Solid JS intro :

Crip : <https://www.youtube.com/watch?v=hw3Bx5vxKl0>

* Declarative JS framework
* Created and released – 2018 Ryan Carniato developer
* Like react, but no DOM , 6kb and more performance come near Vanila JS…

Playground - <https://playground.solidjs.com/>

Concepts :

* Component -> like function component of react, renders only once ..
* Reactivity -> handled by Signal , with accessor and setter function.. automatically effect that deps things by Solid compiler ( when getter observe is done – getter with parenthesis ) – update the value in exact DOM instead of rendering whole component

import { render } from "solid-js/web";

import { createSignal } from "solid-js";

*function* Counter() {

// signal

*let* [count, setCount] = createSignal(1);

// function updates signal

*const* increment = () *=>* {

// update by setter

setCount(*count* *=>* *count* + 1);

}

return (

<button type="button" onClick={increment}>

{

// show count by observing count

count()

}

</button>

);

}

render(() *=>* <*Counter* />, document.getElementById("app")!);

Signal preserve the variable relationship better…

To continue : <https://www.youtube.com/watch?v=cELFZQAMdhQ>

<https://www.youtube.com/watch?v=hw3Bx5vxKl0>

<https://www.solidjs.com/>

other {

<https://www.youtube.com/watch?v=LMUKsAf2Rfs>

<https://www.youtube.com/watch?v=LMUKsAf2Rfs>

<https://www.youtube.com/watch?v=ur9pW5hUJkg>

<https://www.youtube.com/watch?v=xultIkhPoCc>

<https://www.youtube.com/watch?v=YluRK38br7A>

<https://www.youtube.com/watch?v=m8jq1_v4RfY>

<https://www.youtube.com/watch?v=BB2a_LAdZn8>

<https://codesandbox.io/examples/package/solid-js>

<https://www.solidjs.com/guides/getting-started>

}

To do : {

<https://playcode.io/learn>

}