup



Cory House

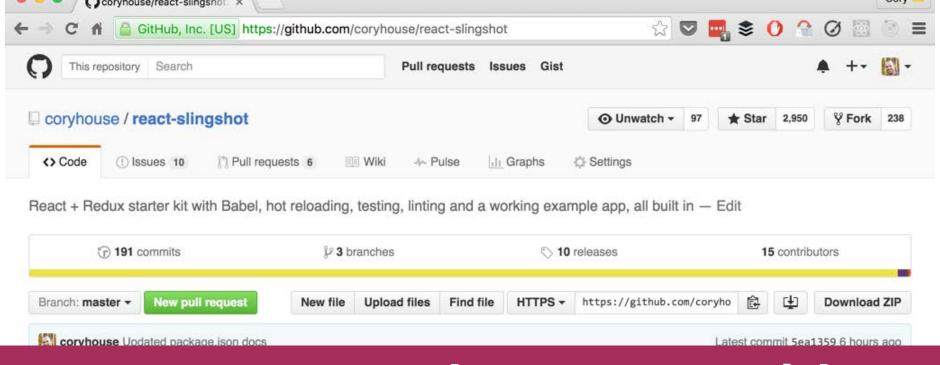
@housecor

reactjsconsulting.com

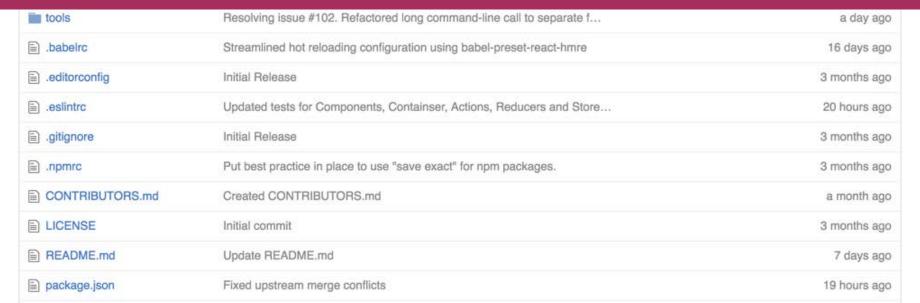


#JavaScriptFatigue

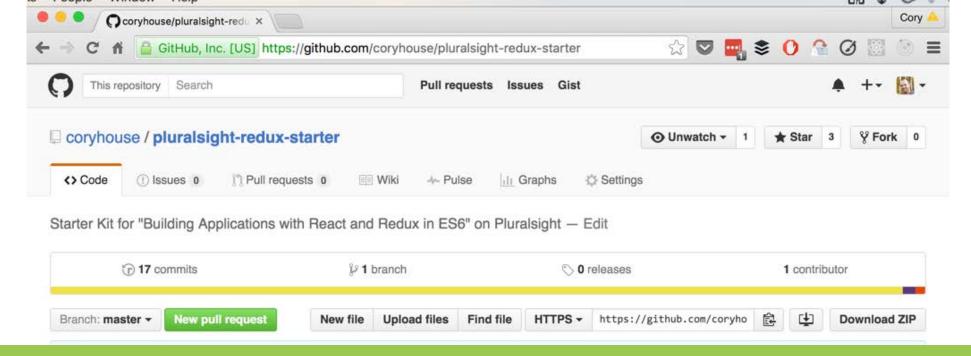




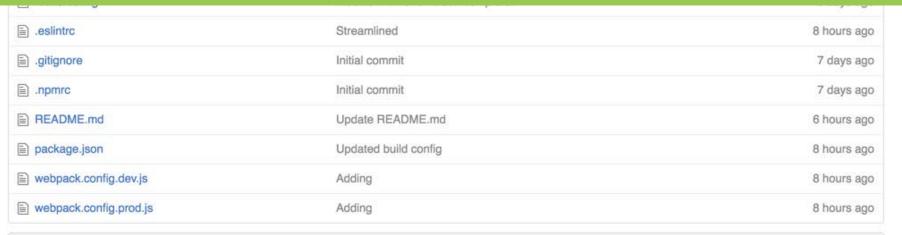
We're not going to use this.







We'll use this: github.com/coryhouse/pluralsight-redux-starter





Our Dev Environment

Automated Testing

Linting

Minification

Bundling

JSX compilation

ES6 transpilation

One command!



The Plan



Tech Overview

- Versions
- Hot Reloading

Environment Build



Tech Overview



Babel







Babel-polyfill



Learn ES2015 Setup Plugins Usage ▼ Try it out Discuss Chat Issues Blog Twitter GitHub

Symbols

Symbols enable access control for object state. Symbols allow properties to be keyed by either string (as in ES5) or symbol. Symbols are a new primitive type. Optional name parameter used in debugging - but is not part of identity. Symbols are unique (like gensym), but not private since they are exposed via reflection features like Object.get0wnPropertySymbols.

```
(function() {
    // module scoped symbol
    var key = Symbol("key");

function MyClass(privateData) {
        this[key] = privateData;
    }

MyClass.prototype = {
        doStuff: function() {
            ... this[key] ...
    }
    ;

    // Limited support from Babel, full support requires native implementation.
    typeof key === "symbol"
})();

var c = new MyClass("hello")
c["key"] === undefined
```

Limited support via polyfill

Limited support requires the Babel polyfill. Due to language limitations, some features can't be transpiled or polyfilled. See core.js's caveats section for more details.

Introduction

ECMAScript 2015 Features

Arrows and Lexical This

Classes

Enhanced Object Literals

Template Strings

Destructuring

Default + Rest + Spread

Let + Const

Iterators + For..Of

Generators

Comprehensions

Unicode

Modules

Module Loaders

Map + Set + WeakMap + WeakSet

Proxies

Symbols

Subclassable Built-ins

Math + Number + String + Object

APIs

Binary and Octal Literals

Promises

Reflect API

Tail Calls

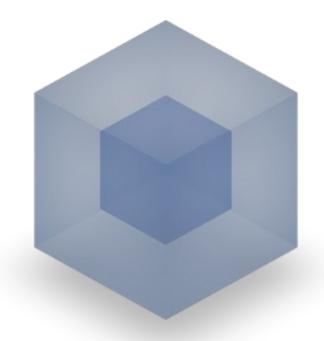


Babel-polyfill ~~50K. Ouch.

Consider pulling in the polyfills you need instead.



Webpack



webpack MODULE BUNDLER



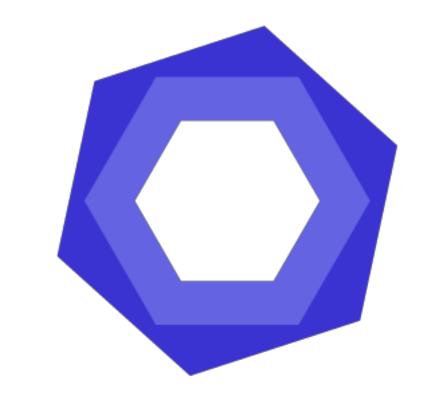
Mocha



simple, flexible, fun

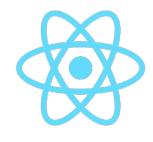


ESlint





Versions







15.0.2

3.5.2

2.4.0





1.13 6.*



Hot Reloading



React Hot Loader 3

Almost here...



Hot Reloading

babel-preset-react-hrme

Warning:

- Doesn't reload functional components
- Doesn't reload container functions
- Other options exist



Demo



Let's build an awesome dev environment!



Webstorm





Known Issues

- Mac: Must press Ctrl+C twice to kill the start script.
- 2. Windows in Webstorm: Must click red x to close the terminal. Ctrl+C won't kill the start script.



Why npm scripts?



Easy to learn

Simple

No extra layer of abstraction

No dependence on separate plugins

Simpler debugging

Better docs

Read more: bit.ly/npmvsgulp



Mocha: Two Related Problems



Issue 1: Can't configure to look for files at infinite depth in /src directory

Solution: Specify a glob for each directory more than one level deep.

Issue 2: Mocha throws an error if glob finds no files.

Solution: Create an empty file that matches the glob until you've created your first test.



Summary



Dev environment, complete!

- Babel
- Webpack
- ESLint
- Mocha
- Express
- npm Scripts
- One command!

Next up: React Component Approaches

