

JavaScript

Frameworks

Bjarte Wang-Kileng

HVL

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**Western Norway
University of
Applied Sciences**

Outline

- 1 Single Page Applications
- 2 Frameworks background
- 3 Types of frameworks
- 4 Choosing a framework

Why framework?

- ▶ Tried and tested tools for building scaleable, interactive web applications.
- ▶ Tools to develop advanced web applications, especially single page applications.
- ▶ Create applications that work across different versions of browsers.

Multi Page Applications (MPA)

- ▶ Traditional web application.
- ▶ Browser will load a new page from webserver on user navigation.
 - Navigation e.g. by links (tag *A*) and submit of form (tag *FORM*).
- ▶ If form data is submitted, web server returns a new web page.
 - Can be constructed using data received from *FORM* element.
- ▶ Current page is removed from browser, and replaced with new page.
- ▶ Each page has a unique URL.
- ▶ Require network to load new page.

Single Page Applications (SPA)

- ▶ Uses a single web page for all of the application.
- ▶ JavaScript is used to modify the view.
- ▶ Data can be fetched from server using Ajax or websockets.
- ▶ Navigation to application pages will run JavaScript code.
 - Default navigation action is captured and aborted.
- ▶ By default, the same URL is used for all of application.
 - A *router* though allows multiple URLs, one for each application state.

Multi- and Single Page Applications

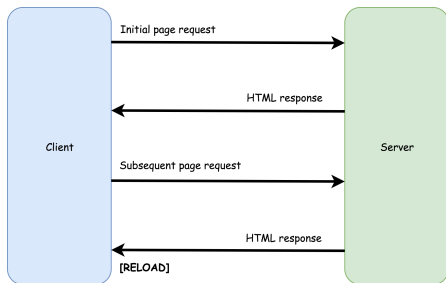


Figure: Multi Page Application

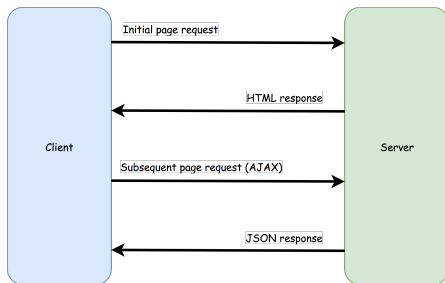


Figure: Single Page Application

Router library

- ▶ Mimics browser navigation.
- ▶ Matches URL to application state.
- ▶ Manages address bar of browser.
- ▶ Manages browser history.

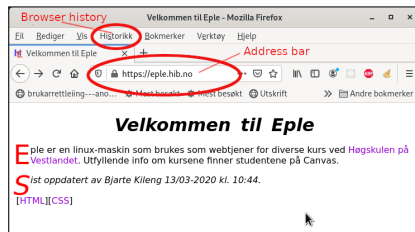


Figure: History and address bar

Routing

- ▶ Each SPA state should have its own URL.
 - Different URLs represent different states of same page.
- ▶ When URL in address bar is changed, view is modified by JavaScript.
 - No new web page is loaded from web server.
- ▶ Supported by browsers using URLs with hash sign “#”.
- ▶ Possible also with normal URLs, i.e. no hash sign.
 - Require JavaScript for routing on client, and preferably also
 - server side tools for routing on web server.
- ▶ Lift routing out of component if accessing external elements.
 - E.g. if modifying *document.title*.

SPA pages

- ▶ Some GUI components and HTML are common for all routing URLs.
- ▶ Other GUI components are replaced on a new URL.
- ▶ An SPA page is a component that can be fetched from web server.
 - The component has its own URL.
 - Fetched by SPA from web server using Ajax or websockets.
 - Not to be confused with a web page!
- ▶ See e.g. the Next.js definition of [Pages](#).

Routing using hash sign “#”

- ▶ A hash appended string is not considered part of web page address.
 - No page loading if only hash part of URL in address bar is modified.
- ▶ Event **hashchange** fires when hash part in address bar changes.
- ▶ Examples of URLs that cause no navigation from page **index.html**:
 - `Goto main page<\a>`
 - `Goto main page<\a>`
 - `Goto page one<\a>`
 - `Goto page one<\a>`
 - `Get info on user<\a>`
- ▶ Links above will change the address bar URL, but not load page.
 - If hash-part equals an HTML ID, browser will scroll to that element.
- ▶ Observer, browser will always navigate if no “#”, even if same URL.

Routing on normal URLs

- ▶ Navigation must be aborted on URLs to application pages.

```
event.preventDefault();
```

- E.g. click event on *A* tags, and submit event on *FORM* elements.
- ▶ JavaScript of event handler must modify the view.
 - ▶ Event handler must update browser address bar with new URL.

```
history.pushState("", "", newURL);
```

- Does not load page from server.
- ▶ All URLs must point to same resource on server.
 - Web page is only loaded on first visit, with data set to current state.
 - Data for other states can be fetched on demand by client using Ajax.
 - ▶ Manual update of address bar will inevitably load a page from server.

Benefits of single page applications

- ▶ Improved user experience (UX).
 - No page refresh on navigation.
 - HTML, CSS and JavaScript are loaded only once.
 - Only loads data that changes between application states.
- ▶ Capability to work offline.
 - Application can work with local data stored in cache.
 - Data is copied to server when online.
- ▶ For offline support and caching, see also the [Service Worker API](#).

Drawbacks of single page applications

- ▶ Difficult search engine optimization.
- ▶ Can have a large initial download size.
- ▶ Require custom loading states and error messages.
 - No 404 status message to user when Ajax fails.
- ▶ Link sharing capability, navigation history and bookmarking require a routing module.

Are frameworks necessary?

- ▶ Can make development smoother.
- ▶ Many front-end development jobs require framework experience.
- ▶ Frameworks have a performance price.
 - Wasted re-renders, redundant listeners, unnecessary and large DOM manipulations.
- ▶ Vanilla JavaScript has everything needed for client.
 - But, can require a not to old web browser.

Vanilla JavaScript

Vanilla JavaScript refers to plain, native JavaScript.

- ▶ No use of frameworks or external libraries.
- ▶ See the [Vanilla JS](#) page (page is a joke).

What do frameworks provide?

- ▶ Reusable components.
- ▶ A template system.
- ▶ Synchronization of state and view.
- ▶ Routing.

Reusable components

- ▶ Covered by previous lectures.
- ▶ Available in Vanilla JavaScript with shadow DOM and custom tags.
 - Firefox from November 2018.
 - Chrome from September 2016.
 - Edge from January 2020.
 - Opera from October 2016.
 - Safari from November 2016.

Template system

- ▶ A template engine replaces variables in template with actual values.
- ▶ A template example using Vanilla JavaScript:

```
const course = {  
  "course": "DAT152",  
  "start": new Date(2025,7,20)  
};  
  
const startday = course.start.toLocaleDateString("en-GB",{weekday: 'long'});  
  
const infoString = `Course ${course.name} starts on ${startday}`;
```

- ▶ Vanilla JS will inject actual values when the template is defined.
 - Template is not altered if variable is changed later.
- ▶ A template engine should inject variables when template is used.
 - With vanilla JS, can use a function to produce the string.
- ▶ For more info on JS template literals, see e.g. [Template literals](#).

State and view

- ▶ State refers to the state of the application.
- ▶ Determined by data stored in JavaScript objects and class instances.
 - The *Model* of MV* patterns.
- ▶ View is HTML, an HTML fragment or a reusable web component.
 - The *View* of MV* patterns.

Synchronization of state and view

- ▶ Synchronization of view from state:
 - Any change in state (*Model*) will update view.
- ▶ Synchronization of state from view:
 - Any change in view will update state (*Model*).
- ▶ One-way data binding (e.g. MVC):
 - Synchronization of view from state only.
- ▶ Two-way (bidirectional) data binding (e.g. MVVM):
 - Both synchronization of view from state, and
 - synchronization of state from view.

One-way data binding

- ▶ Example with synchronization of view from state:
 - Changes in a JavaScript Array automatically updates an HTML table.
- ▶ Made easy by modern frameworks, e.g. React, Vue.js, Angular.

Two-way (bidirectional) data binding

- ▶ Bidirectional (two-way) data binding example:
 - Changes in a JavaScript Array automatically updates an HTML table.
 - Changes in the HTML table updates the JavaScript Array.
- ▶ Supported by some frameworks, e.g. [Angular](#) and [AngularJS](#).
- ▶ [React](#) can have two-way data binding on FORM control elements.

Synchronization in Vanilla JavaScript

- ▶ Synchronization of view from state:
 - Possible using e.g. [Proxy](#) instances or [Decorators](#).
- ▶ Synchronization of state from view:
 - Possible using e.g. [MutationObserver](#) (or [IntersectionObserver](#)).

Synchronize view from state in Vanilla JavaScript

- ▶ **Proxy** instances can trap changes on JavaScript objects.
 - Trap can update the DOM.
 - Caveat, object must be accessed through the proxy.
- ▶ **Decorators** can wrap class instances and class fields in functions.
 - Wrapper function can update the DOM.
 - Yet **no support** in any browser.
 - Supported by transcompilers, e.g. **Babel**.

Synchronize state from view in Vanilla JavaScript

- ▶ **MutationObserver** can monitor DOM objects.
 - Can modify state of a JavaScript object on DOM object change.
- ▶ **IntersectionObserver** monitor intersect with display, or DOM object.
 - E.g. trigger when some portion of DOM element is visible in browser.

Routing and frameworks

- ▶ Routing by Vanilla JavaScript on client only.
- ▶ Need routing support also on server:
 - Server must provide specific state of SPA on first load, by URL.
 - Server must provide difference between states on Ajax requests.
- ▶ Examples of frameworks for server side routing:
 - [Next.js](#) for React.
 - [NuxtJS](#) and [Express](#) for Vue.
 - [FastBoot](#) for Ember.

Types of frameworks

- ▶ Client side frameworks.
- ▶ Static Site Generators (SSG).
- ▶ Server-Side Rendering (SRR).

Client side frameworks

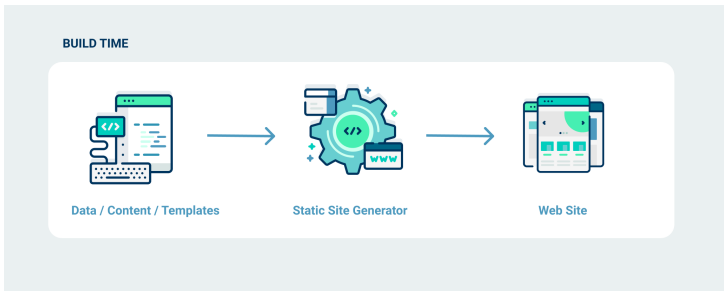
- ▶ Client side rendering of SPA views.
- ▶ JavaScript library that runs in web browser.
 - Can require a build process to assemble the JavaScript code.
- ▶ Avoids code collisions.
 - E.g. adds random characters to CSS class names to avoid collisions.
- ▶ Typically no true isolation of components.
 - True isolation possible only through shadow DOM.
- ▶ Examples include [React](#), [Vue](#), [Angular](#), [AngularJS](#), [Ember](#).

Static- and dynamic server pages

- ▶ Static pages are delivered from server exactly as stored.
 - All clients are served the same view (HTML, CSS, JS).
 - Independent of user input and data from databases and other sources.
 - Can use database and other sources when building the static content.
- ▶ Dynamic pages generate view (HTML, CSS, JS) on user request.
 - View generated by server can differ between clients.

Static Site Generators (SSG)

- ▶ Applies data and content to templates to build static pages.
 - View (HTML, CSS, JS) is built in advance, prior to client requests.
- ▶ Generates all possible application views at build time.
- ▶ Pages does not depend on data from request.
- ▶ E.g. [Hugo](#), [Jekyll](#), [Eleventy](#), [VuePress](#), [Gatsby](#).



Server-Side Rendering (SSR)

- ▶ Traditional approach for dynamic web pages.
 - Multi Page Application.
- ▶ View (HTML, CSS, JS) is built on server.
- ▶ View is generated per request.
 - Can have dynamic content tailored to client.

SSG and SSR for SPA

- ▶ SPA pages are built on server, and fetched using Ajax or websockets.
- ▶ Both SSG and SSR can be used for SPA pages.
 - SPA page is created at build time.
 - Page with SSR also includes content created when page is loaded.
- ▶ Both SSG and SSR pages can be dynamic on client:
 - JavaScript on client can update the client view.
- ▶ Application can include both SSG and SSR pages.
 - Page is either SSG or SSR.
 - For performance, default and recommended in e.g. Next.js is SSG.
- ▶ Can combine client side rendering with SSG and SSR pages.
- ▶ E.g. [Next.js](#) (React), [Nuxt](#) (Vue), [Express](#) (Vue), [Angular Universal](#) (Angular), [FastBoot](#) (Ember), [Jamstack](#).

Learn Vanilla JavaScript first!

- ▶ Evolution will eventually kill any existing JavaScript framework.
 - True for most JavaScript frameworks that has been taught at HVL.
- ▶ More modern frameworks have always replaced older.
- ▶ New JavaScript features can make frameworks obsolete.
- ▶ Browser incompatibilities was a much bigger problem before.
- ▶ Frameworks can have a significant performance cost.
 - See e.g. [The Cost of JavaScript Frameworks](#).

Learn Vanilla JavaScript first

Do not let your JavaScript knowledge depend on a specific framework.

Choosing a JavaScript framework

- ▶ React is the most used, but Vue will probably pass React in 2025.
 - [Web framework rankings](#).
- ▶ Many comparisons of frameworks can be found on the net, e.g.:
 - [Introduction to client-side frameworks](#).
- ▶ We will meet React (next lecture).