

Webkomponenten mit Stencil bauen

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Beispiel Anwendung

- <https://github.com/Huluju424242/honey-chucknorris-jokes/tree/geparkt/stencil-slides>

Lizenz der Sourcen

- MIT

Bildquellen

- <https://flickr.com/photos/huluju424242/albums/72157719354993995>
- <https://flickr.com/photos/huluju424242/albums/72157719063932639>

Bildlizenzen

- Public Domain

Slides zum Nachlesen und Hören

- <https://huluju424242.github.io/foile-pile/explainations/stenciljs/index.html>

Web Komponenten

Erwartungen eines Nutzers

Unabhängig

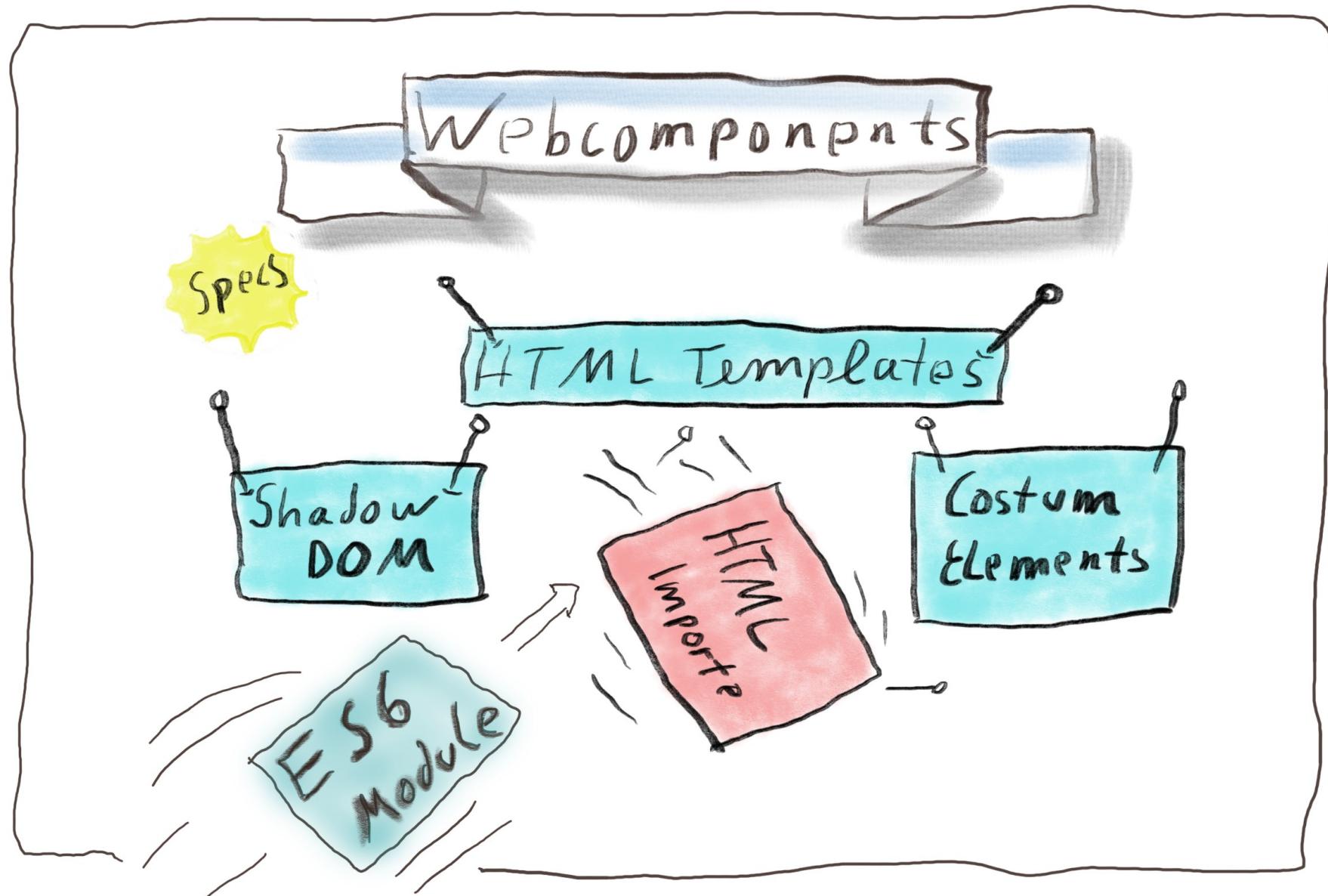
wiederverwendbar

Kombinierbar

strukturierbar

gekapselte
Funktionalität

benutzerdefiniert



Root

DOM Integration

Light
DOM

DOM

< TAG >



Root

DOM Integration

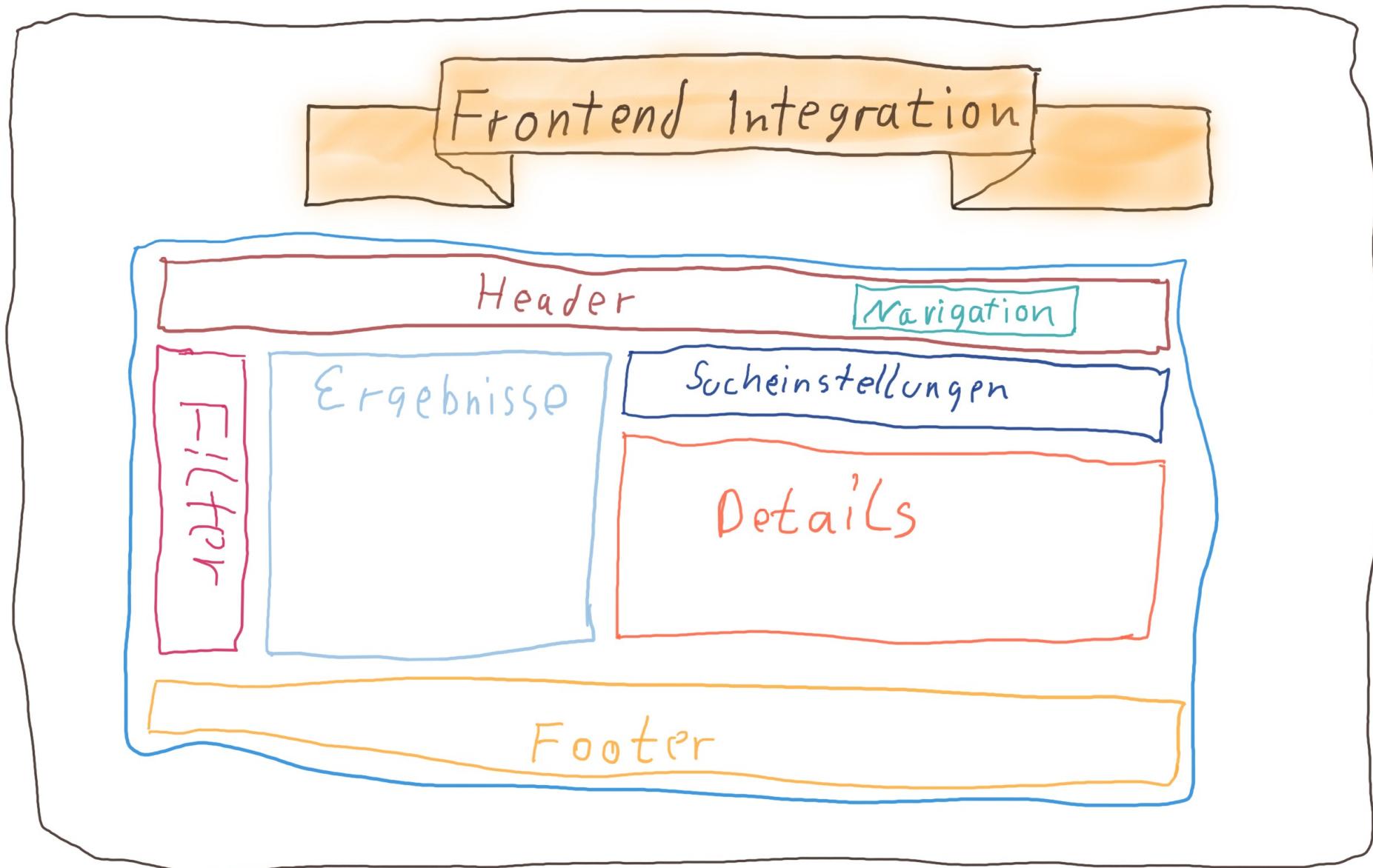
<TAG>
<Tag>
</Tag>
</Tag>

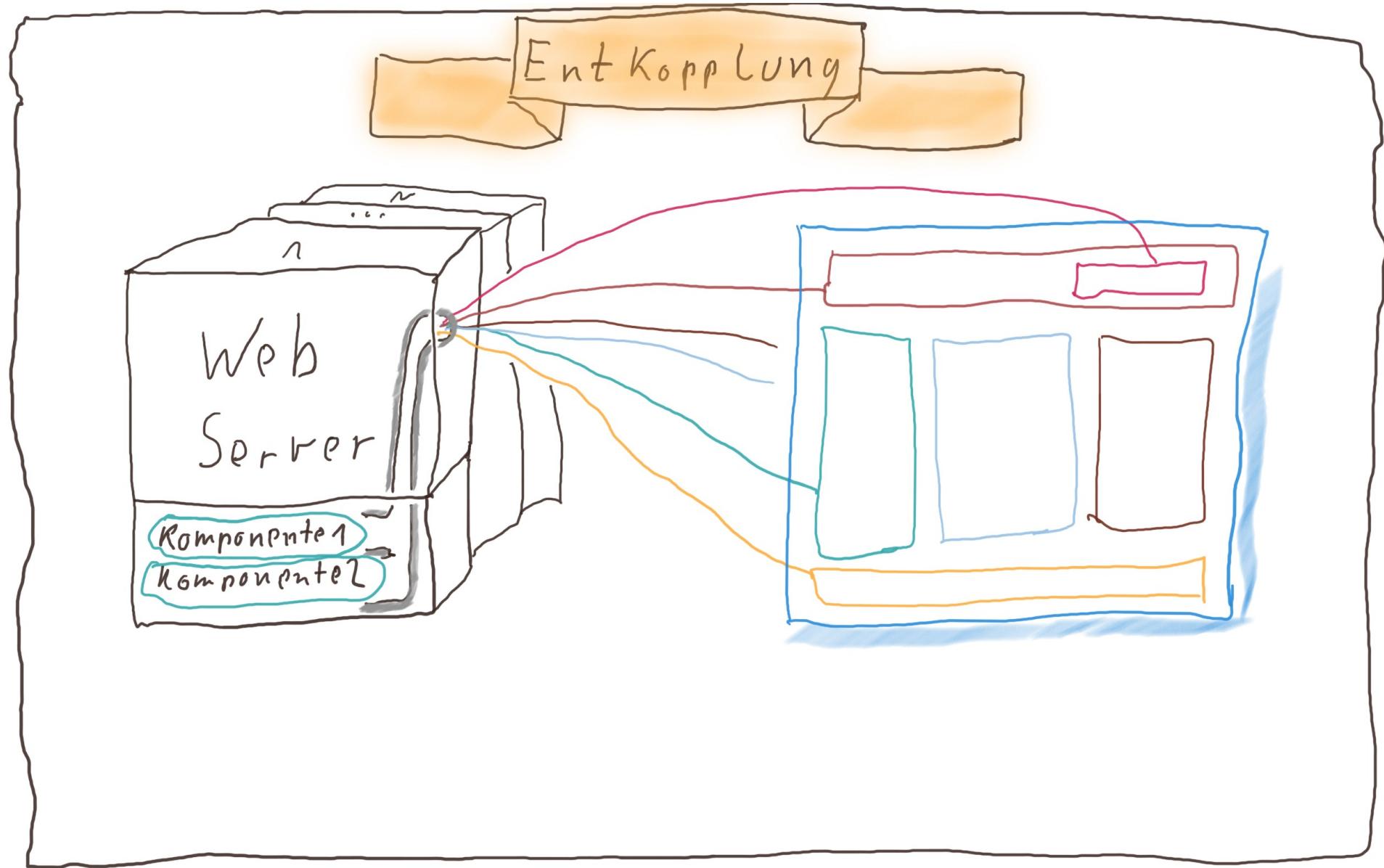
SLOT



</TAG>

- Slot Inhalte sind Teil des Light DOM
- Können von außen gestyled werden
- Shadow DOM Slots referenzieren diese





Pure Javascript Implementierung

```
1 const template = document.createElement('template');
2 template.innerHTML =
3   <style>
4     p {
5       font-family: Roboto, sans-serif;
6       font-weight: bold;
7     }
8     <p><slot></slot></p>
9   `;
10
11 export class WCShadowDom extends HTMLElement {
12
13   constructor() {
14     super();
15     this.attachShadow({mode: 'open'});
16     this.shadowRoot.appendChild(document.importNode(template.content, true));
17     // Initialize variables here
18   }
19
20   async connectedCallback() {
21     // Use querySelector to grab reference to an element in the Shadow DOM
22     this.shadowRoot.querySelector('p').firstChild().innerHTML = 'Insert some stuff';
23     // This runs when the element is rendered
24   }
25
26 }
27
28 customElements.define('wc-shadow-dom', WCShadowDom);
```

← Template präzugeln

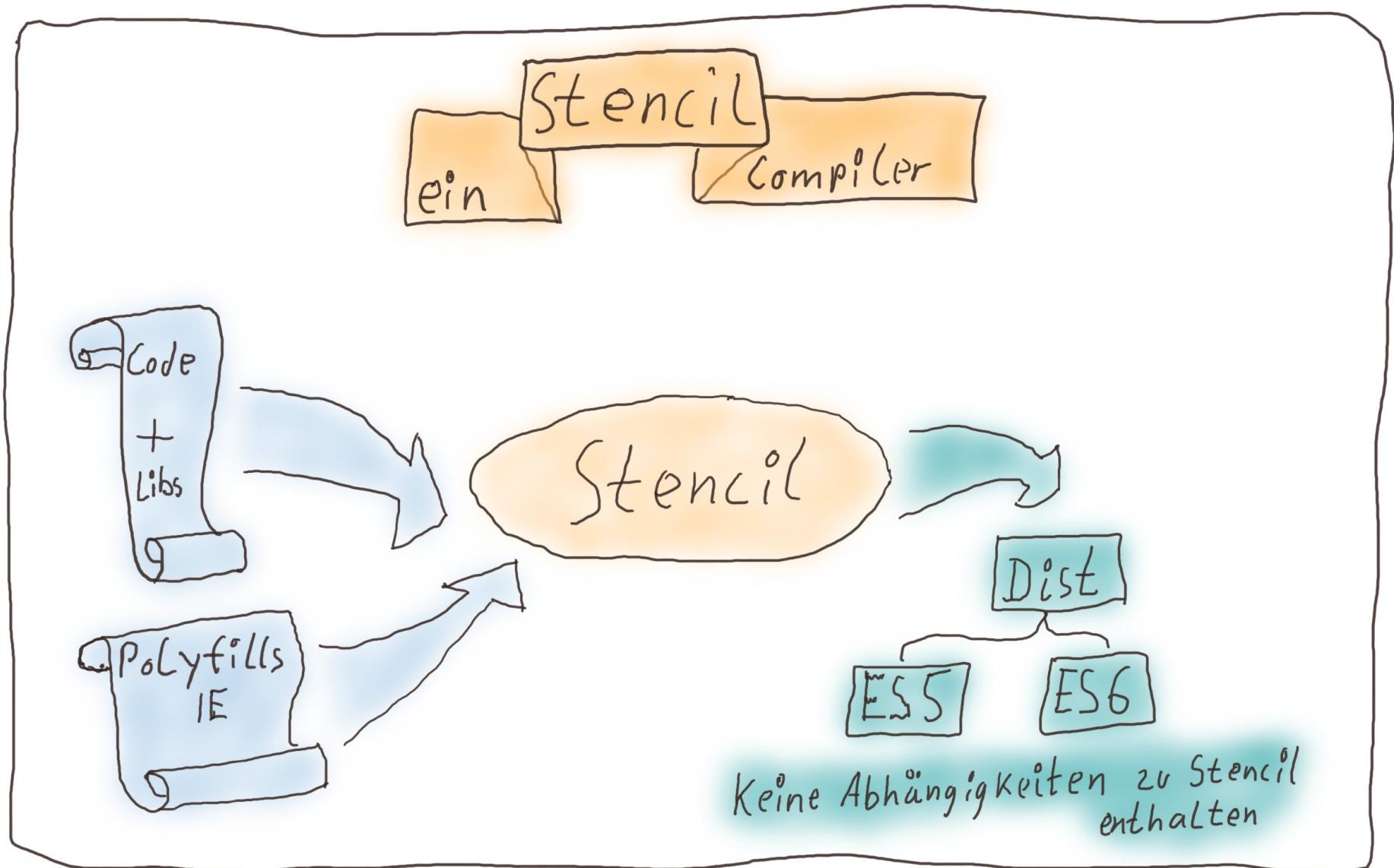
← Style definieren

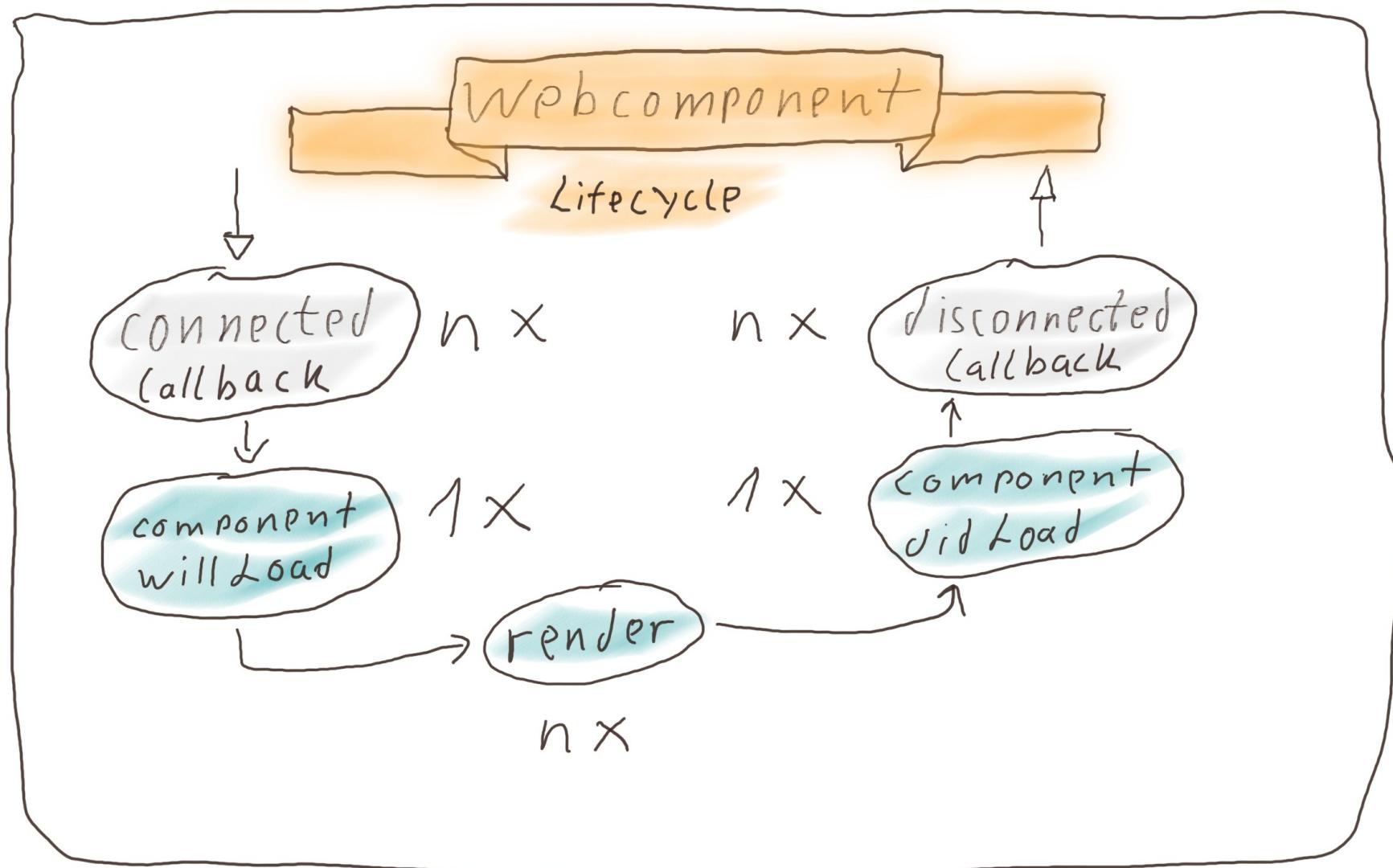
← Custom Element
ableiten & implementieren

← CustomElement registrieren

Quelle:

<https://github.com/vanillawc/vanillawc/blob/main/demo/basic-shadow-dom.js>





Stencil - Features

Virtual DOM



Reactive Data Binding



Type Script

JSX

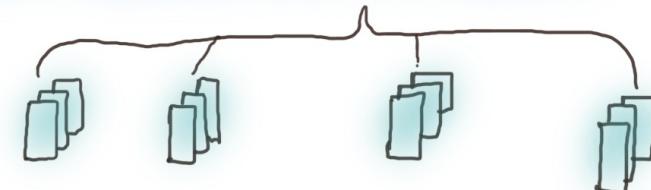


Compiler zum
Erstellen von
Webkomponenten

Async
Rendering



static Site Generation



DOM Bearbeitungs Konzept e

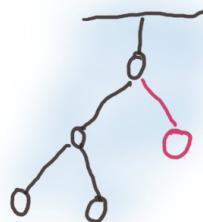
Browser DOM



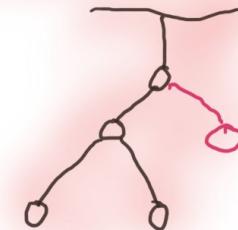
Kopie Browser DOM



Veränderte Kopie DOM



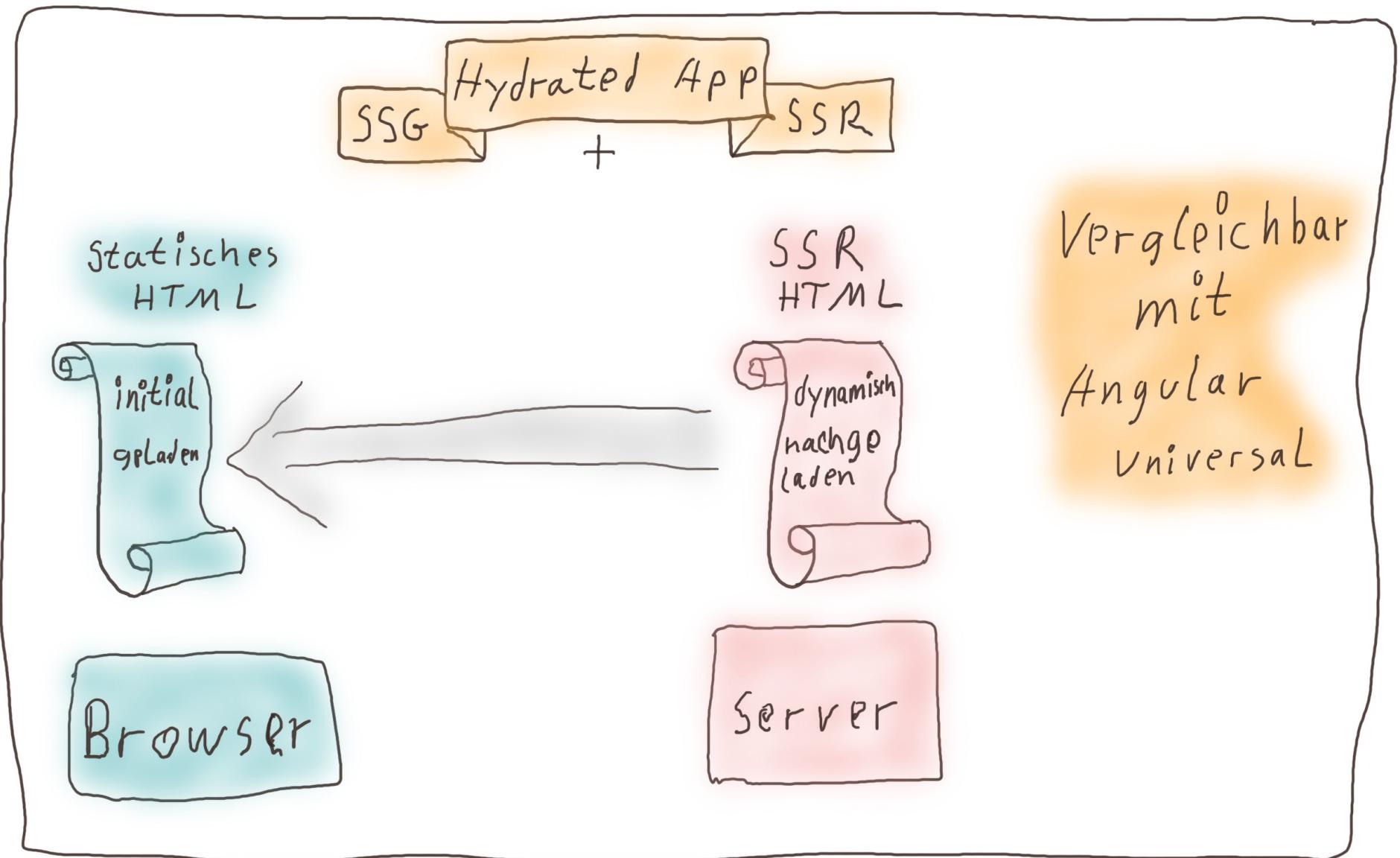
Kopie vom Browser DOM
mit Veränderungen



Live DOM

Interpreter
Virtual DOM
z.B. stencil

Incremental DOM
over
Virtual DOM
z.B. Angular



Functional Components

Syntaktischer Zucker

zustandslos

Kein Shadow DOM

Keine eigenen Komponenten

erzeugen keinen DOM Node

Keine Lifecycle Hooks

Verwendung zur Strukturierung von Markup

Einheitliches Design

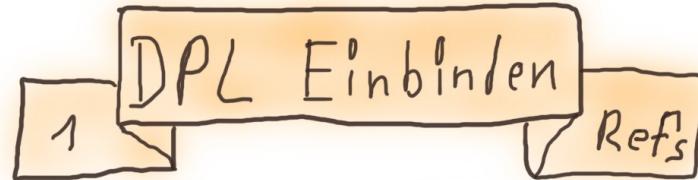
DPL

DPL

DPL

DPL

DPL

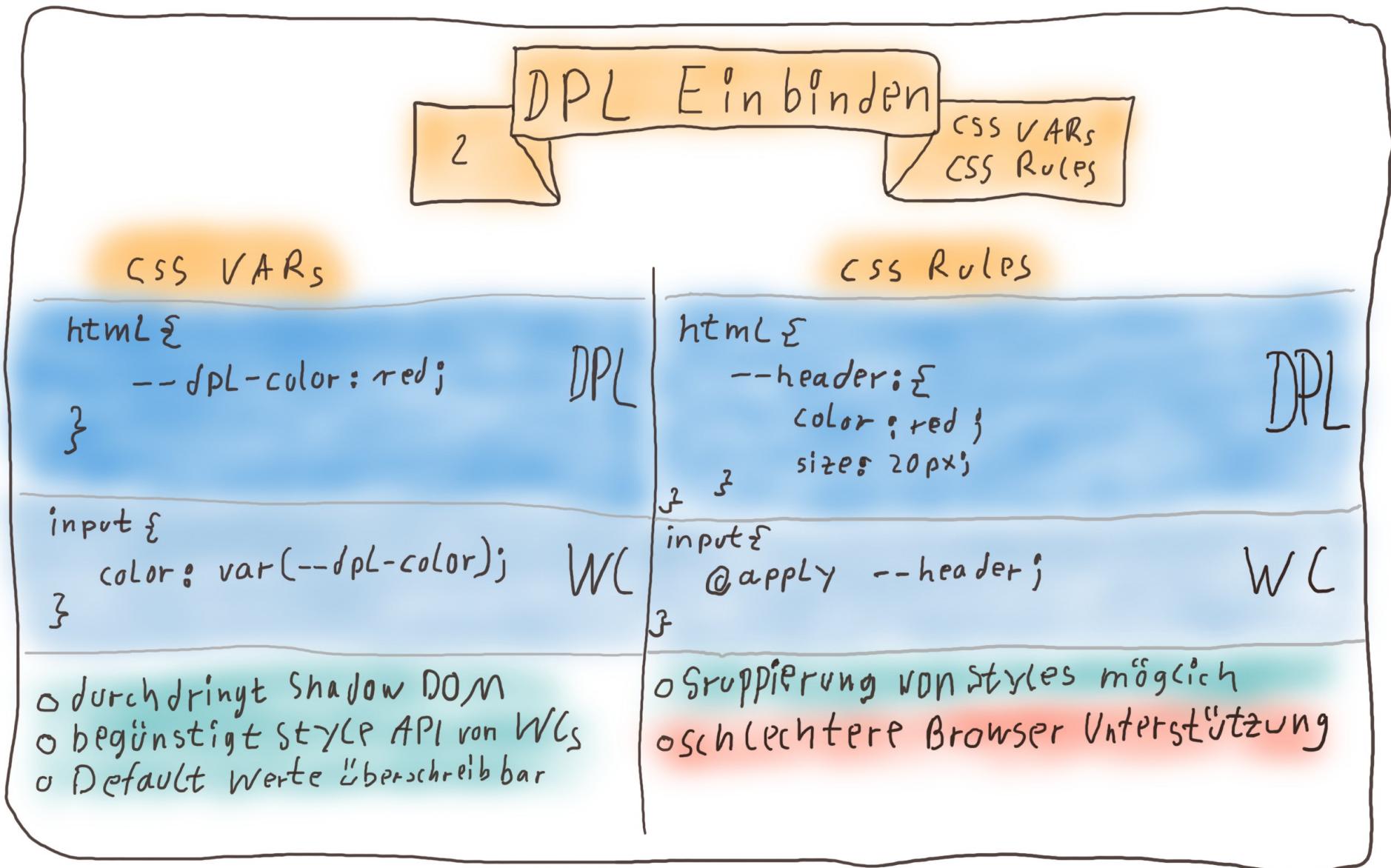


```
<style>  
@import url(...);  
</style>
```

- o Anti Pattern
- o Führt zu Performance Problemen

```
<link rel="stylesheet" ...>  
<style>  
: <-- spezifische Styles  
</style>
```

- o temporäre Lösung
wird von der Spec nur kurzfristig erlaubt



Can I use

?  Settings

X Feature: CSS Variables (Custom Properties)

CSS Variables (Custom Properties) - CP

Allows the declaration and usage of cascading variables in stylesheets.

Usage

Global

% of all users

$$95.46\% + 0.18\% = 95.64\%$$

Current aligned

Usage relative Date rel

active

Filter

Can I use

?  Settings

Feature: CSS @apply rule

CSS @apply rule - UNOFF

Usage

% of all users

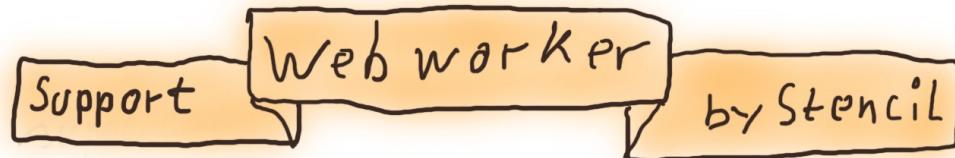
?

0%

Allows a set of CSS properties to be applied using a named variable

Current aligned **Usage relative** **Date relative**

ltere



Dedicated Worker

- separater Thread
- separates Bundle durch Stencil
- einfache Nutzung

Shared Worker

- Kommunikation mit Hauptthread über postMessage
- stencil ermöglicht Callback Parameter

Service Worker



- Kein Zugriff auf DOM
- window eingeschränkt
- Storage nutzbar
- IndexedDB

Audio Worker = Audio Verarbeitung

Chrome Worker = Add on Entwicklung

Dedicated vs. Shared Worker

Beim Dedicated Worker kann nur vom erzeugenden Skript aus zugegriffen werden

Beim Shared Worker kann von jedem Skript aus der Domain zugegriffen werden

Dedicated Worker
Global Scope

API

Shared Worker
Global Scope

Service Worker

Offline Nutzung

Push Benachrichtigungen

Caching

Loadbalancing

- Browser aktualisiert Instanz alle 24h
- Scope: Domain oder Unterstruktur



Replacement für Application Cache

Stencil Features für Webworker

- Vereinfachte Kommunikation mit Hauptthread
- Worker callbacks möglich
- Extra Bundle für Worker
- Importierte Libs werden beim Bundeling berücksichtigt
- ESM Importe werden unterstützt
- Dynamische Importe möglich

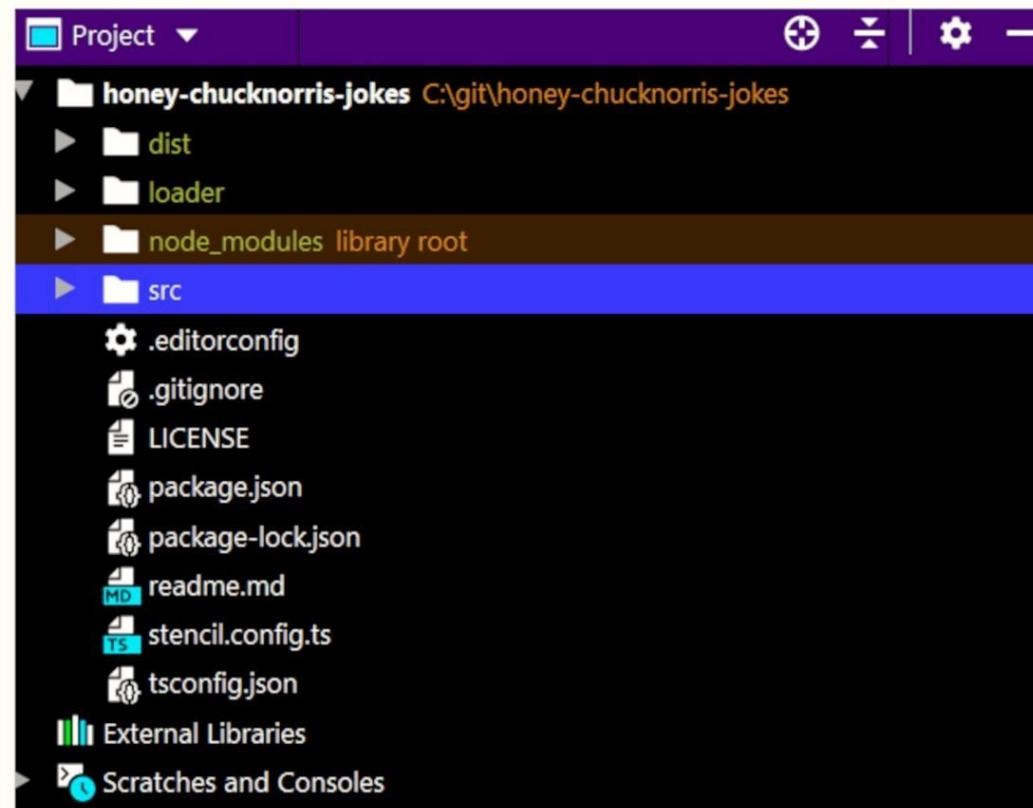




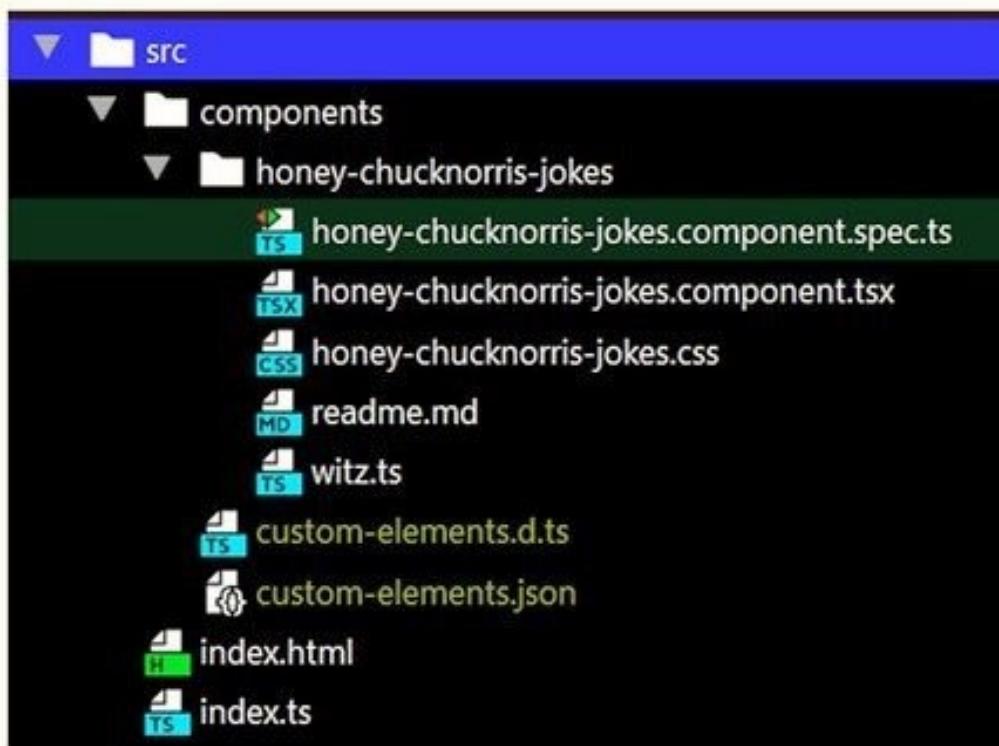
Webseite <https://github.com/Huluvu424242/honey-chucknorris-jokes/tree/geparkt/stencil-slides>

Lizenz MIT

Project struktur



Source Folder



Definition - Komponente

```
@Component({  
  opts: {  
    tag: "honey-chucknorris-jokes",  
    styleUrls: "honey-chucknorris-jokes.css",  
    shadow: true  
  })  
export class HoneyChucknorrisJokes {
```

Definition - State

```
/**
 * Host Element
 */
@Element() hostElement: HTMLElement;

/**
 * ID vom Host Tag
 */
ident: string;

fetcherSubscription: Subscription;

// Falls fachlich möglich Defaults hinterlegen um Logik einfach zu halten
@State() witz: Witz;

/**
 * Zeitintervall nachdem ein neuer Witz abgerufen wird (in Sekunden).
 */
@Prop({opts: {attribute: "period", reflect: false, mutable: true}}) changePeriod: number = 20;
```

Render Method

```
public render() {
  this.printMessage("rendering");
  return (
    <Host
      | id={this.ident}
    >
      <a href={this.witz.website} class={"container"} target={"blank"}>
        <img alt="Chuck" title="Funny icon of Chuck Norris" src={this.witz.imgur} class={"item logo"} />
        <p class={"item text"}>{this.witz.text}</p>
      </a>
    </Host>
  );
}
```

Hook - ConnectedCallback

```
public connectedCallback() {  
    // attribute initialisieren wenn defaults notwendig  
    this.ident = this.hostElement.id ? this.hostElement.id : Math.random().toString(radix: 36).substring(7);  
    this.fetcherSubscription = this.subscribePeriodicFetcher();  
    this.printMessage("DOM connected");  
}
```

Hook – Disconnected/Callback

```
public disconnectedCallback() {  
    this.fetcherSubscription.unsubscribe();  
    this.printMessage("DOM disconnected");  
}
```

Definition - Watcher

```
@Watch( propName: "changePeriod")
periodWatcher(newValue: number, oldValue: number) {
    this.printMessage("period changed old:" + oldValue + " new:" + newValue);
    if (newValue && oldValue !== newValue) {
        this.changePeriod = newValue;
        this.fetcherSubscription.unsubscribe();
        this.fetcherSubscription = this.subscribePeriodicFetcher();
        this.printMessage("period changed to:" + this.changePeriod);
    }
}
```

Hook - ComponentWillLoad

```
public async componentWillLoad() {  
    // async damit vor Rendering auf das Laden der Daten gewartet wird  
    this.printMessage("Lade Daten");  
    // Fehler behandeln -> sonst dauerhaft kein Rendering  
    await lastValueFrom(this.fetchWitz$()).catch(() => {  
        | this.setWitz(HoneyChucknorrisJokes.FALLBACK_WITZ)  
    });  
    this.printMessage("Daten geladen");  
}
```

Fetcher

```
protected fetchWitz$(): Observable<Response> {
    return fromFetch(HoneyChucknorrisJokes.CHUCK_NORRIS_API_URL).pipe(
        switchMap(
            project: (response: Response) => response.json()
        ),
        tap(
            next: (data: any) => this.setWitz(data)
        ),
        catchError( selector: () => EMPTY)
    )
}
```

Periodic Fetcher

```
protected subscribePeriodicFetcher(): Subscription {
  const timerPeriod: number = this.changePeriod * 1000;
  const fetcher$: Observable<Response> = timer(timerPeriod, timerPeriod).pipe(
    tap(
      next: () => this.printMessage("neuen Witz angefordert")
    ),
    switchMap
    (
      project: () => this.fetchWitz$()
    ),
  );
  return fetcher$.subscribe();
}
```

Definition - Setter

```
protected setWitz(data: any): void {
    this.printMessage("setze neuen Witz");
    if (data) {
        // trigger rendering nur wenn ref changed
        this.witz = {
            id: data.id,
            imgurl: data.icon_url,
            website: data.url,
            text: data.value
        };
    } else {
        this.printMessage("konnte Witz nicht setzen")
    }
}
```

Einbinden der Webkomponente

```
<!doctype html>
<html dir="ltr" lang="de" xmlns="http://www.w3.org/1999/xhtml">
  <head>
    <meta charset="UTF-8">
    <title>Honey Chuck Norris Jokes Beispiel</title>
    <script type="module" src="./build/honey-chucknorris-jokes.esm.js"></script>
    <script nomodule="" src="./build/honey-chucknorris-jokes.js"></script>
  </head>
  <body id="demo-seite">
    <honey-chucknorris-jokes id="1"></honey-chucknorris-jokes>
  </body>
</html>
```

DOM Integration

```
<html dir="ltr" lang="en" xmlns="http://www.w3.org/1999/xhtml" class="hydrated">
  ▶ <head>...</head>
  ▼ <body id="domo-seite">
    ▼ <honey-chucknorris-jokes id="1" class="hydrated" period="40">
      ▼ #shadow-root (open)
        ▼ <a href="https://api.chucknorris.io/jokes/lhw5nmosqkcbrditvswgq" class="container" target="blank"> flex
          
        .. <p class="item text">Chuck Norris doesn't chew gum. Chuck Norris chews tin foil.</p> == $0
        </a>
      </honey-chucknorris-jokes>
    ▶ <script>...</script>
    ▶ <section style="margin-top: 30px;">...</section>
  </body>
</html>
```

Quellen im Neuland

Stencil Doku

* Stencil Home: <https://stenciljs.com/docs/introduction>

Rendering

* Browser Engine: <https://valerii-udodov.com/posts/web-browser-anatomy/>

* SGR,SSR,Hydrated: <https://developers.google.com/web/updates/2019/02/rendering-on-the-web>

* Virtual vs. Incremental DOM:

Neutral: <https://blog.bitsrc.io/incremental-vs-virtual-dom-eb7157e43dca>

ProGoogle: <https://blog.nrwl.io/understanding-angular-ivy-incremental-dom-and-virtual-dom-243be844bf36>

** Diskurs <https://svelte.dev/blog/virtual-dom-is-pure-overhead>

Shared Styles

* <https://www.smashingmagazine.com/2016/12/styling-web-components-using-a-shared-style-sheet/>

* <https://developers.google.com/web/updates/2019/02/constructable-style-sheets>