

# SECTION 5: MIXINS AND PURE RENDER

# MIXIN

- 🔔 Components are the best way to reuse code in React, but sometimes very different components may share some common functionality. These are sometimes called cross-cutting concerns. React provides mixins to solve this problem.
- 🔔 Mixin has access to lifecycle methods
- 🔔 Unfortunately ES6 launched without any mixin support. Therefore, there is no support for mixins when you use React with ES6 classes.
- 🔔 React team is working on making it easier to support such use cases without resorting to mixins.

# MIXINS



How to create and use:

```
var LogMixin = {
  componentWillMount: function() {
    this.logs = [];
  },
  writeLog: function(txt) {
    this.logs.push(txt);
  },
  readLog: function() {
    console.log(this.logs.join('\n'))
  }
};
```

```
var UserName = React.createClass({
  mixins: [LogMixin], // Use the mixin
  getInitialState: function() {
    return {name: "paul"};
  },
  onClick: function() {
    this.setState({name: "victor"});
  },
  componentWillUpdate: function(nextProps, nextState){
    this.writeLog(nextState.name);
  },
  componentWillUnmount: function(){
    LogMixin.readLog.bind(this);
  },
  render: function() {
    return (
      <p>
        Current user: {this.state.name}
        <button onClick={this.onClick}>Change user name</button>
      </p>
    );
  }
});
```

## MIXIN FOR ES2015

```
function mixin(mixinTo, mixinFrom) {  
  var from = mixinFrom.prototype;  
  var to = mixinTo.prototype;  
  for (m of Object.getOwnPropertyNames(from)) {  
    if (typeof from[m] !== "function") {  
      continue;  
    }  
    var f = Reflect.get(from, m);  
    Reflect.set(to, m, f);  
  }  
}
```

```
class Square extends Polygon {}  
  
class Printer {  
  print() {  
    for (var e in this)  
      console.log(e);  
  }  
}
```

`mixin(Square, Printer)` *// mix-in all methods from Printer to Square*

# MIXIN PRESERVING ORIGINAL FUNCTION CALL

```
function mixin2(mixinTo, mixinFrom) {  
    var from = mixinFrom.prototype;  
    var to = mixinTo.prototype;  
    for (m of Object.getOwnPropertyNames(from))  
        if (typeof from[m] != "function")  
            continue;  
  
    var f_init=null; // original method  
    if (to.hasOwnProperty(m))  
        f_init = Reflect.get(to, m);  
    var f = Reflect.get(from, m);  
    Reflect.set(to, m, function() {  
        f_init&&f_init();f();} );  
}
```

```
class Test {  
    test() { console.log(  
        "I am test"); }  
}  
  
class Mixin {  
    test() { console.log(  
        "I'm mixin test"); }  
}  
  
mixin2(Test, Mixin)  
t = new Test()  
t.test()  
  
/* PRINTS:  
 * I am test  
 * I'm mixin test */
```

# MIXINS



As a Mixins people usually use:

- Lifecycle Hooks and State Providers
- Utility Functions



But in most cases can be replaced by composition

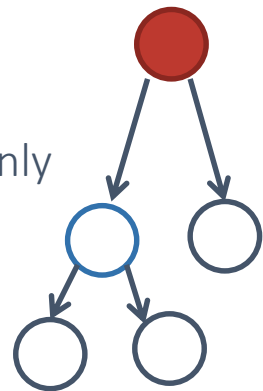


With ES7 coming, you can also use Decorators instead of mixins (@Decorator)

# PURE RENDER MIXIN

- 🔔 If your React component's render function is "pure" (in other words, it renders the same result given the same props and state), you can use this mixin for a performance boost in some cases.
- 🔔 The PureRenderMixin is a mixin that overrides `shouldComponentUpdate` and only re-renders the component if the props or state have actually changed
- 🔔 It is a pretty big optimization on top of React's already good performance.
- 🔔 It also means you can call `setState` often without worrying about spurious re-renders
- 🔔 No need to make checks like this:

```
if (this.state.someVal !== computedVal) {  
  this.setState({someVal: computedVal})  
}
```



# PURE RENDER MIXIN

 To use pure render mixin your render must be pure.

```
render: function () {  
  //...  
  if (this._previousFoo !== this.props.foo) { // <-- IMPURE  
    return renderSomethingDifferent();  
  }  
}
```

 Example:

```
var PureRenderMixin = require('react-addons-pure-render-mixin');  
React.createClass({  
  mixins: [PureRenderMixin],  
  
  render: function() {  
    return <div className={this.props.className}>foo</div>;  
  }  
})
```



## PURE RENDER MIXIN

```
class Foo extends React.Component {  
  constructor(props) {  
    super(props);  
    this.shouldComponentUpdate =  
      React.addons.PureRenderMixin.  
        shouldComponentUpdate.bind(this);  
  }  
  render () {  
    return <div>Hello</div>  
  }  
}
```