{codemotion}

React, The Inglorious Way

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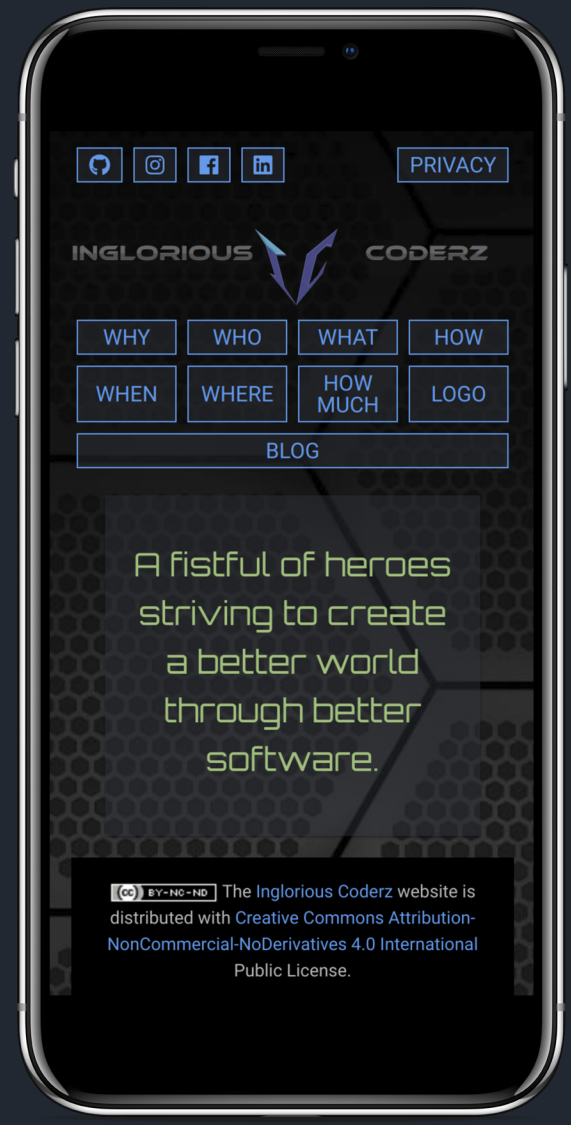
Inglorious Coderz

@antonymistretta

Why

- React is evolving rapidly
- A few rules, lots of strategies
- Learning them makes us better coders

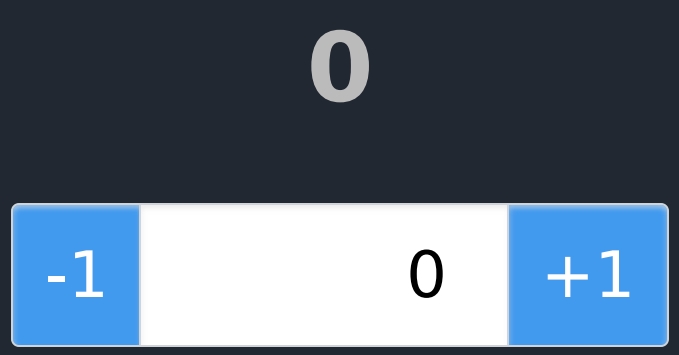
```
antony@ingloriouscoderz ~> whoami
```



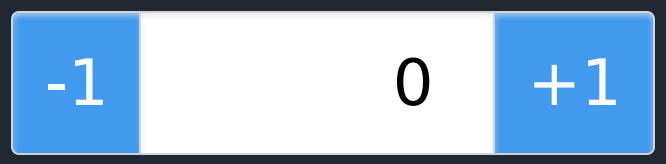
Agenda

- Class Components
- Class + Reducer
- Higher-Order Components
- Render Props
- Hooks
- Hooks + Reducer

Class Components

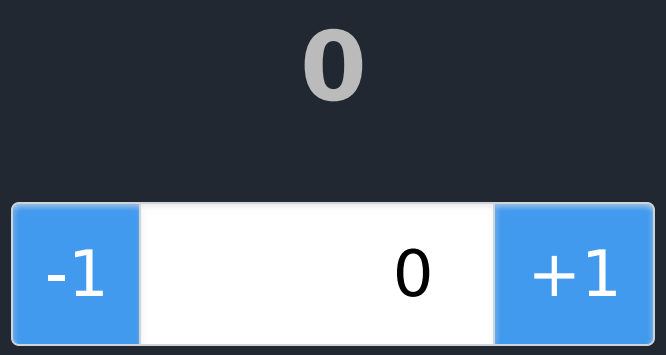



```
class MyComponent extends Component {
  constructor(props) {
    super(props)

    this.state = { count: 0 }
    this.increment = this.increment.bind(this)
    this.decrement = this.decrement.bind(this)
  }

  increment() {
    this.setState({ count: this.state.count + 1 })
  }

  decrement() {
    this.setState({ count: this.state.count - 1 })
  }

  render() {
    const { count } = this.state

    return (
      <div>
        <h1>{count}</h1>
        <div className="input-group">
          <button onClick={this.decrement}>-1</button>
          <input
            type="number"
            value={count}
            onChange={event => {
              this.setState({ count: parseInt(event.target.value) })
            }}
          />
          <button onClick={this.increment}>+1</button>
        </div>
      </div>
    )
  }
}

render(MyComponent)
```

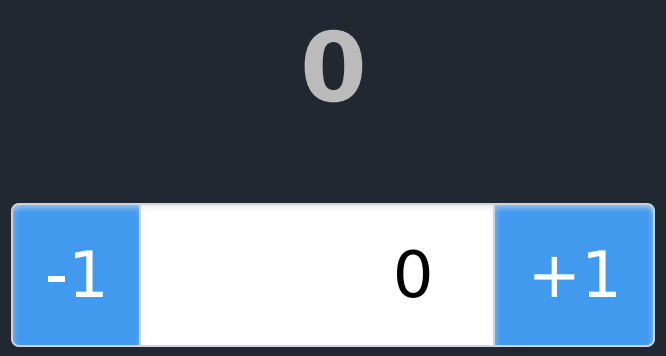



```
class MyComponent extends PureComponent {
  state = { count: 0 }

  increment = () => this.setState(({ count }) => ({ count: count + 1 }))
  decrement = () => this.setState(({ count }) => ({ count: count - 1 }))
  setCount = count => this.setState({ count })

  handleChange = event => this.setCount(parseInt(event.target.value))

  render() {
    const { count } = this.state

    return (
      <>
        <h1>{count}</h1>
        <div className="input-group">
          <button onClick={this.decrement}>-1</button>
          <input type="number" value={count} onChange={this.handleChange} />
          <button onClick={this.increment}>+1</button>
        </div>
      </>
    )
  }
}

render(MyComponent)
```

Class + Reducer

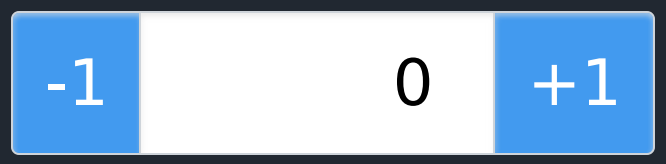



```jsx
class MyComponent extends PureComponent {
  state = { count: 0 }

  increment = () => this.setState(({ count }) => ({ count: count + 1 }))
  decrement = () => this.setState(({ count }) => ({ count: count - 1 }))
  setCount = count => this.setState({ count })

  handleChange = event => this.setCount(parseInt(event.target.value))

  render() {
    const { count } = this.state

    return (
      <>
        <h1>{count}</h1>
        <div className="input-group">
          <button onClick={this.decrement}>-1</button>
          <input type="number" value={count} onChange={this.handleChange} />
          <button onClick={this.increment}>+1</button>
        </div>
      </>
    )
  }
}

render(MyComponent)
```

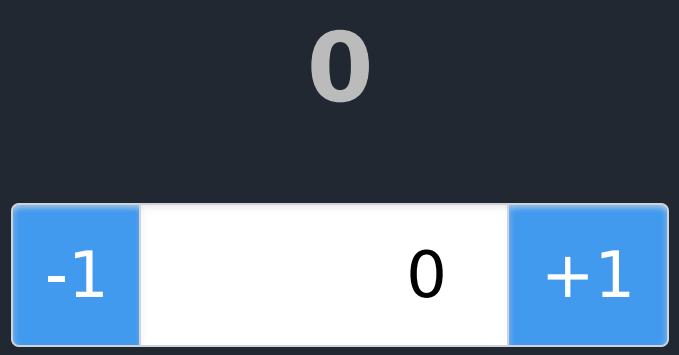



```
function counter(state = 0, action) {
  switch (action.type) {
    case 'INCREMENT':
      return state + 1
    case 'DECREMENT':
      return state - 1
    case 'SET_COUNT':
      return action.payload
    default:
      return state
  }
}

class MyComponent extends PureComponent {
  state = { count: counter(undefined, {}) }

  dispatch = action =>
    this.setState(({ count }) => ({ count: counter(count, action) }))

  increment = () => this.dispatch({ type: 'INCREMENT' })
  decrement = () => this.dispatch({ type: 'DECREMENT' })
  setCount = value => this.dispatch({ type: 'SET_COUNT', payload: value })

  handleChange = event => this.setCount(parseInt(event.target.value))

  render() {
    const { count } = this.state

    return (
      <>
        <h1>{count}</h1>
        <div className="input-group">
          <button onClick={this.decrement}>-1</button>
          <input type="number" value={count} onChange={this.handleChange} />
          <button onClick={this.increment}>+1</button>
        </div>
      </>
    )
  }
}

render(MyComponent)
```

Higher-Order Components

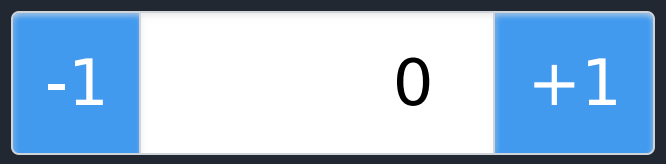



```jsx
class MyComponent extends PureComponent {
  state = { count: 0 }

  increment = () => this.setState(({ count }) => ({ count: count + 1 }))
  decrement = () => this.setState(({ count }) => ({ count: count - 1 }))
  setCount = count => this.setState({ count })

  handleChange = event => this.setCount(parseInt(event.target.value))

  render() {
    const { count } = this.state

    return (
      <>
        <h1>{count}</h1>
        <div className="input-group">
          <button onClick={this.decrement}>-1</button>
          <input type="number" value={count} onChange={this.handleChange} />
          <button onClick={this.increment}>+1</button>
        </div>
      </>
    )
  }
}

render(MyComponent)
```

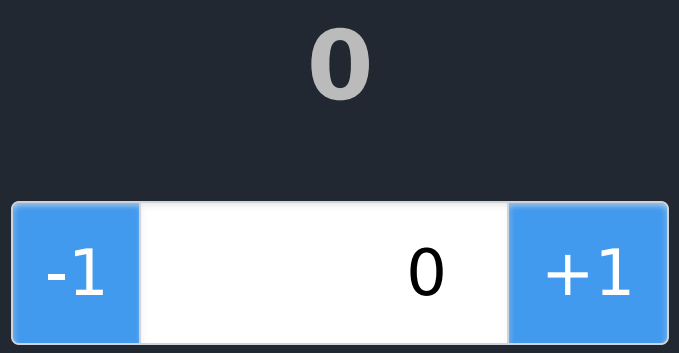



```
const enhance = compose(
  withState('count', 'setCount', 0),
  withHandlers({
    increment: ({ setCount }) => () => setCount(count => count + 1),
    decrement: ({ setCount }) => () => setCount(count => count - 1),
  }),
  withHandlers({
    handleChange: ({ setCount }) => event =>
      setCount(parseInt(event.target.value)),
  }),
  pure,
)

function MyComponent({ count, decrement, increment, handleChange }) {
  return (
    <>
      <h1>{count}</h1>
      <div className="input-group">
        <button onClick={decrement}>-1</button>
        <input type="number" value={count} onChange={handleChange} />
        <button onClick={increment}>+1</button>
      </div>
    </>
  )
}

render(enhance(MyComponent))
```

Render Props

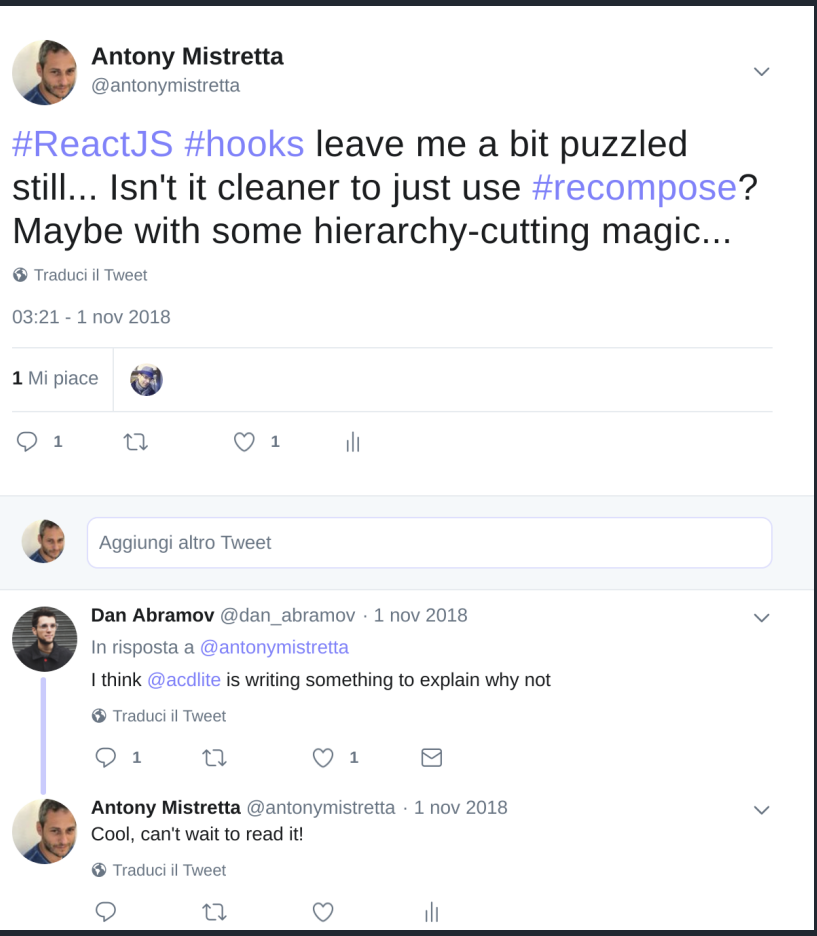



```
class MyComponent extends PureComponent {
  state = { count: 0 }

  increment = () => this.setState(({ count }) => ({ count: count + 1 }))
  decrement = () => this.setState(({ count }) => ({ count: count - 1 }))
  setCount = count => this.setState({ count })

  handleChange = event => this.setCount(parseInt(event.target.value))

  render() {
    const { count } = this.state

    return (
      <>
        <h1>{count}</h1>
        <div className="input-group">
          <button onClick={this.decrement}>-1</button>
          <input type="number" value={count} onChange={this.handleChange} />
          <button onClick={this.increment}>+1</button>
        </div>
      </>
    )
  }
}

render(MyComponent)
```




```
class Counter extends PureComponent {
  increment = () => this.setState(({ count }) => ({ count: count + 1 }))
  decrement = () => this.setState(({ count }) => ({ count: count - 1 }))
  setCount = count => this.setState({ count })

  handleChange = event => this.setCount(parseInt(event.target.value))

  state = {
    count: 0,
    increment: this.increment,
    decrement: this.decrement,
    handleChange: this.handleChange,
  }

  render() {
    return this.props.children(this.state)
  }
}

function MyComponent() {
  return (
    <Counter>
      {({ count, decrement, increment, handleChange }) => (
        <>
          <h1>{count}</h1>
          <div className="input-group">
            <button onClick={decrement}>-1</button>
            <input type="number" value={count} onChange={handleChange} />
            <button onClick={increment}>+1</button>
          </div>
        </>
      )}
    </Counter>
  )
}

render(MyComponent)
```

Hooks


Antony Mistretta
@antonymistretta
#ReactJS #hooks leave me a bit puzzled still... Isn't it cleaner to just use #recompose? Maybe with some hierarchy-cutting magic...
Traduci il Tweet
03:21 - 1 nov 2018
1 Mi piace
1
1
Aggiungi altro Tweet
Dan Abramov @dan_abramov · 1 nov 2018
In risposta a @antonymistretta
I think @acdlite is writing something to explain why not
Traduci il Tweet
1
1
Antony Mistretta @antonymistretta · 1 nov 2018
Cool, can't wait to read it!
Traduci il Tweet

A Note from the Author (acdlite, Oct 25 2018):

Hi! I created Recompose about three years ago. About a year after that, I joined the React team. Today, we announced a proposal for *Hooks*. Hooks solves all the problems I attempted to address with Recompose three years ago, and more on top of that. I will be discontinuing active maintenance of this package (excluding perhaps bugfixes or patches for compatibility with future React releases), and recommending that people use Hooks instead. **Your existing code with Recompose will still work**, just don't expect any new features. Thank you so, so much to @wuct and @istarkov for their heroic work maintaining Recompose over the last few years.

gaearon commented on 14 Nov 2018 • edited

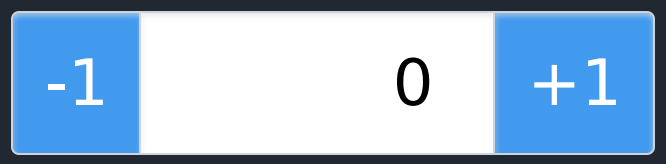
To clarify:

Andrew hasn't been working on new features in Recompose for two years. So declaring that he doesn't plan to add new features to it doesn't change anything in practice for existing users.

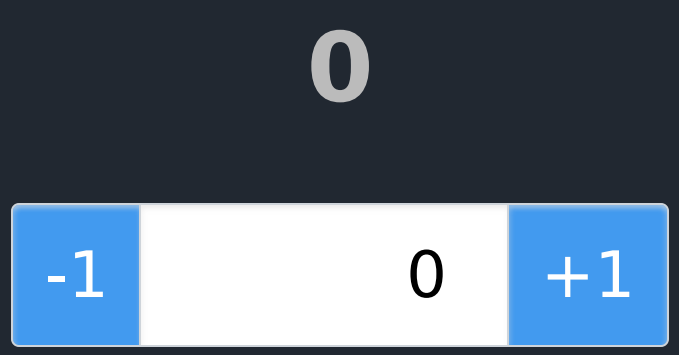
Andrew feels uneasy about recommending Recompose for new projects when Hooks solve a large subset of the same problems without introducing excessive tree nesting and similar issues. I agree the wording was perhaps too strong but he's the maintainer and he has the right to point out its flaws. He plans to write a longer article to explain what he meant because it seems like there's a lot of FUD going on.

If you're happy with Recompose and don't experience its downsides, you can keep on using it without any issues. New versions of Recompose will continue to be released together with React updates etc.

👍 55 😄 3 ❤️ 14

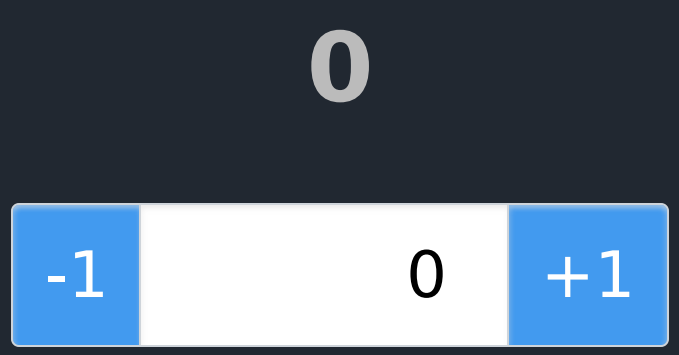



```jsx
class MyComponent extends PureComponent {
  state = { count: 0 }

  increment = () => this.setState(({ count }) => ({ count: count + 1 }))
  decrement = () => this.setState(({ count }) => ({ count: count - 1 }))
  setCount = count => this.setState({ count })

  handleChange = event => this.setCount(parseInt(event.target.value))

  render() {
    const { count } = this.state

    return (
      <>
        <h1>{count}</h1>
        <div className="input-group">
          <button onClick={this.decrement}>-1</button>
          <input type="number" value={count} onChange={this.handleChange} />
          <button onClick={this.increment}>+1</button>
        </div>
      </>
    )
  }
}

render(MyComponent)
```

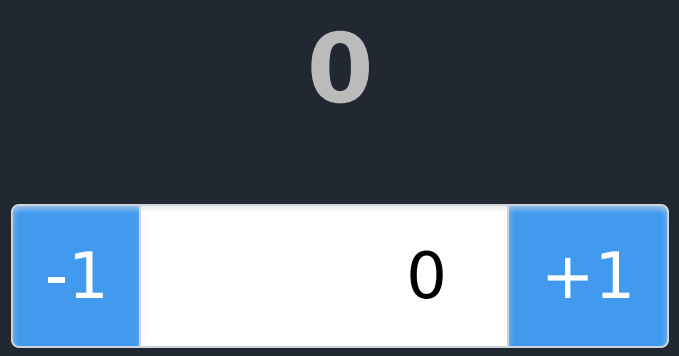



```jsx
function useCounter() {
  const [count, setCount] = useState(0)

  const increment = () => setCount(count + 1)
  const decrement = () => setCount(count - 1)

  const handleChange = event => setCount(parseInt(event.target.value))

  return { count, increment, decrement, handleChange }
}

function MyComponent() {
  const { count, increment, decrement, handleChange } = useCounter()

  return (
    <>
      <h1>{count}</h1>
      <div className="input-group">
        <button onClick={decrement}>-1</button>
        <input type="number" value={count} onChange={handleChange} />
        <button onClick={increment}>+1</button>
      </div>
    </>
  )
}

render(memo(MyComponent))
```

Hooks + Reducer




```jsx
function useCounter() {
  const [count, setCount] = useState(0)

  const increment = () => setCount(count + 1)
  const decrement = () => setCount(count - 1)

  const handleChange = event => setCount(parseInt(event.target.value))

  return { count, increment, decrement, handleChange }
}

function MyComponent() {
  const { count, increment, decrement, handleChange } = useCounter()

  return (
    <>
      <h1>{count}</h1>
      <div className="input-group">
        <button onClick={decrement}>-1</button>
        <input type="number" value={count} onChange={handleChange} />
        <button onClick={increment}>+1</button>
      </div>
    </>
  )
}

render(memo(MyComponent))

function counter(state = 0, action) {
  switch (action.type) {
    case 'INCREMENT':
      return state + 1
    case 'DECREMENT':
      return state - 1
    case 'SET_COUNT':
      return action.payload
    default:
      return state
  }
}
```




```jsx
function useCounter() {
  const [count, dispatch] = useReducer(counter, 0)

  const increment = () => dispatch({ type: 'INCREMENT' })
  const decrement = () => dispatch({ type: 'DECREMENT' })
  const setCount = count => dispatch({ type: 'SET_COUNT', payload: count })

  const handleChange = event => setCount(parseInt(event.target.value))

  return { count, increment, decrement, handleChange }
}

function MyComponent() {
  const { count, decrement, increment, handleChange } = useCounter()

  return (
    <>
      <h1>{count}</h1>
      <div className="input-group">
        <button onClick={decrement}>-1</button>
        <input type="number" value={count} onChange={handleChange} />
        <button onClick={increment}>+1</button>
      </div>
    </>
  )
}

render(memo(MyComponent))

function counter(state = 0, action) {
  switch (action.type) {
    case 'INCREMENT':
      return state + 1
    case 'DECREMENT':
      return state - 1
    case 'SET_COUNT':
      return action.payload
    default:
      return state
  }
}
```

React.lazy is... cute

Context API

contextType

Context + Render Props + HoC

Thank you.

Questions?

source code