Reactivity in the Web with Svelte

About Me

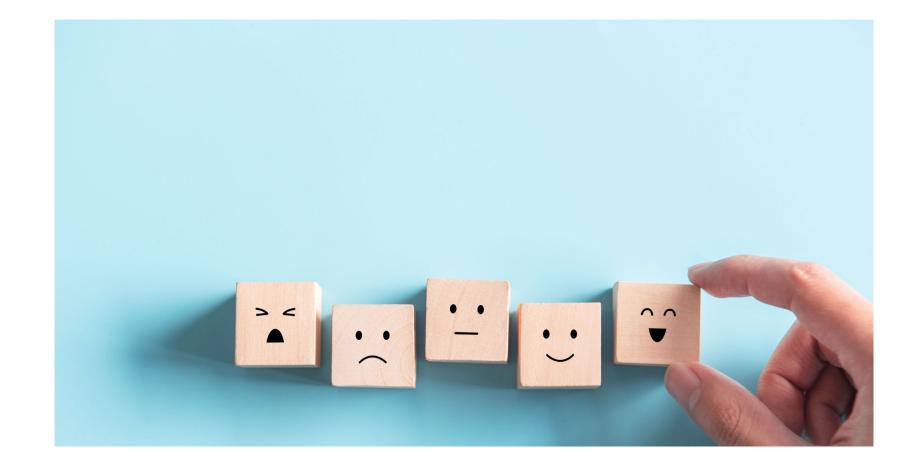
- Brendan Todahl
- Senior Consultant @ CGI
- Graduated from THE Ohio State University
- Running, Golf, OSU Football
- No blog 😭



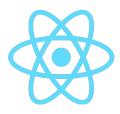


Lots of code incoming

https://github.com/BrendanTodahl/SvelteReactivity



```
import React, { useState } from 'react'
export default function App() {
 const [count, setCount] = useState(0)
 const [name, setName] = useState('World')
 function incrementCount() {
 function nameChange(event) {
   setName(event.target.value)
 return (
   <div className="App">
     <input type="text" value={name} onInput={nameChange} />
     <button onClick={incrementCount}>Clicks: {count}
```

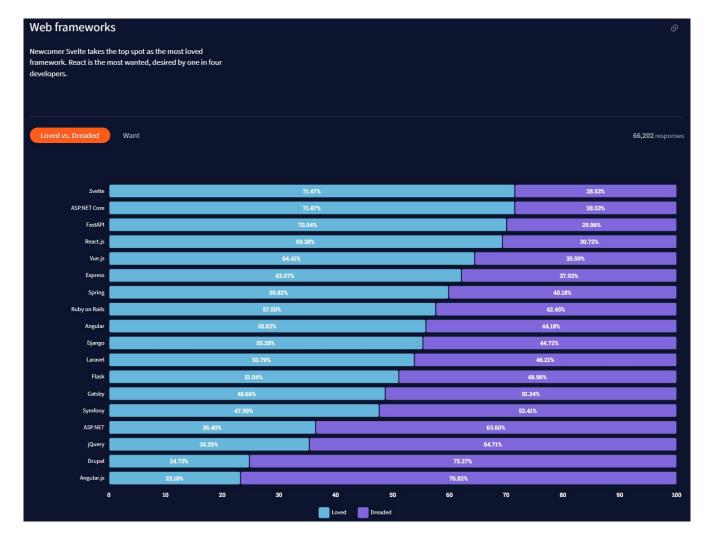


Hello World!

World

Clicks: 0

Can We Do Better?





adjective /svelt/ attractively thin, graceful and stylish

Svelte Is a Compiler

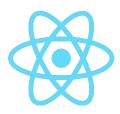
App Size

"A React component is typically around 40% larger than its Svelte equivalent."

- Rich Harris

Did I mention a lot of code?

```
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export default function App() {
 const [count, setCount] = useState(0)
 const [name, setName] = useState('World')
 function incrementCount() {
 function nameChange(event) {
   setName(event.target.value)
 return (
   <div className="App">
     <input type="text" value={name} onInput={nameChange} />
     <button onClick={incrementCount}>Clicks: {count}
```



Hello World!

World

Clicks: 0

```
<h1>Hello {{ name }}!</h1>
 <input type="text" v-model="name" />
  <button @click="incrementCount">Clicks: {{ numClicks }}
methods: {
  incrementCount () {
    this.numClicks++
data () {
   numClicks: 0
```



```
let name = 'World'
 let count = 0
 function nameChange(event) {
   name = event.target.value
 function incrementCount() {
   count += 1
<h1>Hello {name}!</h1>
<input type="text" value="{name}" on:input={nameChange} />
```





```
<script>
  let name = 'World'
  let count = 0

</script>

<h1>Hello {name}!</h1>
<input type="text" bind:value="{name}" />
<button on:click="{() => count += 1}">Clicks: {count}</button>
```



```
import React, { useState } from 'react'
  const [count, setCount] = useState(0)
  const [name, setName] = useState('World')
  function incrementCount() {
  function nameChange(event) {
   setName(event.target.value)
  return (
    <div className="App">
     <input type="text" value={name} onInput={nameChange} />
     <button onClick={incrementCount}>Clicks: {count}
```



```
<script>
  let name = 'World'
  let count = 0

</script>

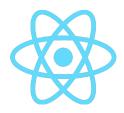
<h1>Hello {name}!</h1>
<input type="text" bind:value="{name}" />
<button on:click="{() => count += 1}">Clicks: {count}</button>
```



```
<h1>Hello {{ name }}!</h1>
  <button @click="incrementCount">Clicks: {{ numClicks }}
methods: {
  incrementCount () {
   this.numClicks++
data () {
   numClicks: 0
```

What's Wrong with the Virtual DOM?

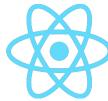
Another Todo List App? Really?



☐ Hide Done

- X Eat
- Sleep
- Learn Svelte
- Repeat

Another Todo List App? Really?



```
const filtered = hideDone
    ? todos.filter(todo => !todo.done)
const filtered = useMemo(
      ? todos.filter(todo => !todo.done)
    [todos, hideDone]
```

Reactive Programming

```
let a = 1;
let b = a + 1;
a = 10;
let equal = b === 11; // FALSE

b = a + 1;
equal = b === 11; // TRUE
```

Labeled Statements

```
let a = 1;
$: b = a + 1;
a = 10;
let equal = b === 11; // TRUE
```

Todo List App First Attempt

```
function toggleDone(t) {
const filtered = hideDone
 ? todos.filter(todo => !todo.done)
Hide Done
  toggleDone(todo)}>
```



Todo List App Complete

```
function toggleDone(t) {
<span>Showing {showing} of {todos.length}</span>
```



Conditionals & List Generating

Conditionals & List Generating







```
<script>
let selectedColor = ''

function setColor(color) {
    selectedColor = color
}

</script>

<button on:click="{() => setColor('Red')}">Red</button>
    <button on:click="{() => setColor('Blue')}">Blue</button>
    <button on:click="{() => setColor('Green')}">Green</button>
    <span>Color is: <strong>{selectedColor}</strong></span>
```



```
<button @click="setColor('Red')">Red</button>
  <button @click="setColor('Blue')">Blue</button>
  <button @click="setColor('Green')">Green</button>
  <span>Color is: <strong>{{ selectedColor }}</strong></span>
 setColor (color) {
    this.selectedColor = color
data () {
    selectedColor: ''
```

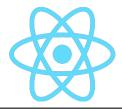


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<script>
let selectedColor = ''

function setColor(color) {
    selectedColor = color
}

</script>

<button on:click="{() => setColor('Red')}">Red</button>
    <button on:click="{() => setColor('Blue')}">Blue</button>
    <button on:click="{() => setColor('Green')}">Green</button>
    <span>Color is: <strong>{selectedColor}</strong></span>
```

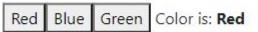


```
import React, { useState } from 'react'
export default function App() {
 function handleClick(color) {
   setColor(color)
    <div className="App">
     <button onClick={() => handleClick('Red')}>Red</button>
     <button onClick={() => handleClick('Blue')}>Blue</button>
     <button onClick={() => handleClick('Green')}>Green
     <span>Color is: <strong>{color}</strong></span>
```

Conditionals & List Generating



```
let colors = ['Red', 'Blue', 'Green']
 let selectedColor = ''
 function setColor(color) {
    selectedColor = color
{#each colors as color}
 <button on:click="{() => setColor(color)}">{color}</button>
<span>Color is: <strong>{selectedColor}</strong></span>
{#if !selectedColor}
 <span>Pick a color!</span>
{:else if selectedColor === 'Red'}
 <span>That's my favorite color!</span>
 <span>That's almost as cool as Red!</span>
```



That's my favorite color!



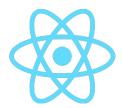
```
let colors = ['Red', 'Blue', 'Green']
 let selectedColor = ''
 function setColor(color) {
    selectedColor = color
{#each colors as color}
 <button on:click="{() => setColor(color)}">{color}</button>
<span>Color is: <strong>{selectedColor}</strong></span>
{#if !selectedColor}
 <span>Pick a color!</span>
{:else if selectedColor === 'Red'}
 <span>That's my favorite color!</span>
 <span>That's almost as cool as Red!</span>
```



```
<button v-for="color in colors" :key="color" @click="setColor(color)">{{ color }}//button>
<span>Color is: <strong>{{ selectedColor }}</strong></span>
<span class="d-block mt-2" v-if="!selectedColor">Pick a color!</span>
<span class="d-block mt-2" v-else-if="selectedColor === 'Red'">That's my favorite color!</span>
<span class="d-block mt-2" v-else>That's almost as cool as Red!/
setColor (color) {
 this.selectedColor = color
```



```
let colors = ['Red', 'Blue', 'Green']
 let selectedColor = ''
 function setColor(color) {
    selectedColor = color
{#each colors as color}
 <button on:click="{() => setColor(color)}">{color}</button>
<span>Color is: <strong>{selectedColor}</strong></span>
{#if !selectedColor}
 <span>Pick a color!</span>
{:else if selectedColor === 'Red'}
 <span>That's my favorite color!</span>
 <span>That's almost as cool as Red!</span>
```



```
<div className="App">
 <span>Color is: <strong>{color}</strong></span>
 {!color && <span>Pick a color!</span>}
 {color === 'Red' && <span>That's my favorite color!</span>}
 {color && color !== 'Red' && <span>That's almost as cool as Red!</span>}
```

Components

Components

```
<!-- index.svelte -->
<script>
    import ChildComponent from './childComponent.svelte'
</script>

This paragraph is purple!
<ChildComponent number={100}/>
<style>
    p {
        color: purple;
        font-size: 2em;
    }
</style>
```

```
<!-- childComponent.svelte -->
<script>
    export let number = 0
</script>

This paragraph is not purple.
<span>The value of number is: {number}</span>
```



This paragraph is purple!

This paragraph is not purple.

The value of number is: 100



```
<!-- index.svelte -->
<script>
  import ChildComponent from './childComponent.svelte'
</script>

This paragraph is purple!
<ChildComponent number={100}/>
<style>
  p {
    color: purple;
    font-size: 2em;
  }
</style>
```

```
<!-- childComponent.svelte -->
<script>
    export let number = 0
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This paragraph is not purple.
<span>The value of number is: {number}</span>
```





```
<!-- index.svelte -->
<script>
    import ChildComponent from './childComponent.svelte'
</script>

This paragraph is purple!
<ChildComponent number={100}/>
<style>
    p {
        color: purple;
        font-size: 2em;
    }
</style>
```

```
<!-- childComponent.svelte -->
<script>
    export let number = 0
</script>

This paragraph is not purple.
<span>The value of number is: {number}</span>
```



```
// global.css
p.purple {
  color: purple;
  font-size: 2em;
}
```

Data Stores

Data Stores

```
import { writable, readable, derived } from 'svelte/store'

export const count = writable(0)

export const time = readable(new Date(), function start(set) {
   // start code here
})
```

```
const start = new Date()
export const elapsed = derived(
  time,
  $time => Math.round(($time - start) / 1000)
)
```

Data Stores

```
<!-- index.svelte -->
<script>
    import { color } from './stores.js'
    import ColorButtons from './colorButtons.svelte'

let selectedColor

color.subscribe(value => {
    selectedColor = value
    })
    </script>

<ColorButtons></ColorButtons>
<h1>
    {selectedColor}
    </h1>
```

```
<!-- colorButtons.svelte -->
<script>
  import { color } from './stores.js'

function setColor(selectedColor) {
  color.set(selectedColor);
 }
</script>

<button on:click="{() => setColor('red')}">red</button>
  <button on:click="{() => setColor('blue')}">blue</button>
  <button on:click="{() => setColor('green')}">green</button>
```

```
// stores.js
import { writable } from 'svelte/store'
export const color = writable('Pick a color!')
```

red blue green

Pick a color!

Custom Stores

As long as it implements subscribe(), then it's a store.

```
// stores.js
import { writable } from 'svelte/store'
export const color = writable('Pick a color!')
```

```
// stores.js
import { writable } from 'svelte/store'

function createColor() {
   const { subscribe, set } = writable('Pick a color!')

   return {
      subscribe,
      setColor: (color) => set(color)
   }
}

export const color = createColor()
```

Custom Stores

```
<!-- index.svelte -->
<script>
  import { color } from './stores.js'
  import ColorButtons from './ColorButtons.svelte'

let selectedColor

color.subscribe(value => {
    selectedColor = value
  })
</script>

<ColorButtons></ColorButtons>
<h1>
  {selectedColor}
</h1></h1>
```

```
<!-- ColorButtons.svelte -->

<script>
    import { color } from './stores.js'

</script>

<button on:click="{() => color.setColor('red')}">red</button>

<button on:click="{() => color.setColor('blue')}">blue</button>

<button on:click="{() => color.setColor('green')}">green</button>
```

```
// stores.js
import { writable } from 'svelte/store'

function createColor() {
  const { subscribe, set } = writable('Pick a color!')

  return {
    subscribe,
    setColor: (color) => set(color)
  }
}

export const color = createColor()
```

red blue green

Pick a color!

Performance

- https://krausest.github.io/js-fram ework-benchmark/current.html
- Shows benchmarks for numerous amount of current frameworks.

Keyed results

Keyed implementations create an association between the domain data and a dom element by assigning a 'key'. If data changes the dom element with that key will be updated. In consequence inserting or deleting an element in the data array causes a corresponding change to the dom.

Duration in milliseconds ± 95% confidence interval (Slowdown = Duration / Fastest)

Name Duration for	vanillajs	vue- v3.2.37	angular- v15.0.1	react- hooks- v18.2.0
Implementation notes	772	1139		1139
Implementation link	code	code	code	code
create rows creating 1,000 rows (5 warmup runs).	38.5 ± 0.7 (1.00)	45.2 ±0.3 (1.17)	47.4 ±0.5 (1.23)	47.4 ± 0.6 (1.23)
replace all rows updating all 1,000 rows (5 warmup runs).	43.1 ±0.7 (1.03)	47.4 ±0.4 (1.13)	54.4 ±0.6 (1.30)	56.2 ± 1.2 (1.34)
partial update updating every 10th row for 1,000 rows (3 warmup runs). 16x CPU slowdown.	108.8 ± 1.7 (1.05)	121.6 ±2.4 (1.17)	113.7 ± 1.8 (1.10)	130.1 ±3.7 (1.26)
select row highlighting a selected row. (5 warmup runs). 16x CPU slowdown.	12.7 ±0.7 (1.13)	20.8 ±0.7 (1.85)	20.1 ±1.5 (1.79)	28.3 ±1.3 (2.52)
swap rows swap 2 rows for table with 1,000 rows. (5 warmup runs). 4x CPU slowdown.	28.5 ±0.7 (1.01)	31.8 ± 1.1 (1.13)	185.7 ± 1.2 (6.58)	175.9 ± 1.1 (6.23)
remove row removing one row. (5 warmup runs). 4x CPU slowdown.	49.0 ± 1.0 (1.02)	53.6 ± 1.0 (1.12)	48.9 ±1.3 (1.02)	54.0 ± 1.0 (1.13)
create many rows creating 10,000 rows. (5 warmup runs with 1k rows).	438.2 ± 1.1 (1.02)	508.3 ± 3.1 (1.18)	529.7 ± 1.8 (1.23)	664.0 ± 1.4 (1.54)
append rows to large table appending 1,000 to a ta- ble of 10,000 rows. 2x CPU slowdown.	92.6 ±0.4 (1.01)	101.8 ± 0.4 (1.11)	110.4 ±0.5 (1.20)	113.5 ±0.7 (1.23)
clear rows clearing a table with 1,000 rows. 8x CPU slowdown. (5 warmup runs).	31.1 ± 1.2 (1.00)	42.1 ± 1.1 (1.35)	72.8 ± 1.3 (2.34)	60.8 ± 1.1 (1.96)
geometric mean of all factors in the table	1.03	1.23	1.61	1.73
compare: Green means significantly faster, red significantly slower	com- pare	com- pare	com- pare	com- pare

How to Adopt Svelte?



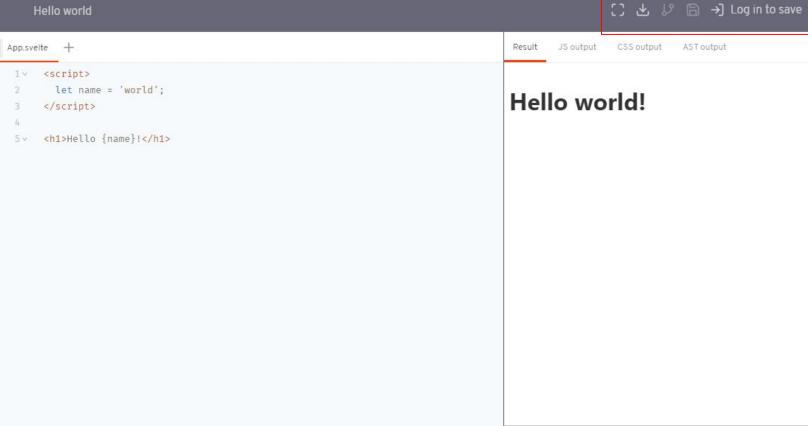


AST output





Hello world



Console

SVELTEKIT

THE FASTEST WAY TO BUILD SVELTE APPS







https://svelte.dev/

Thank You