ReactJS

Structuring development

Obligatory introduction

Hi, I am Hendrik 🕵

Find me online:

- GitHub
- Website
- Blog

ES6

The code in this presentation makes heavy use of *ES6*. If you are not familiar with the syntax please look it up.

- Arrow Functions
- Constants
- Object.assign
- Default values for parameters
- Exporting and importing

Here is a summarz of the above or read a full introduction to ES6 features.

An introduction

ReactJS takes a simple enough approach:

> For a given state describe how to render your application.

Basic Example

```
import React from 'react';
import { render } from 'react-dom';

render (
    <div>
        Hello React
    </div>,
    document.getElementById('#app')
)
```

Note: Components need to be wrapped in a single parent.

Components

A *Component* is a description of how to render a part of our application, like a button.

```
//A simple button component.
import React from 'react';
```

```
const button = ({disabled, text, click}) => (
    <button onClick={disabled ? () => {} : click} >
        {text}
    </button>
)

export default button
```

Note: Uses Destructuring to achieve named paramteres that is where the `{}` come from.

Beyond the display

ReactJS renders our application.

Thus we need concepts and tools to compliment ReactJS when we want to build an application.

We need an approach to handle the state that is to be rendered.

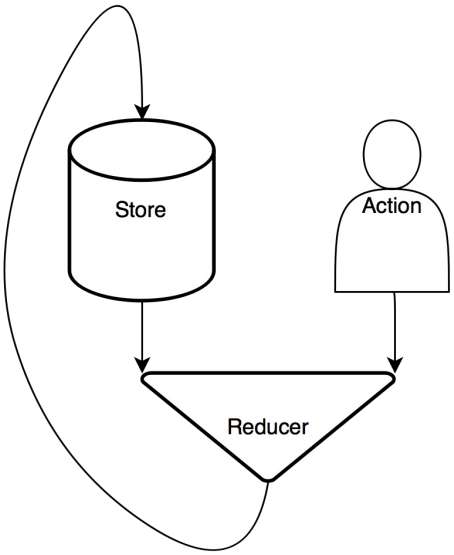
Redux

> Redux is a predictable state container for JavaScript apps.

Reduxes idea

A popular approach to handle this `state` that ReactJS renders is *Redux*.

It takes a unidirectional approach to dataflow. Meaning data only flows in a single direction. This makes our application more predictable.



Visualizing dataflow in Redux

Store

The *Store* is the current representation of the state of your application.

```
//The store is simply one big object in JavaScript.
{
    printing: false,
    orders: [...]
}
```

Actions

You can think of this as an event. While the *Action* is the actual thing being propagated there are also *Actioncreators* which are functions used to create an action.

```
//Use ES6 Syntax to define a function.
export const startPrinting = () => {
    return {
        type: 'PRINTING_START'
    }
}
```

Reducers

Reducers are function that take a current store and return a new one based on an Action.

```
//Return a state for the action or a standard one.
const printing = (state = false, action) => {
    if(action.type === 'PRINTING_START') {
        return true
    } else if(action.type === 'PRINTING_STOP') {
        return false
    } else {
        return state
    }
}
```

Combining Reducers

```
import { combineReducers } from 'redux';
import printing from './printing';
import orders from './orders';

const reducers = combineReducers({
  printing,
  orders
})

export default reducers
```

```
const store = createStore(reducers)
```

Note: This can then be used for `createStore` to build the store. Just things Redux provides.

Using the Store

```
<Provider store={store}>
    <div>
        <Button text="Invert" />
    </div>
</Provider>
```

➡ Pure and Immutable

➡ Pure Functions

A pure function is one that fulfills two conditions:

- For a given input it always returns the same output
- It has no "*side effects*"

➡ Pure Components

```
const button = ({disabled, text, click}) => (
    <button onClick={disabled ? () => {} : click} >
        {text}
    </button>
)
```

Our example from earlier is a pure function.

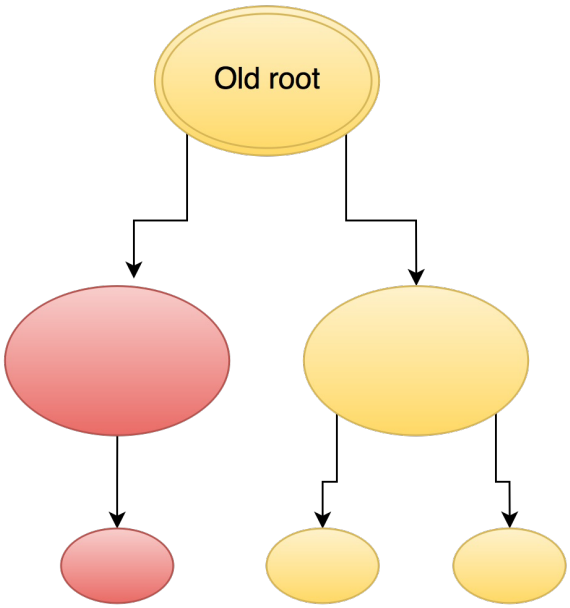
➡ Impure Component

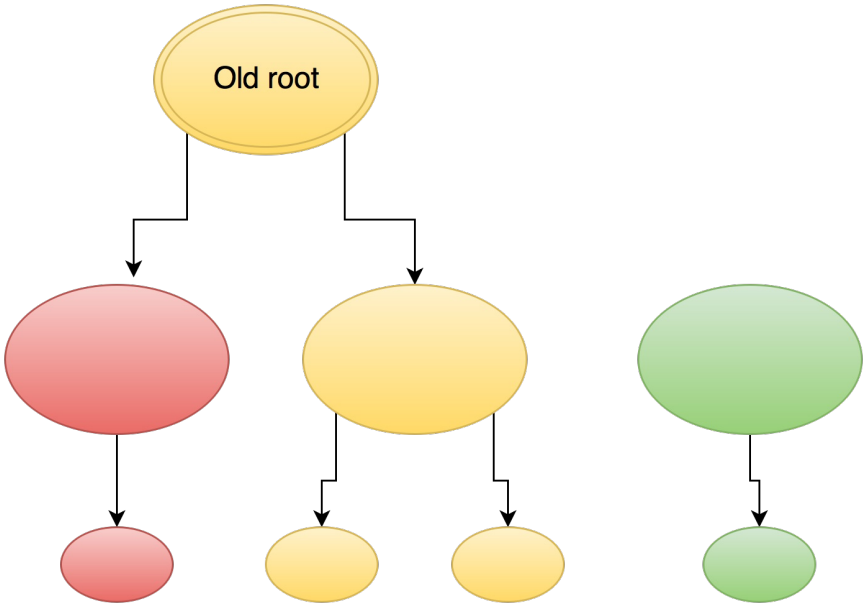
```
import React from 'react';

let clicked = false
const doubleButton = ({click}) => {
        <button onClick={clicked ? click() : () => {clicked = true}}
                Click me twice
        </button>
}
export default doubleButton
```

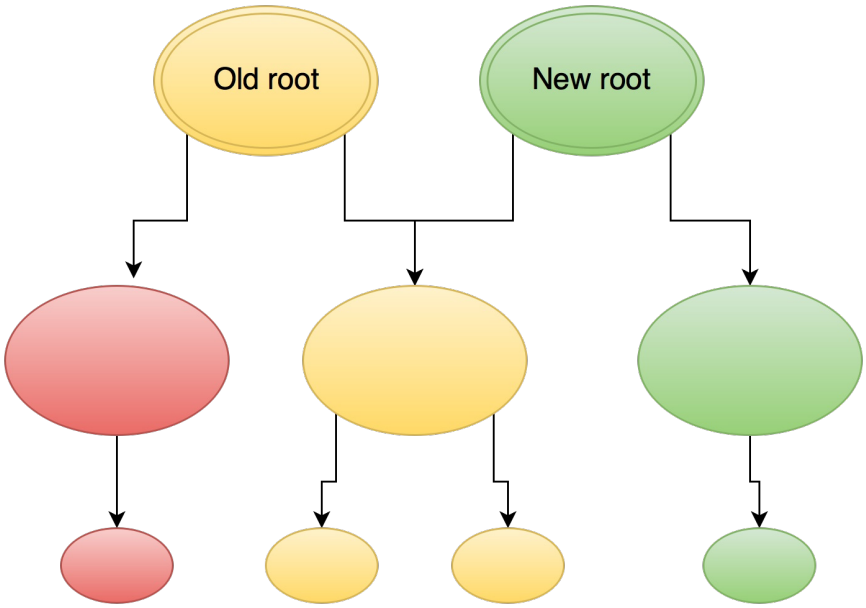
Don't put state in your Components!

➡ Immutable

> An immutable object is an object whose state cannot be modified after it is created


Old root


Old root



➡ Code example

Consider an array of Objects containing an id and some text.

```
[
        {
                id: 'a unique ID here',
                text: 'this is some text'
        }, ...
]
```

Lets look at how to update a single Object in this array

➡ Code example

```
function updateTextForId(array, id, newText) {
    return array.map(obj => {
        if(obj.id === id) {

            //Create a new object only where it is needed with the
                        //updated text.
            return Object.assign({}, obj, {
                text: newText
            })
        } else {

            //Else just use the old object.
            return obj
        }
    })
}
```

➡ Gains

- Testability
- Predictability
- Timetravel

We gain a lot from making our Components and Reducers pure functions and also from making our Reducers work with immutable Objects.

↔ Routing

↔ Single page Application

react-router is a complete routing library for React.

```
render(
        < Provider store={store} >
                <Router history={history}>
                        <Route path="/" component={App}>
                                <IndexRoute component={Orders}  />
                                <Route path="order/:orderId" component={OrderDetail} />
                                <Route path="package/:orderId" component={Package} />
                                <Route path="add/:packId" component={AddPackage} />
                        </Route>
                </Router>
    < /Provider>,
    document.getElementById('app')
)
```

↔ Design decision: Login

FTL and backend handle *Login* and *Main* page, after that it is a single page application.

- Login in SPA is hard
- Frontend models things the backend does not care about
- Want to use React but backend uses FTL: only implement a Component in one language
  - isomorphic approach would be an improvement

💼 Folderstructure

💼 Overview

```
.
├── docs                    All documentation lives here
│   ├── actions             Redux Action documentation
│   ├── config              Config to generate docs
│   └── templates           Templates to generate docs
├── node_modules            NPM dependencies
├── package.json
├── src
│   ├── cssPre              Your CSS preprocessing language of choice
│   ├── img                 Image resources
│   └── js                  JavaScript files
├── test
│   ├── reducers            Testing your reducers
│   └── test.js             Entry point for all tests
└── webpack.config.js       Webpack configuration
```

💼 JS Folderstructure

```
.
├── actions
│   └── index.js            Your Actioncreators
├── components              Visible components
```

```
│   ├── button.js
│   └── orderList.js
├── containers                  Redux containers
│   └── visibleOrderList.js
├── index.js                    The main entry point
└── reducers                    Reducers for each part of the store
    ├── index.js
    └── ordersReducer.js
```

Folderstructure helps especially to quickly find the JS files to work on, mainly distinguishing between:

- Reducers
- Components
- Containers
- Actions

Buildprocess

ES6 and JSX need transpiling.

(Maybe also Polyfills)

Webpack

Get the config file and setup an npm script.

```
"webpack": "node node_modules/webpack/bin/webpack.js
       --progress --colors --watch"
```

```
$ npm run webpack

> react-basic@0.1.0 webpack D:\react-basic
> node node_modules/webpack/bin/webpack.js --progress --colors --watch

Hash: 9f2265bc4db2c1e07831
Version: webpack 1.13.1
Time: 1810ms
      Asset    Size  Chunks             Chunk Names
    main.js  727 kB       0  [emitted]  main
main.js.map  849 kB       0  [emitted]  main
    + 172 hidden modules
```

Note: That should be one line but looks better like this on slides.

See the result

Create an `index.html` in your build folder and use live-server to see the result.

```
"serve": "./node_modules/.bin/live-server ./build"
```

pros	cons
fast refresh	no FTL

But we can substitute puer-freemarker to get only the pros and response mocking.

Note: Project used FTL for server side rendering.

Different Webpack builds

Use an environment variable to define the build folder.

```
//npm script
"webpack-dev": "set DEV=true && node node_modules/webpack/bin/webpack.js"

//Calculate different folder based in variable.
function outputFolder() {
        if(process.env.DEV.trim() === 'true') {
                return 'res'
        }
        return 'devBuild'
}

//In the config object
output: {
    path: path.join(__dirname, outputFolder(), 'js'),
    filename: "[name].js"
}
```

Implementing a feature

Note: Until here was the pain, now comes the gain.

Three steps

1. Build the Components
2. Build the Reducer
3. Connect them

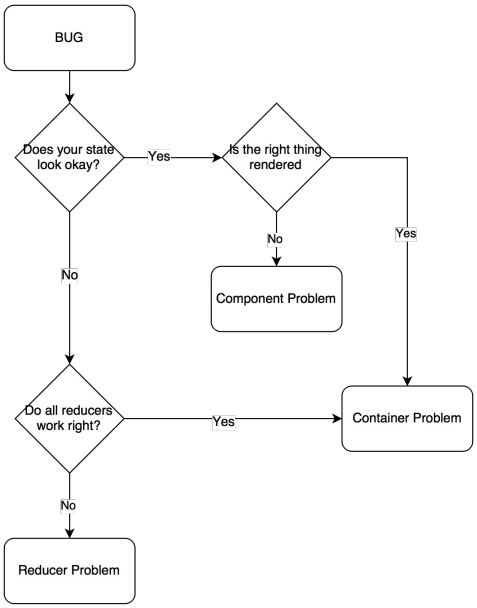
Note: This is really amazing. Makes it predictable how complex things are.

Debugging

Find the problem

When you look at a problem with an app build on React and Redux there are three types of possible problems:

1. Rendering errors
2. State miscalculation
3. Problems connecting the Store to Components



Find the source of a bug

⚙ React DevTools

Get the Chrome extension.

- See what properties got handed to a Component
- Find out if its a Component or connection problem

⚙ Log Actions and state

Redux can be extended using middleware. That same page suggests how to implement a logging middleware.

```
import { createStore, combineReducers, applyMiddleware } from 'redux';
import { logger, crashReporter } from './loggingMiddleware';

let store = createStore(
  reducers,
  applyMiddleware(logger, crashReporter)
)
```

Note: Redux also has devtools but they are a pain to set up. More pain then gain.

⚙ Example logs

```
next state
 Object {printing: false, orders: []}
dispatching
 Object {type: "PRINTING_START"}
next state
 Object {printing: false, orders: []}
```

⚙ Sourcemaps

> Using source maps allows developers to maintain a straight-forward debugging environment while at the same time optimizing their sites for performance.

Get pointed to `reducers/printing line: 13`
instead of `build.js line: 13758`.

Note: Chrome `Ctrl+P` to open file in Source tab of devtools. Super helpful thing sourcemaps.

Testing

What and how

Components: manually

Reducers: unit tests

Reducers

Since our reducers are pure functions they are an ideal thing to test.

Tape is a lightweight testing framework for JavaScript. Let's look at how to use it for our ReactJS application.

Setup

A nice Tape environment with some pretty output and the ability to use ES6 `import` requires a bit of setup and an npm script.

```
npm install --save-dev tap-spec tape browserif babelify deep-freeze-node
```

```
"test": "node ./node_modules/browserify/bin/cmd.js test/test.js
        -t [ babelify --presets [ es2015 react ] ] | node | tap-spec"
```

Testfiles

```
.
├── reducers
│   ├── orders.js              Testing orders reducer
│   └── printing.js            Testing printing reducer
└── test.js                    Entry point for all tests
```

```
//test.js
const test = require('tape')

require('./reducers/order')(test)
require('./reducers/printing')(test)
```

Simple testcase

```
import printReducer from '../../src/js/reducers/printing';
import { startPrinting } from '../../src/js/actions';

module.exports = function testText(test) {
    test('Printing', function(t) {

        const store1 = printReducer(undefined, {})
        t.equal(store1, false, 'Initial Value correct')

        const secondText = 'Hello World'
        const store2 = printReducer(store1, startPrinting())
                t.equal(store2, true, 'Started printing')

                //More tests here and thens end this test case.
```

```
        t.end()
    })
}
```

🎓 Lessons learned

🎓 Normalize the Store

Three weeks into development and suddenly all I do is dive deep into nested objects to find correlating ones.

Pull Objects out, give them IDs and reference those.

🎓 Before

```
orders: [
        {
                orderId: 'ordersId',
                name: 'John Doe',
                packs: [
                        {
                                packId: 'packId'
                        }, ...
                ]
        }, ...
]
```

At `/pack/packId` which is the corresponding order?

🎓 After

```
orders: [
        {
                orderId: 'ordersId',
                name: 'John Doe',
                packs: ['packId', ...]
        }, ...
],
packs: [
        {
                packId: 'packId',
                orderId: 'orderId'
        }, ...
]
```

🎓 Compute in Components

Task: given the already delivered items and the total amount of items that need delivering, calculate the packages that need to be delivered.

Influenced by the Order which has all things that need delivering and packaged packs.

🎓 In Reducers

Have both the *Orders* and *packs* Reducer calculate a *toBeDelivered*.

Problems:

- Reducers only know their own space in the Store
- Where should this be saved
- Create a way to only implement this once

Result: super messy and buggy

In Component

There is only one component which wants to display this and if we have the packs and the order this is a simple transformation.

Benefits:

- Single point of implementation
- Less code
- Easier to reason about

Links

Helpful things and further reading.

This presentation is on GitHub

Follow the links

- Introducing React (🎬)
- ReactJS repos
- Redux docs
- Blogpost me on how to set this all up
- Basic setup repo with basic setup as discussed here

This is build using:

- Reveal for JS based slides
- Reveal-md for prototyping
- nodetree for nice filetrees
- RevealUzL theme for Reveal

Code on