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description: 用数组保存所有列表元素的位置，只渲染可视区内的列表元素，当可视区滚动时，根据滚动的offset大小以及所有列表元素的位置，计算在可视区应该渲染哪些元素

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1. 使用React.Fragment

- 使用 React.Fragment来避免向 DOM 添加额外的节点

```
import React, { Component } from 'react';
import ReactDOM from 'react-dom';
class Users extends React.Component {
  render() {
    return (
      <React.Fragment>
        <div>用户1div</div>
        <div>用户2div</div>
      </React.Fragment>
    );
  }
}
ReactDOM.render(<Users />, document.querySelector('#root'));
```

2. 使用 React.Lazy延迟加载组件

- React.Lazy帮助我们按需加载组件，从而减少我们应用程序的加载时间，因为只加载我们所需的组件。
- React.lazy 接受一个函数，这个函数内部调用 import() 动态导入。它必须返回一个 Promise，该 Promise 需要 resolve 一个 default export 的 React 组件。
- React.Suspense 用于包装延迟组件以在加载组件时显示后备内容。

```
import React, { Component, lazy, Suspense } from 'react'
import ReactDOM from 'react-dom';
import Loading from './components/Loading';
const AppTitle = lazy(()=>import('./components/Title'))

class App extends Component{
  state = {visible:false}
  show = ()=>{
    this.setState({visible:true});
  }
  render() {
    return (
      <>
        {this.state.visible&&
          <Suspense fallback=<Loading/>>
            <AppTitle/>
          </Suspense>
        }
      </>
      <button onClick={this.show}>加载button</button>
    )
  }
}
ReactDOM.render(<App />, document.querySelector('#root'));
```

3. 错误边界(Error Boundaries)

- 如果当一个组件异步加载下载js文件时，网络错误，无法下载 js 文件
- Suspense 无法处理这种错误情况，在 react 中有一个 错误边界（Error Boundaries）的概念，用来解决这种问题，它是利用了 react 生命周期的 componentDidCatch 方法来处理
- 有两种方式，一种是 生命周期 componentDidCatch 来处理错误，还有一种是 静态方法 static getDerivedStateFromError 来处理错误，
- 请使用 static getDerivedStateFromError() 渲染备用 UI，使用 componentDidCatch() 打印错误信息。

```
import React, { Component, lazy, Suspense } from 'react'
import ReactDOM from 'react-dom';
import Loading from './components/Loading';
const AppTitle = lazy(()=>import('./components/Title'))

class App extends Component{
  state = {visible:false,isError: false}
  show = ()=>{
    this.setState({visible:true});
  }

  static getDerivedStateFromError(error) {
    return { isError: true };
  }

  componentDidCatch (err, info) {
    console.log(err, info)
  }

  render() {
    if (this.state.isError) {
      return <div>errordiv</div>
    }
    return (
      <>
        {this.state.visible&&
          <Suspense fallback=<Loading/>>
            <AppTitle/>
          </Suspense>
        }
      </>
      <button onClick={this.show}>加载button</button>
    )
  }
}
ReactDOM.render(<App />, document.querySelector('#root'));
```

4. PureComponent

- 当一个组件的 props或 state变更, React 会将最新返回的元素与之前渲染的元素进行对比, 以此决定是否有必要更新真实的 DOM, 当它们不相同 React 会更新该 DOM。
- 如果渲染的组件非常多时可以通过覆盖生命周期方法 `shouldComponentUpdate` 来进行优化
- `shouldComponentUpdate` 方法会在重新渲染前被触发。其默认实现是返回 `true`, 如果组件不需要更新, 可以在 `shouldComponentUpdate` 中返回 `false` 来跳过整个渲染过程。其包括该组件的 `render` 调用以及之后的操作
- `PureComponent` 通过 `prop` 和 `state` 的浅比较来实现 `shouldComponentUpdate`

3.1 App.js

```
import React from 'react';
import {Button,message} from 'antd';
import PureComponent from './PureComponent';
export default class App extends PureComponent{
  state = {
    title:'计数器',
    number:0
  }
  add = ()=>{
    this.setState({number:this.state.number+parseInt(this.amount.value)});
  }
  render() {
    console.log('App render');
    return (
      <div>
        <Title2 title={this.state.title}/>
        <Counter number={this.state.number}/>
        <input ref={inst=>this.amount = inst}/>
        <button onClick={this.add}>+button</button>
      </div>
    )
  }
}
class Counter extends PureComponent{
  render(){
    console.log('Counter render');
    return (
      <p>{this.props.number}</p>
    )
  }
}
class Title extends PureComponent{
  render(){
    console.log('Title render');
    return (
      <p>{this.props.title}</p>
    )
  }
}

const Title2 = React.memo(props=>{
  console.log('Title2 render');
  return <p>{props.title}</p>;
});

function memo(func){
  class Proxy extends PureComponent{
    render(){
      return func(this.props);
    }
  }
  return Proxy;
}

function memo2(Func){
  class Proxy extends PureComponent{
    render(){
      return <Func {...this.props}/>
    }
  }
  return Proxy;
}
```

3.2 PureComponent

```
import React from 'react';
function shallowEqual(obj1,obj2) {
  if(obj1 === obj2){
    return true;
  }
  if(typeof obj1 !== 'object' || obj1 === null ||typeof obj2 !== 'object' || obj2 === null ){
    return false;
  }
  let keys1 = Object.keys(obj1);
  let keys2 = Object.keys(obj2);
  if(keys1.length !== keys2.length){
    return false;
  }
  for(let key of keys1){
    if(!obj2.hasOwnProperty(key) || obj1[key] !== obj2[key]){
      return false;
    }
  }
  return true;
}
export default class PureComponent extends React.Component{
  isPureReactComponent = true
  shouldComponentUpdate(nextProps,nextState){
    return !shallowEqual(this.props,nextProps)||!shallowEqual(this.state,nextState)
  }
}
```

5. 长列表优化

- 用数组保存所有列表元素的位置，只渲染可视区内的列表元素，当可视区滚动时，根据滚动的offset大小以及所有列表元素的位置，计算在可视区应该渲染哪些元素
- [react-window](https://www.npmjs.com/package/react-window) (<https://www.npmjs.com/package/react-window>)
- [fixed-size](https://react-window.now.sh/#/examples/list/fixed-size) (<https://react-window.now.sh/#/examples/list/fixed-size>)
- [react-virtualized](https://www.npmjs.com/package/react-virtualized) (<https://www.npmjs.com/package/react-virtualized>)

```
<html lang="en">
<head>
  <meta charset="UTF-8" />
  <meta name="viewport" content="width=device-width, initial-scale=1.0" />
  <meta http-equiv="X-UA-Compatible" content="ie=edge" />
  <title>长列表优化</title>
  <style>
    *{
      margin: 0;
      padding: 0;
    }
    ul,li{
      list-style: none;
    }
  </style>
</head>
<body>
  <div id="container" style="height:150px;overflow:auto">
    <ul id="list"><ul>
      <div id="content-placeholder">div>
    </div>
    <script>
      const ITEM_HEIGHT = 30;
      const ITEM_COUNT = 10;

      window.onload = function() {
        const container = document.querySelector("#container");
        const containerHeight = container.clientHeight;
        const list = document.querySelector("#list");
        list.style.height = containerHeight + "px";
        const visibleCount = Math.ceil(containerHeight / ITEM_HEIGHT);
        const placeholder = document.querySelector("#content-placeholder");
        list.appendChild(renderNodes(0, visibleCount));
        placeholder.style.height = (ITEM_COUNT * ITEM_HEIGHT - containerHeight) + "px";
        container.addEventListener("scroll", function() {
          list.style.scrollLeft = "scrollLeft(2(container.scrollLeftTop)px)";
          list.innerHTML = "";
          const firstIndex = Math.floor(container.scrollLeftTop / ITEM_HEIGHT);
          list.appendChild(renderNodes(firstIndex, firstIndex + visibleCount));
        });
      }

      function renderNodes(from, to) {
        const fragment = document.createDocumentFragment();
        for (let i = from; i < to; i++) {
          const el = document.createElement("li");
          el.style.height = "30px";
          el.innerHTML = i + 1;
          fragment.appendChild(el);
        }
        return fragment;
      }
    </script>
  </div>
</body>
</html>
```

```
import React, { Component, lazy, Suspense } from "react";
import ReactDOM from "react-dom";
import { FixedSizeList as List } from 'react-window';

const Row = ({ index, style }) => (
  <div style={style}>Row {index}div>
);

const Container = () => (
  <List
    height={150}
    itemCount={1000}
    itemSize={35}
    width={300}
  >
    {Row}
  </List>
);

ReactDOM.render(<Container/>, document.querySelector("#root"));
```

```

import React, { Component, lazy, Suspense } from "react";
import ReactDOM from "react-dom";

class List extends React.Component {
  state = {start:1}
  constructor() {
    super();
    this.containerRef = React.createRef();
  }
  componentDidMount() {
    this.containerRef.current.addEventListener('scroll', ()=>{
      let scrollTop = this.containerRef.current.scrollTop;
      let start = Math.floor(scrollTop/this.props.itemSize);
      this.setState({start});
    });
  }
  render() {
    let {width,height,itemCount,itemSize} = this.props;
    let containerStyle = {height,width,position:'relative',border:'1px solid red',overflow:'auto'};
    let itemStyle = {height:itemSize,width:'100%',position:'absolute',left:0,top:0};
    let render = this.props.children;
    let children = [];
    let size = Math.floor(height/itemSize)+1;
    for(let index=this.state.start;index<this.state.start+size;index++){
      let style = {...itemStyle,top:(index-1)*itemSize};
      children.push(render({index,style}));
    }
    let topStyle = {width:'100%',height:itemSize*this.state.start};
    return (
      <div style={containerStyle} ref={this.containerRef}>
        <div style={topStyle}>
          {children}
        </div>
      </div>
    )
  }
}

const Row = ({ index, style }) => (
  <div key={index} style={style}>Row{index}</div>
);

const Container = () => (
  <List
    height={150}
    itemCount={100}
    itemSize={30}
    width={300}
  >
    {Row}
  </List>
);

ReactDOM.render(<Container/>, document.querySelector("#root"));

```

6. react devtool

- [react-devtools \(https://github.com/facebook/react-devtools\)](https://github.com/facebook/react-devtools)
- [profiler \(http://react.html.cn/blog/2018/09/10/introducing-the-react-profiler.html\)](http://react.html.cn/blog/2018/09/10/introducing-the-react-profiler.html)
- [react-flame-graph \(https://react-flame-graph.now.sh/\)](https://react-flame-graph.now.sh/)