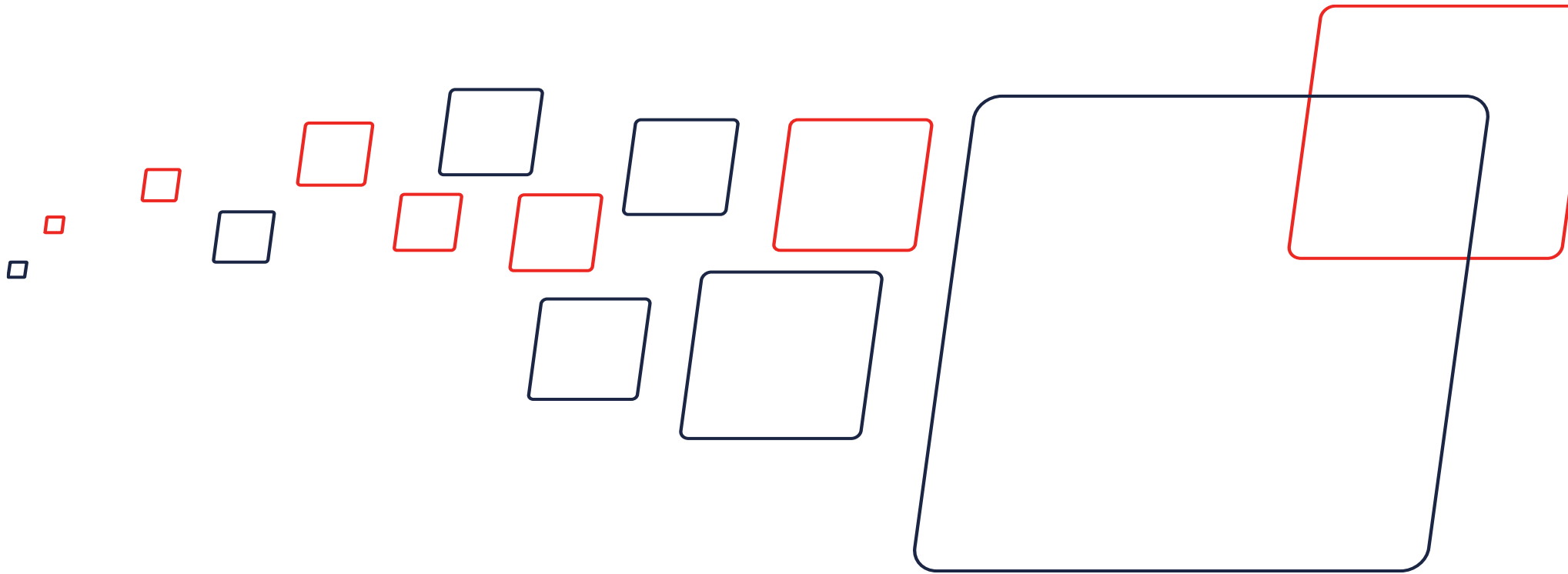


Modern javascript development

Evaluating AngularJS and React patterns and practices



Introduction – Digiterre Agility



- We provide bespoke software solutions to three sectors:
 - Capital Markets, Energy Trading and Digital Marketing / AdTech
- We also provide technical consulting in the following ways:
 - Agile adoption
 - Framework & technical training
 - Architecture design & build
 - Software testing strategy
 - UX requirements
- We have been delivering software for 15 years across a wide client base

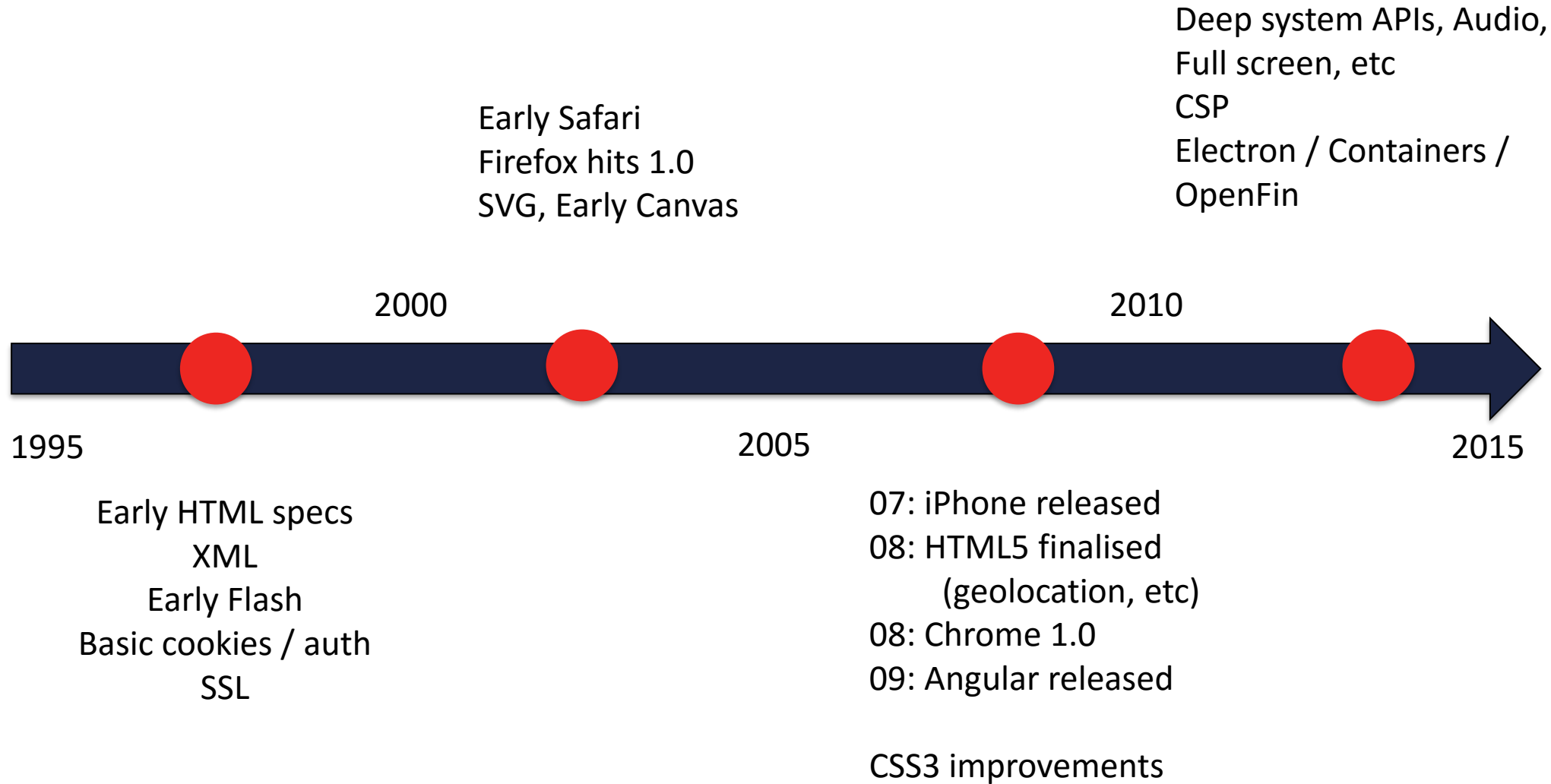


Agenda

- Will cover:
 - Introduction to Javascript development landscape in 2016
 - Build an example application with different frameworks to better understand the differences and pros and cons
 - Deep code samples as well as slide material
 - Future view into this space
- Won't cover:
 - Introduction to Javascript / HTML5 development
 - CSS / SASS, design-related subject matter
 - Isomorphism / deep diving into any one framework or approach
 - Redux – we're using Alt
 - ES6 syntax



Evolution of the web

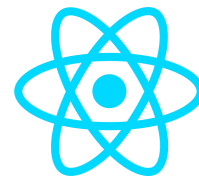


2016: Building client-side web applications

- Large selection of javascript frameworks and components to use
 - >15 highly used MV* frameworks to choose from
- Nodejs & package management has driven web forward
- Electron and other app container packages replicate desktop apps
 - Including elevation & many other once-thought “desktop only” features
- Landscape accelerating still, but key patterns settled
 - This makes framework selection still very difficult as switching is costly
- This presentation will delve in to two potential choices:



AngularJS



React

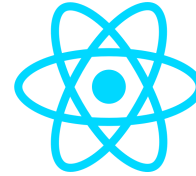


Not quite like-for-like...



AngularJS

- Provides an entire framework for developing javascript applications
- Provides conventions based on architectural patterns
- View engine, data flow, routing built in

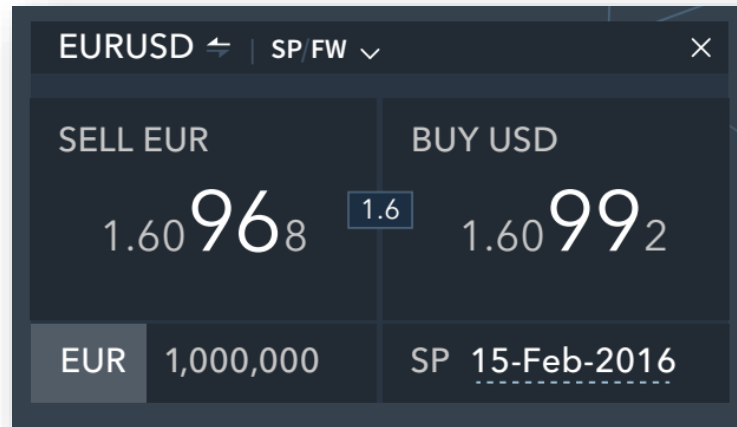


React

- Provides a library for building user interfaces
- Componentises views into logical sections
- Suggests but does not enforce a unidirectional data flow



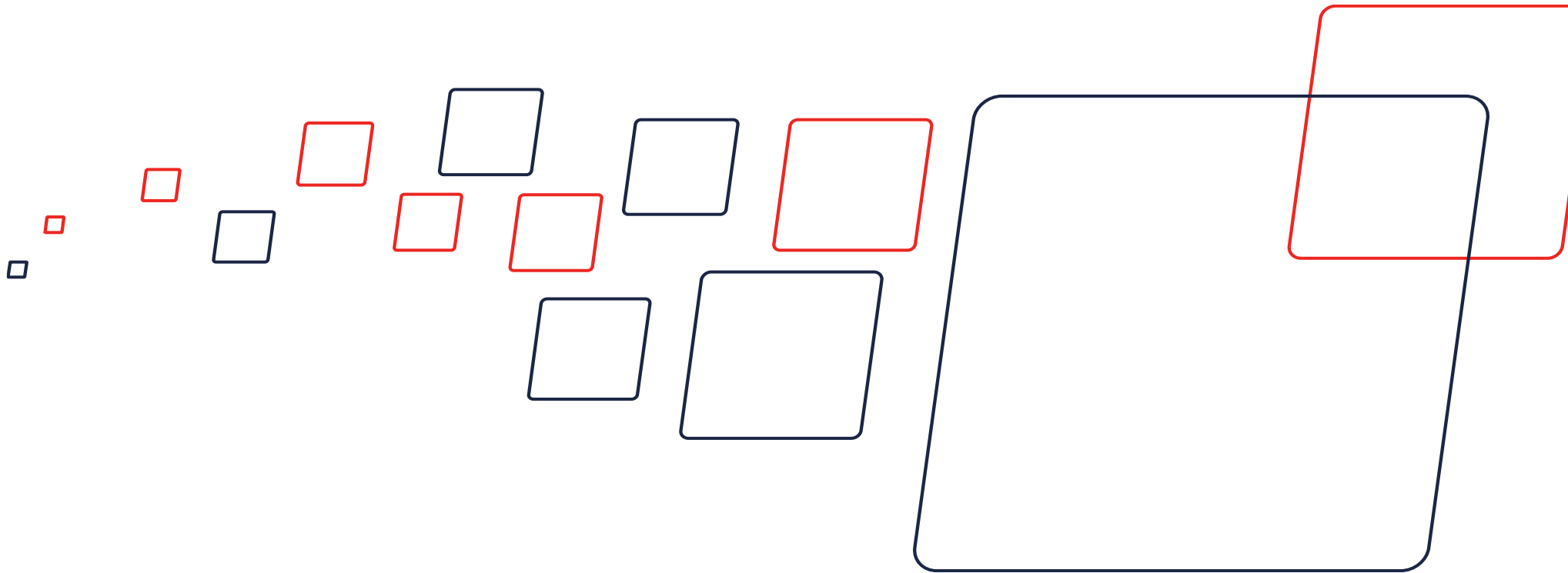
Sample app: FX Trade Tile



- The objective is to build a simple functional FX trade tile in HTML with Javascript
- The functionality will be simple, supported by a pre-built back-end:
 - Real-time streaming rates (provided via websockets)
 - Ability to execute a trade on single click (submission via API)

Example Digiterre UX flow

Quick view into the Digiterre UX flow



Basic application principles

1. Communication:

- Trade booking
- Live rates

Trading / Rates Service

REST API integration
Web Socket integration

2. UI / Interaction:

- Live rate updates
- Live spread updates + calculation
- Trade on click functionality
- Basic highlighting on hover
- Notification of trade booking

UI requirements

Real-time UI – DataBinding?
Hover interaction
Fairly Rich UI experience
Notification / toast service



- Remember – frameworks aren't always needed
 - Small applications can easily be written without a (sometimes) large and cumbersome framework or library.
- Ideal for initial scratch-pad or spike
 - Very quick to get started
 - Testing UI or back-end
- If / when necessary, can evolve into a larger application





Demo: Vanilla JS implementation



Simple starts don't mean simple ends

- Increased complexity
 - If we wanted to add another trade tile, we may end up replicating code
 - In order to build this properly, custom implementations of design patterns would be needed
- No convention or build strategy
 - Harder to add developers to the project
- No adherence to architectural design patterns
- These are the reasons JS evolved into making use of frameworks and libraries



We need a framework!

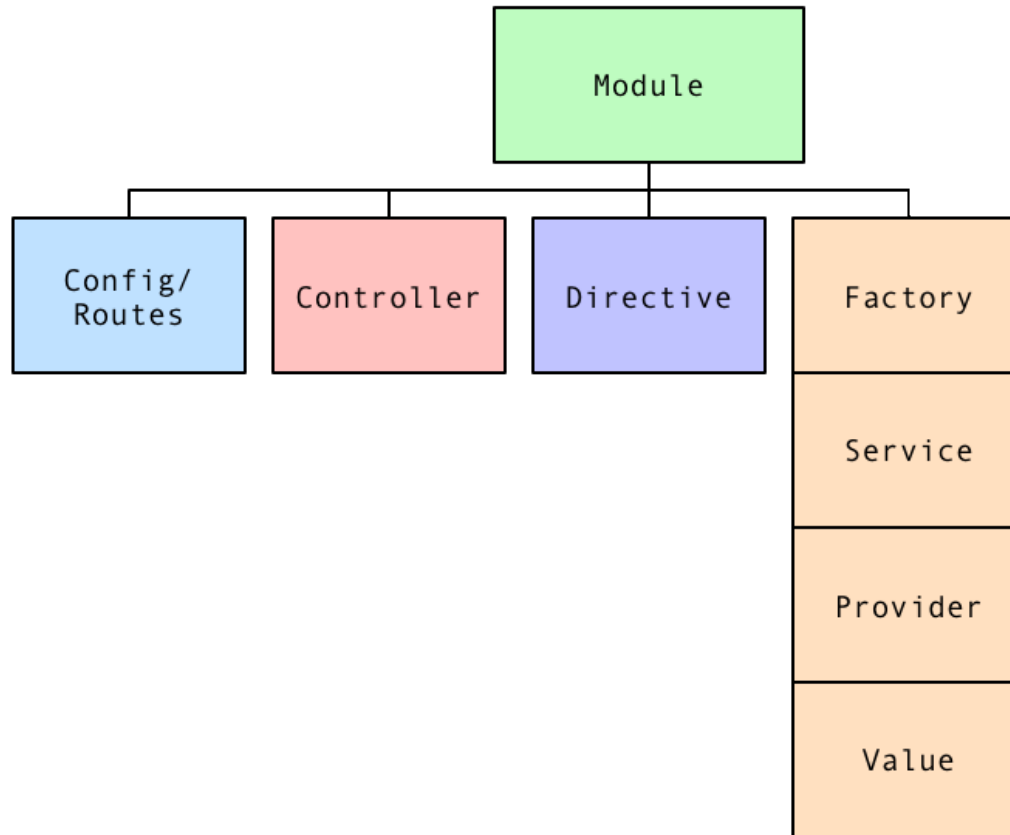


AngularJS

- Extensible Javascript framework created by Google in 2009
- Opinionated and standard / configuration-based
- MVC/MVVM pattern
 - View is bound to properties on the Controller
 - Model provided to controller
- Well-documented testing strategy
 - Agreed patterns for testing controllers and services
 - UI and unit testing made simple



Angular: Concepts





AngularJS

Demo: AngularJS



The good, the bad, and the Angular

Pros

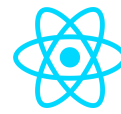
- Angular is a fully-fledged opinionated framework
 - This takes a lot of time away from decision-making and allows developers to get productive from the start
- Angular re-uses many familiar concepts from statically typed languages
 - Approach helps to apply SOLID principles to code written in this format
- Significant support for external modules
 - Everything from shared UI to internationalisation

Cons

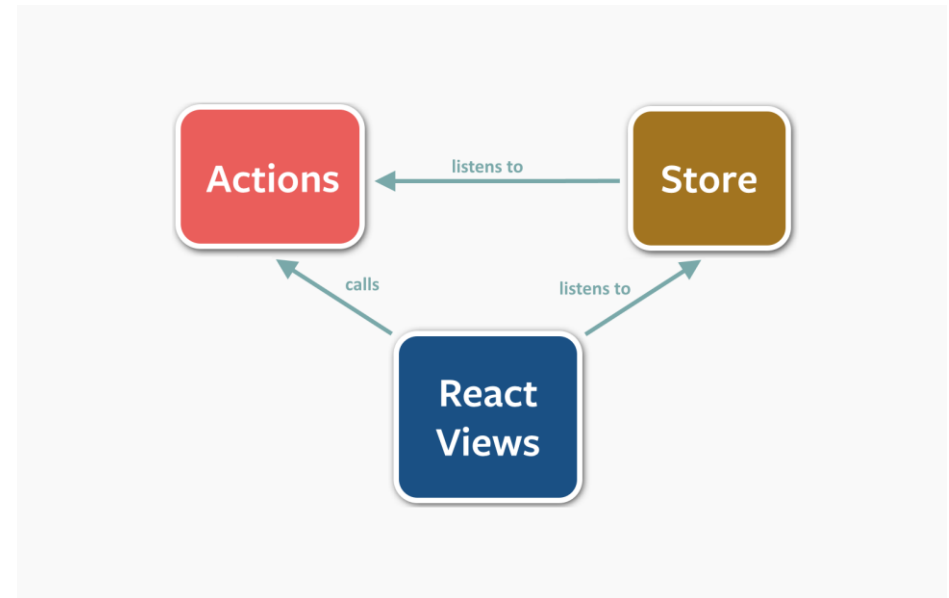
- There is a significant learning curve
 - An initial investment of time by all team members is necessary
- Some say Angular detours from standard Javascript concepts



Introducing React & Flux

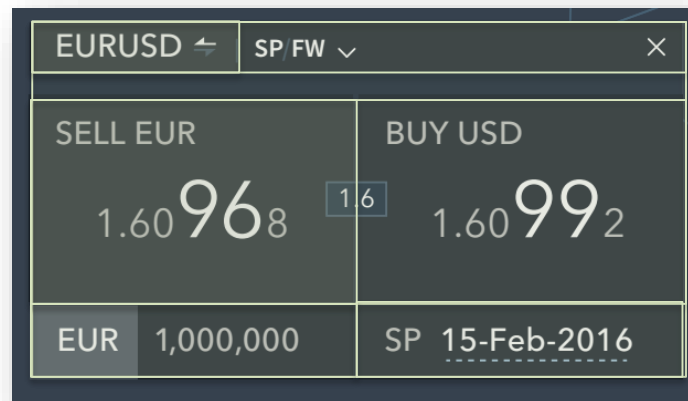


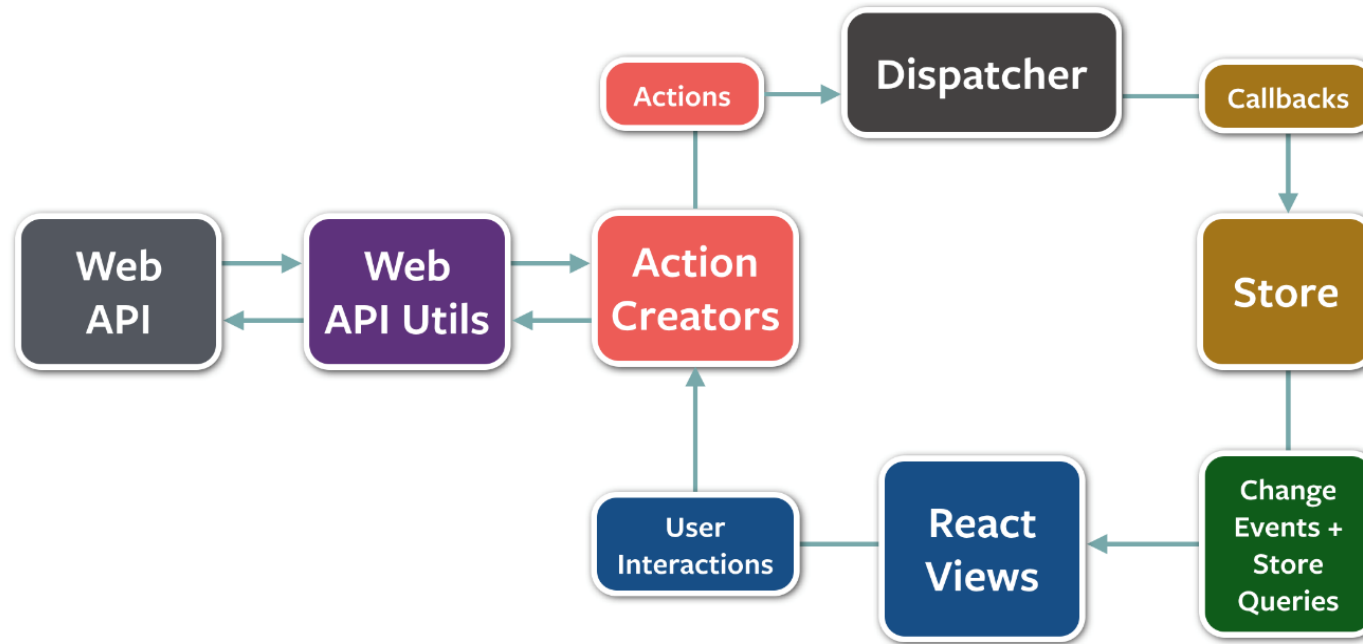
- React is a *library* for building user interfaces for web applications
- React has been growing in popularity for the last 2 years, and provides a way for building native mobile interfaces with React Native
- React can integrate with MVC/MVVM frameworks (such as Angular), but has a recommended data architecture - **Flux**
- Makes use of “virtual DOM”, speeding up visual tree changes (no databinding)



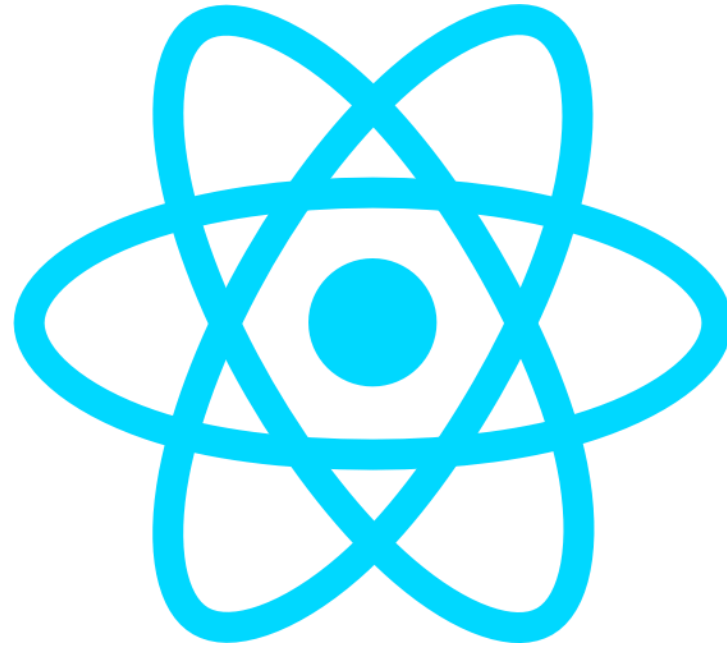
React: Components

- Every logically separated piece in the UI can be broken down into a React “component”
 - This provides separation from the outset
- Components can use JSX, a React-specific way to define HTML in javascript files
 - This keeps all of the interaction code around a component in one file
- Component-based design promotes re-use
 - Some repositories of components online – reuse Bootstrap-specific ones, for example





- Key concepts: **Dispatcher**, **Stores**, **Views** and **Actions**
- Composable, re-renderable views simplify interaction logic



Demo: React & Flux (simple)



Pros

- Easy to use – simple javascript
 - Very simple modular structure makes writing components easy
- Logic and HTML for components in one file
 - Hard to become unwieldy due to component principles
- Flux allows easy consumption of price events
 - Rate changes simply cause action creation

Cons

- Flux causes significant **boilerplate code**
- No two-way binding!
 - Differs from Angular significantly in this way
 - Hard to grip initially
- Lack of opinionated test strategy



Recap: Angular, React & Flux

- Angular is an opinionated framework
 - Provides lots of direction over how to architect your application
 - Both good and bad – easy to get started & pick up, but difficult to stray away from the pack
 - Good for teams with a .Net or Java background
- React feels more like Javascript
 - React is fluid and due to it's small surface area can integrate with many other packages
 - React is quickly rising in popularity but is stable
 - React Native provides a quick way to get started with Mobile
- Flux is independent of React, but impressive
 - Provides a simple way to understand data flow through an application
 - Flux frameworks such as Alt and Redux simplify the process



- How is this landscape going to change over the next year?
 - Angular2 – TypeScript
 - React & React Native reaching stable
- Angular2
 - Second iteration of Angular
 - Significant change – much closer to React
 - Written in TypeScript, transpiled to Javascript



Recommended Resources

- “You don’t know JS!” – free book series by Kyle Simpson
 - <https://github.com/getify/You-Dont-Know-JS>
- Online video training:
 - Pluralsight – <https://www.pluralsight.com/>
 - Egghead – <https://egghead.io/>
 - FrontEndMasters - <https://frontendmasters.com/>
- React components:
 - <http://www.react-components.com/>
 - <http://react.parts/>



End

