

# Playful Features

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<http://bit.ly/feature-u-pres>

slides, syllabus, articles, docs, and repo!



## Kevin Bridges

Applied Software Technologies

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@kevinast

- Married, Father, Grandfather
- 40 yrs in software (20 yrs consulting)
- JS (since 96, es6 since 2015)
- Retired
- Be nice to the old guy :-)





# Playful Features

Unleash the power  
of  
feature-based development

<http://bit.ly/feature-u-pres>  
slides, syllabus, articles, docs, and repo!



# <https://feature-u.js.org/>

SideBar:  
feature-u  
docs

createFeature() · feature-u · X

Secure | <https://feature-u.js.org/cur/api.html#launchApp>

Personal News Feed Markets Tech Trailhead Shopping List feature-u issues JSConf Dashboard JSConf Hawaii JSConf 2018 feature-u

Type to search

**FEATURE-U (1.0.0)**  
Introduction  
Benefits  
Getting Started

Basic Concepts  
Usage  
A Closer Look  
Application Life Cycle Hooks  
Cross Feature Communication  
Feature Based Routes  
Feature Enablement  
Best Practices

Core API  
createFeature()  
Built-In aspects ...  
fassets aspect  
appWillStart()  
appDidStart()  
expandWithFassets()  
expandWithFassetsCB()  
**launchApp()**  
registerRootAppEim()  
withFassets()  
mapFassetsToPropsSt...  
mapFassetsToProps()  
Object Refs ...  
Fassets  
get()  
hasFeature()  
fassetValidations  
Feature  
Aspect  
AspectContent

Extending feature-u

Distribution

Why feature-u?

---

**launchApp([aspects], features, registerRootAppEim) ⇒ Fassets**

Launch an application by assembling the supplied features, driving the configuration of the frameworks in use (as orchestrated by the supplied set of pluggable Aspects).

For more information (with examples), please refer to [Launching Your Application](#).

**Please Note** this function uses named parameters.

Param	Type	Description
[aspects]	Array.<Aspect>	the set of pluggable Aspects that extend <b>feature-u</b> , integrating other frameworks to match your specific run-time stack.  When NO Aspects are supplied (an atypical case), only the very basic <b>feature-u</b> characteristics are in effect (like fassets and life-cycle hooks).
features	Array.<Feature>	the features that comprise this application.
registerRootAppEim	registerRootAppEimCB	the callback hook that registers the supplied root application element to the specific React framework used in the app.  Because this registration is accomplished by app-specific code, <b>feature-u</b> can operate in any of the react platforms, such as: <code>react web</code> , <code>react-native</code> , <code>expo</code> , etc.  Please refer to <a href="#">React Registration</a> for more details and complete examples.

**Returns:** `Fassets` - the Fassets object used in cross-feature-communication.

---

**withFassets(mapFassetsToProps, [component]) ⇒ HoC | HoF**

Promotes a "wrapped" Component (an HoC - Higher-order Component) that injects fasset props into a `component`, as specified by the `mapFassetsToProps` parameter. Please refer to the `mapFassetsToPropsStruct` for the details of what this mapping construct looks like. Examples can be found at [UI Composition](#).

Central to this process, a Higher-order Function (HoF) is created that encapsulates this "mapping knowledge". Ultimately, this HoF must be invoked (passing `component`), which exposes the HoC (the "wrapped" Component).

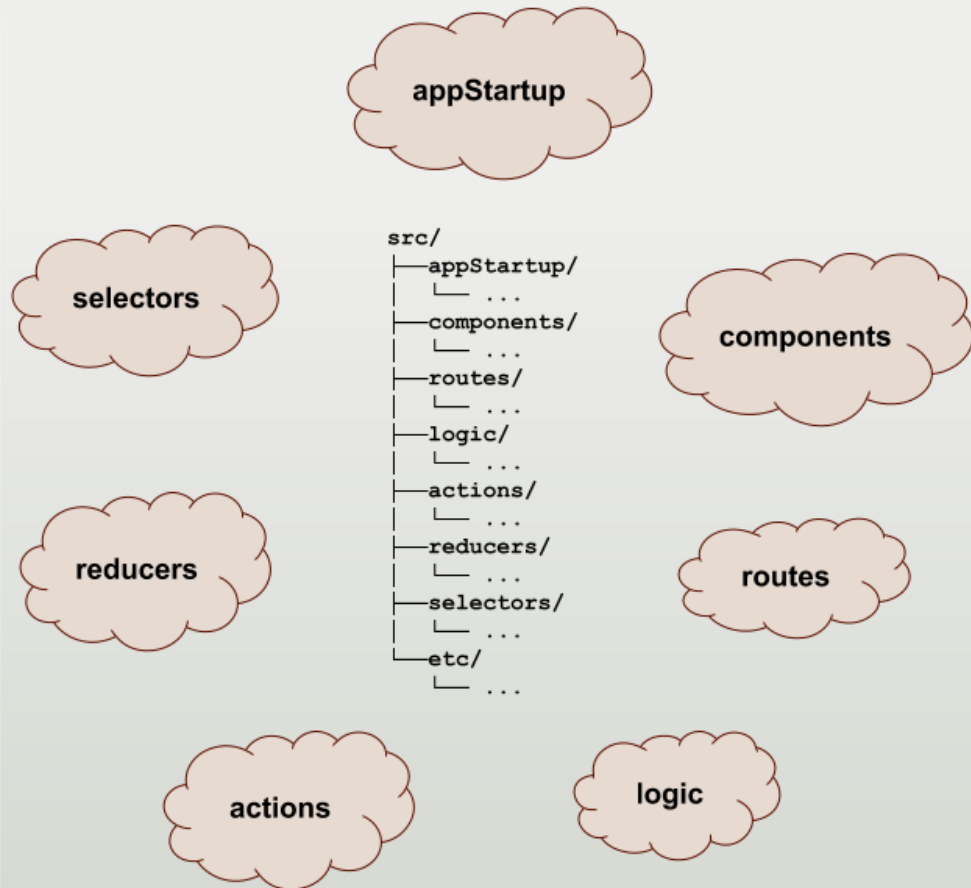
```
+ withFassetsHoF(component): HoC
```

There are two ways to use `withFassets()`:

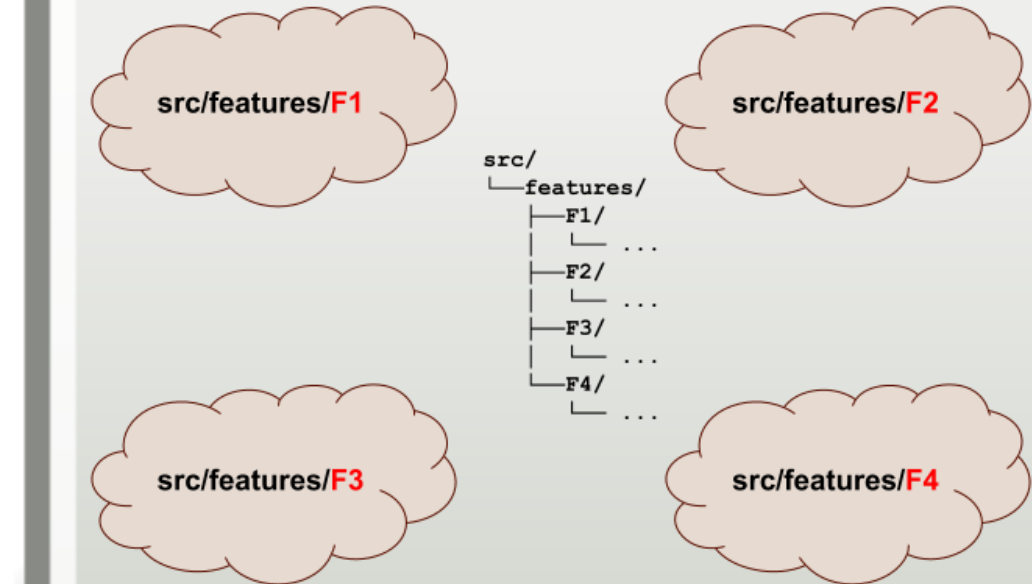
1. By directly passing the `component` parameter, the HoC will be returned (internally invoking the HoF). This is the most common use case.
2. By omitting the `component` parameter, the HoF will be returned. This is useful to facilitate "functional composition" (functional programming). In this case it is the client's responsibility to invoke the HoF (either directly or indirectly).

# Project Organization

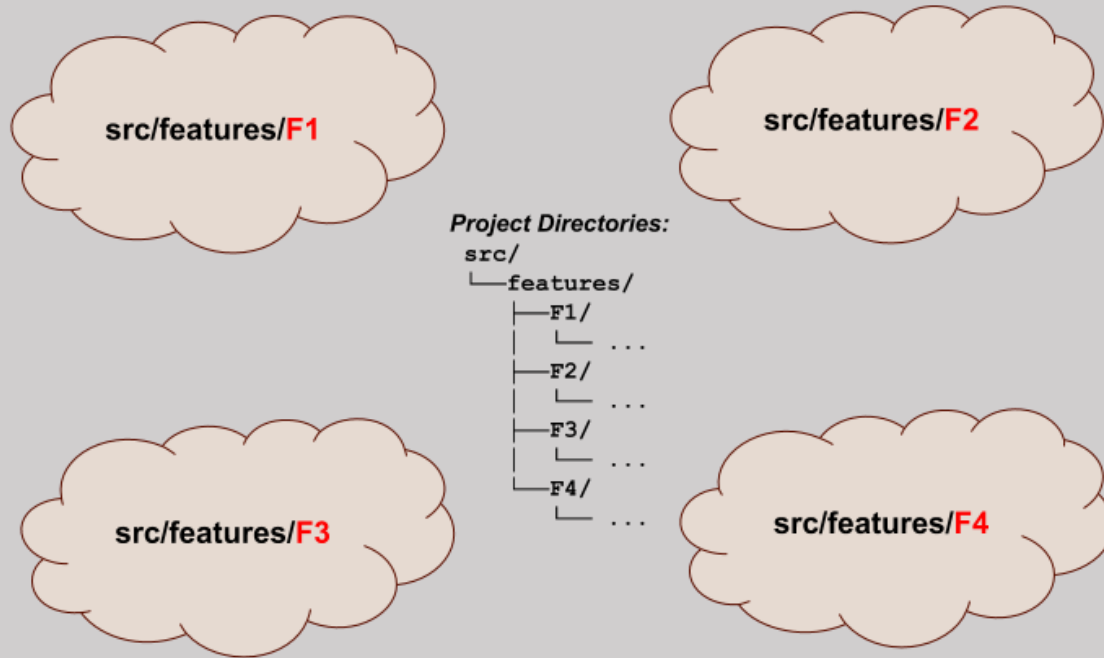
## by Type



## by Feature



## Segregating Features



## Goals

- Requirements based
- Encapsulation
- Self Sufficient
- Plug-and-Play

## Hurdles

- Isolation vs. Collaboration
- Start-Up Initialization
- Framework Configuration
- UI Composition
- Feature Enablement

**In short, how do we achieve a running application from these isolated features?**

# Two Primary Tenets

needed to  
Achieve  
our  
Goal

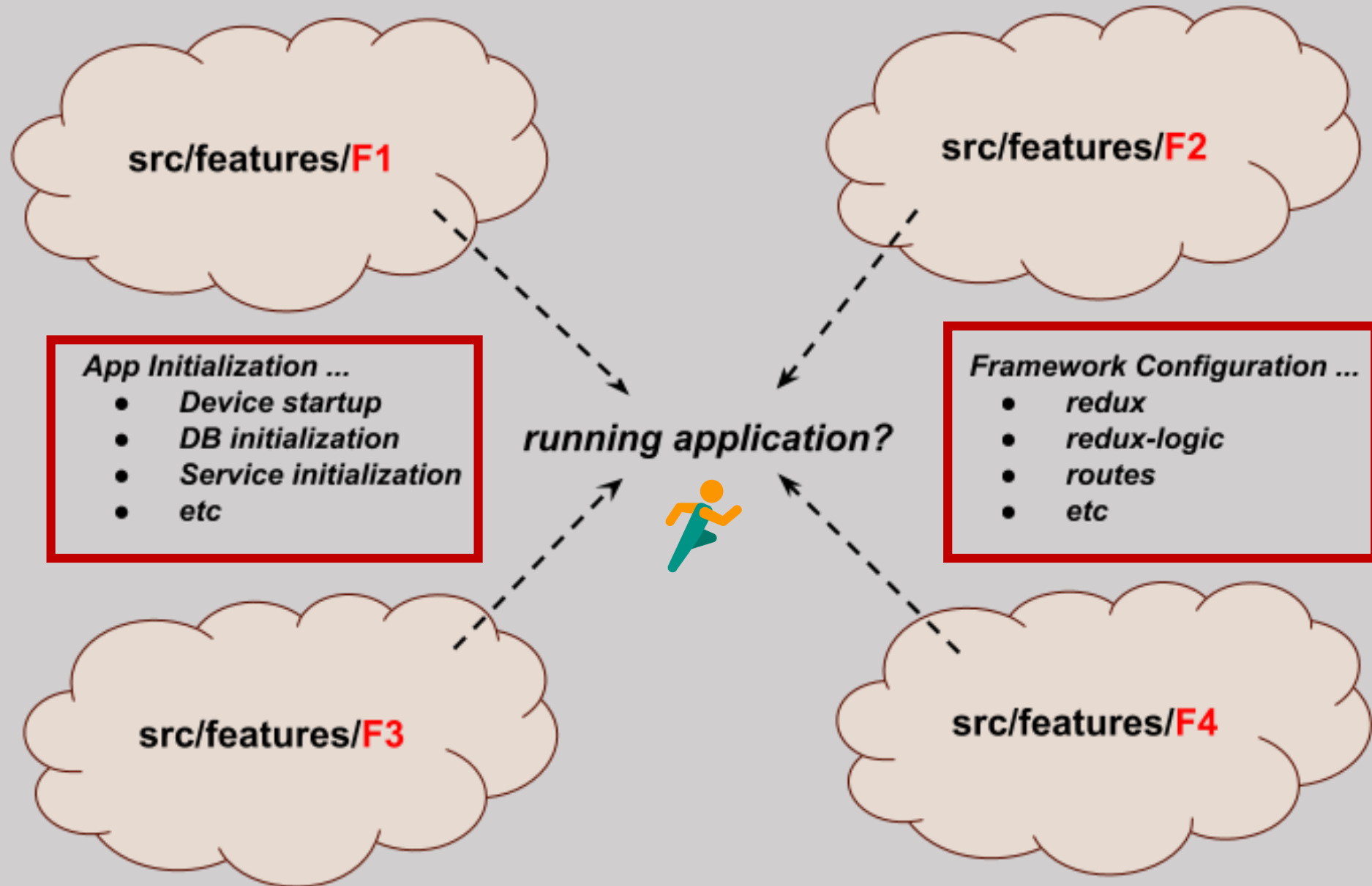


1. Feature Runtime Consolidation



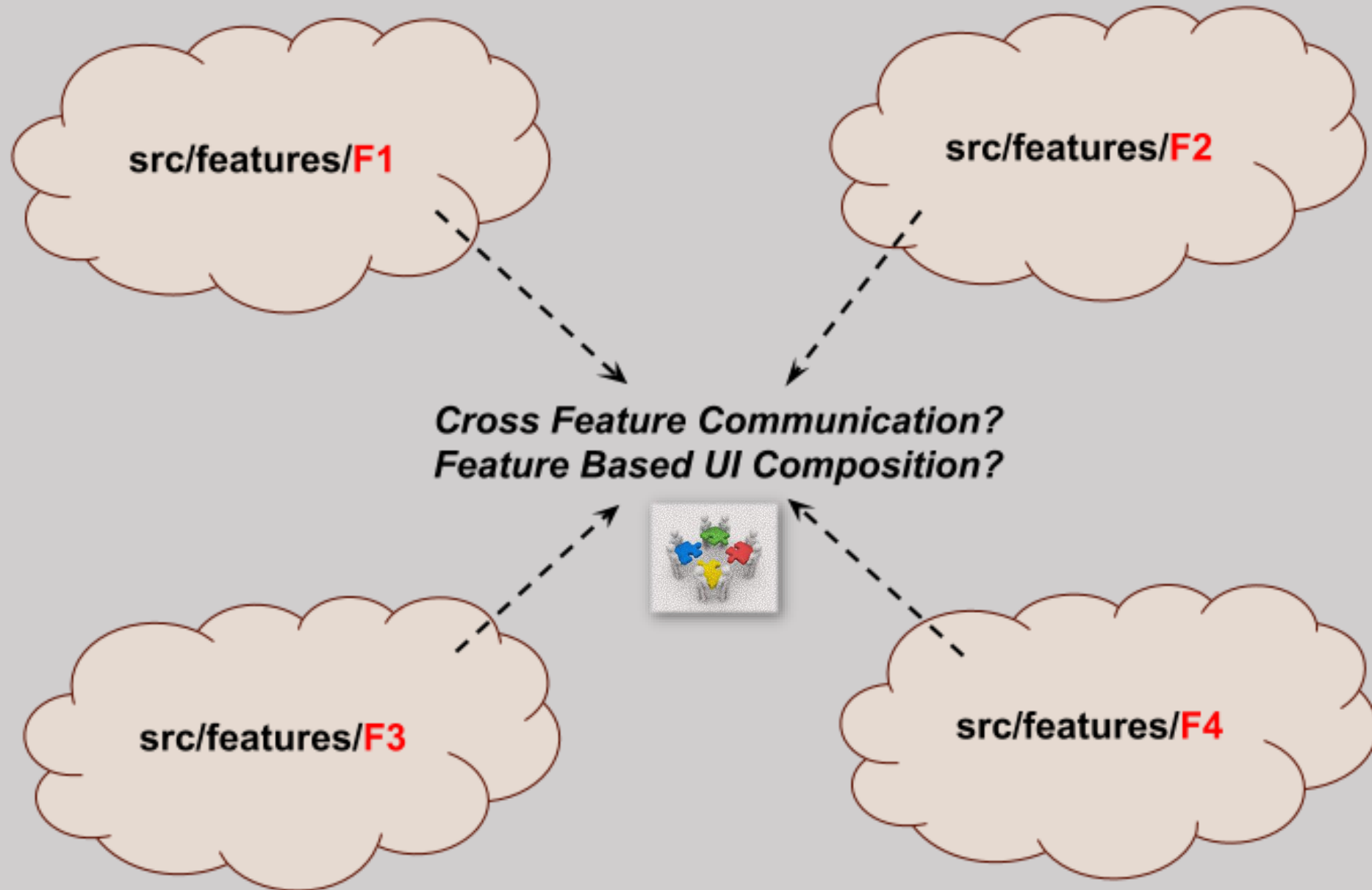
2. Feature Collaboration

# 1. Feature Runtime Consolidation

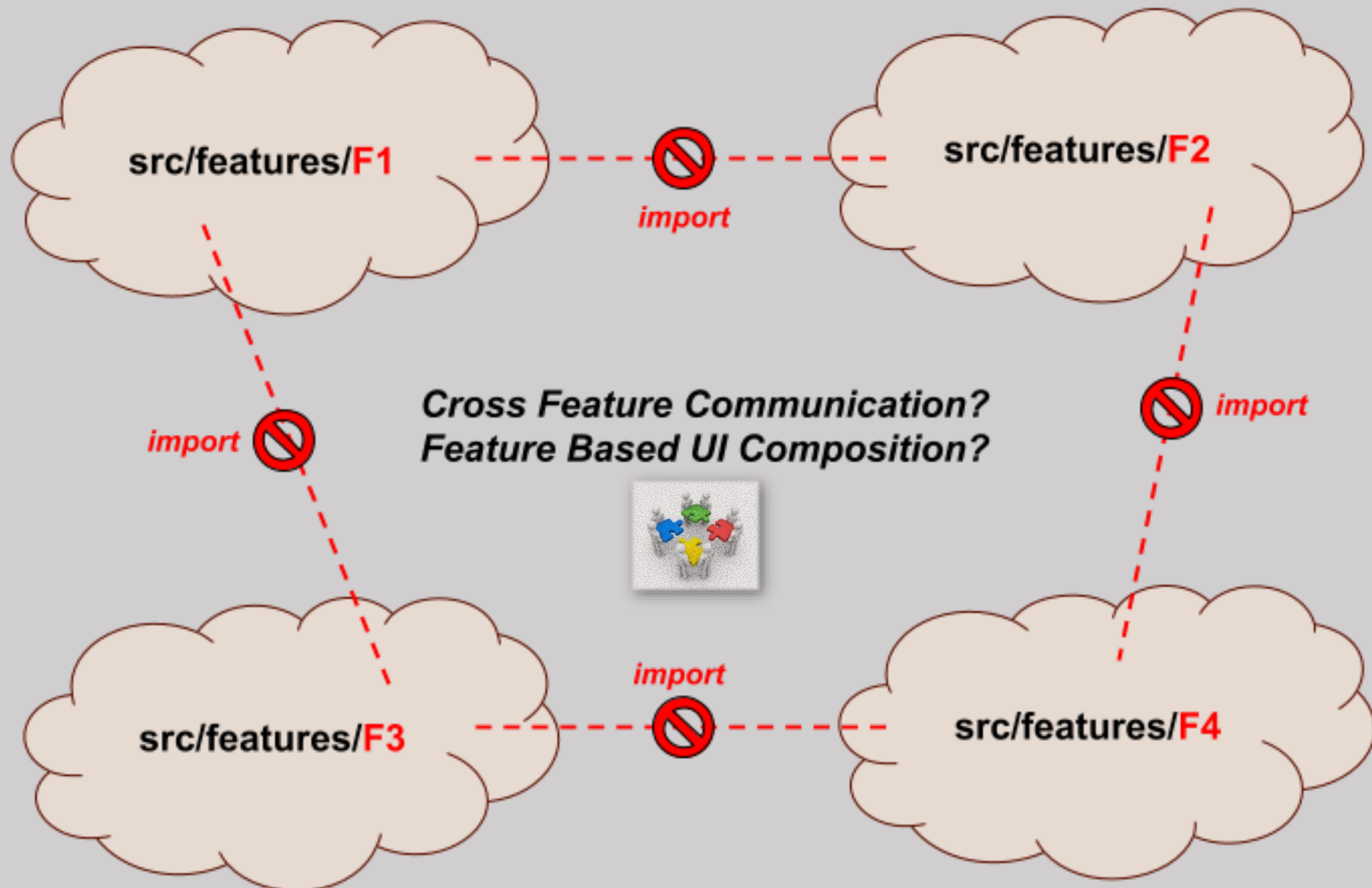




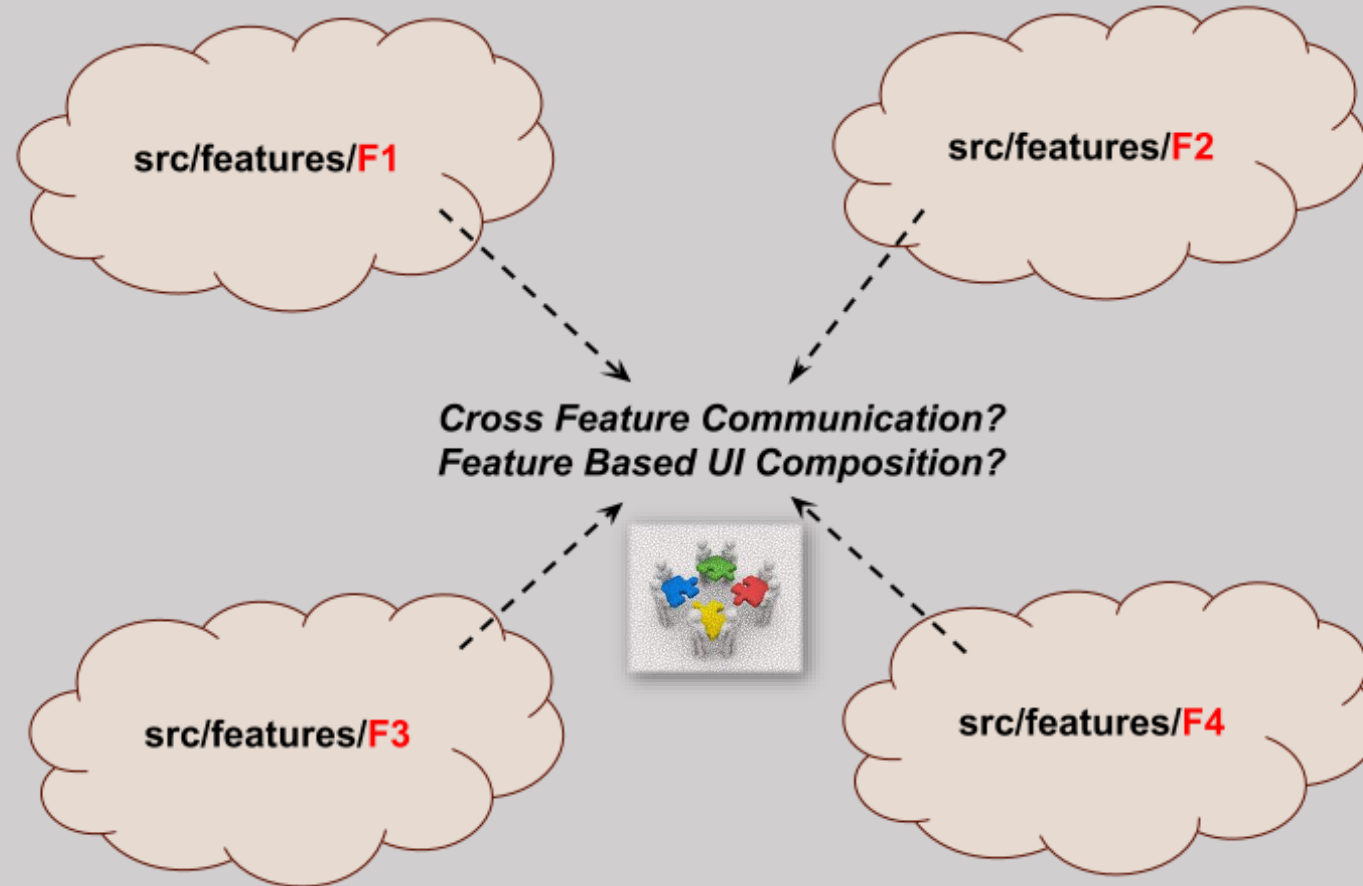
## 2. Feature Collaboration



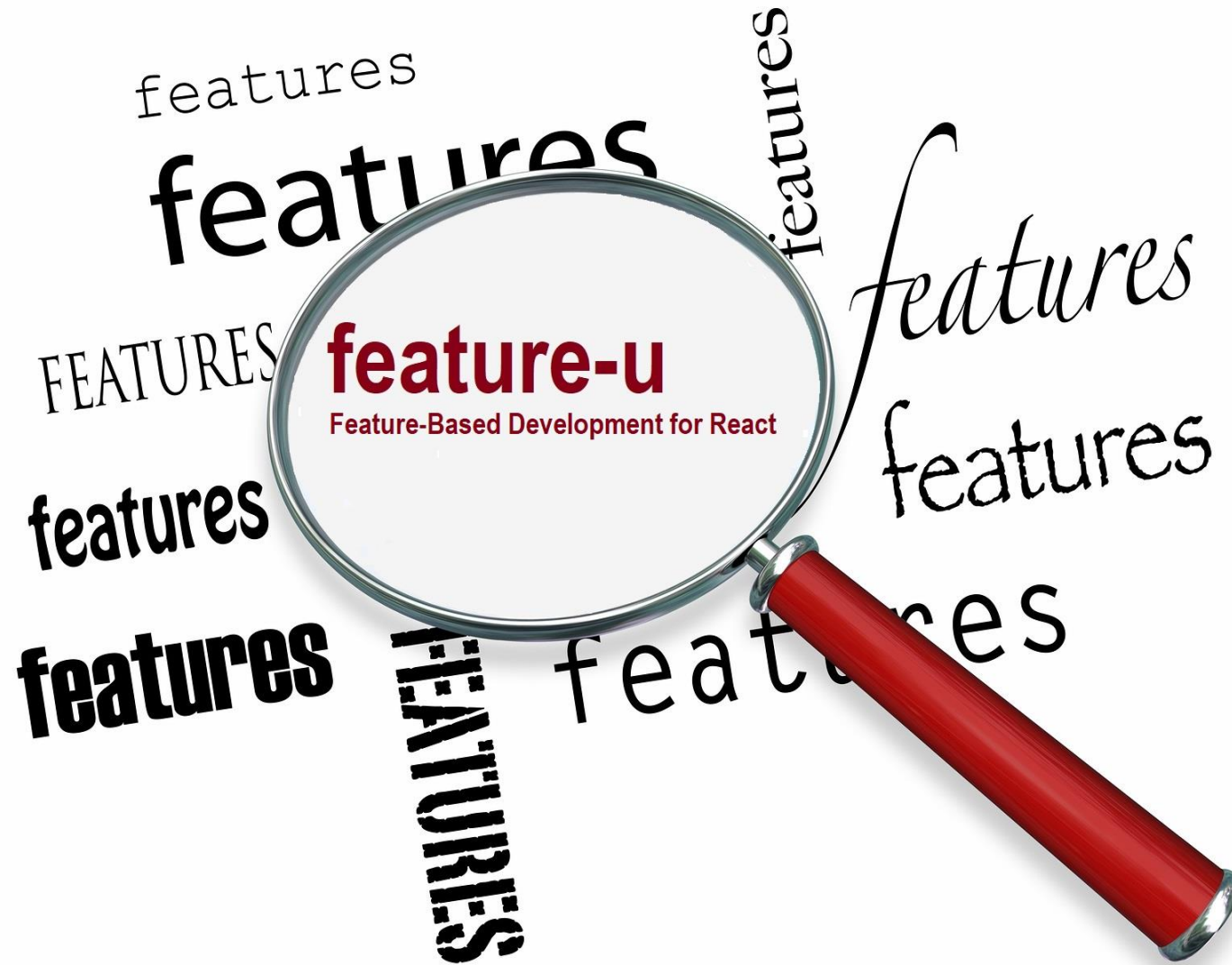
## ~~Cross Feature Imports~~



## 2. Feature Collaboration

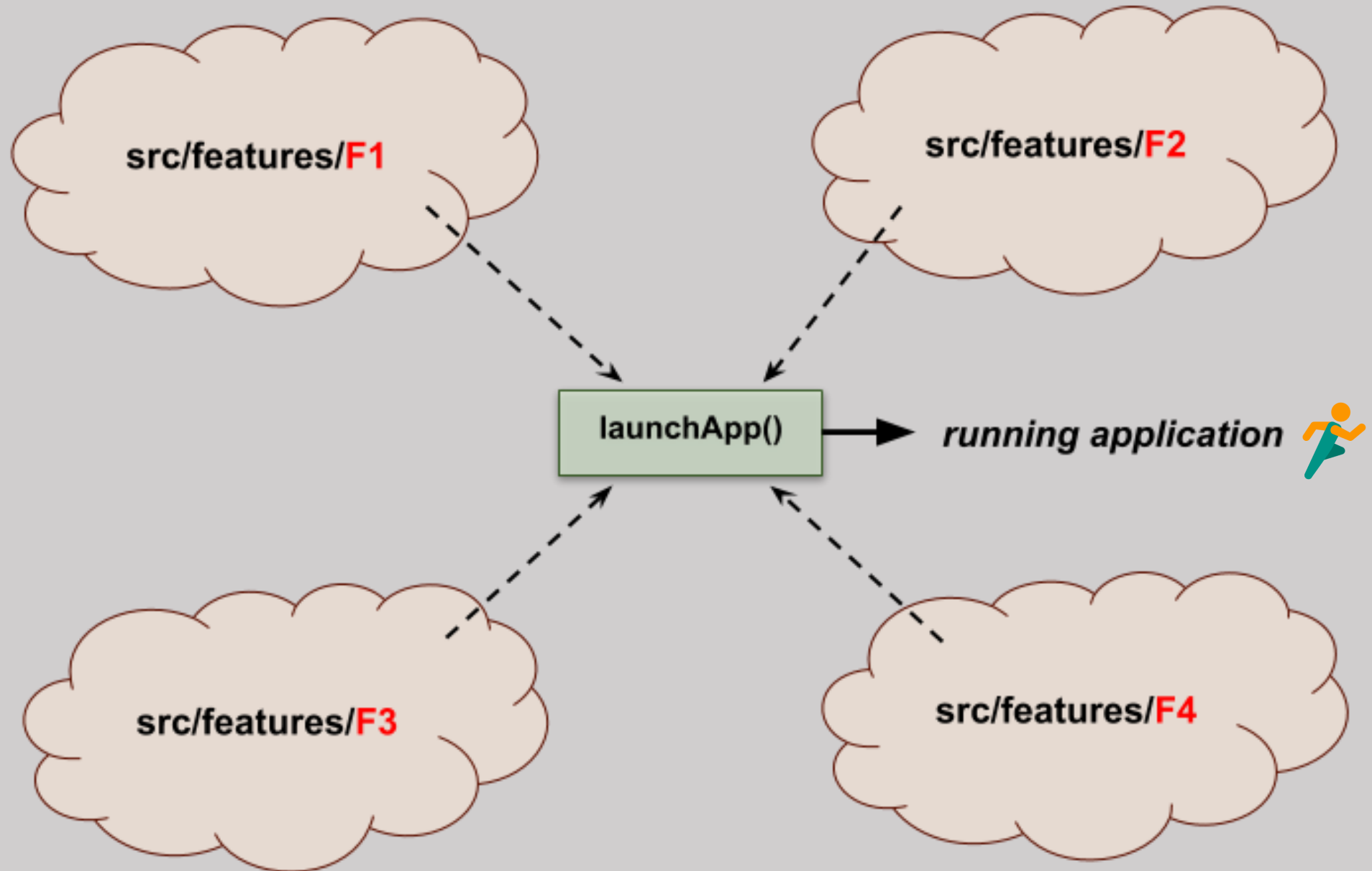


**How is Cross Feature Communication achieved  
in a way that doesn't break encapsulation?**



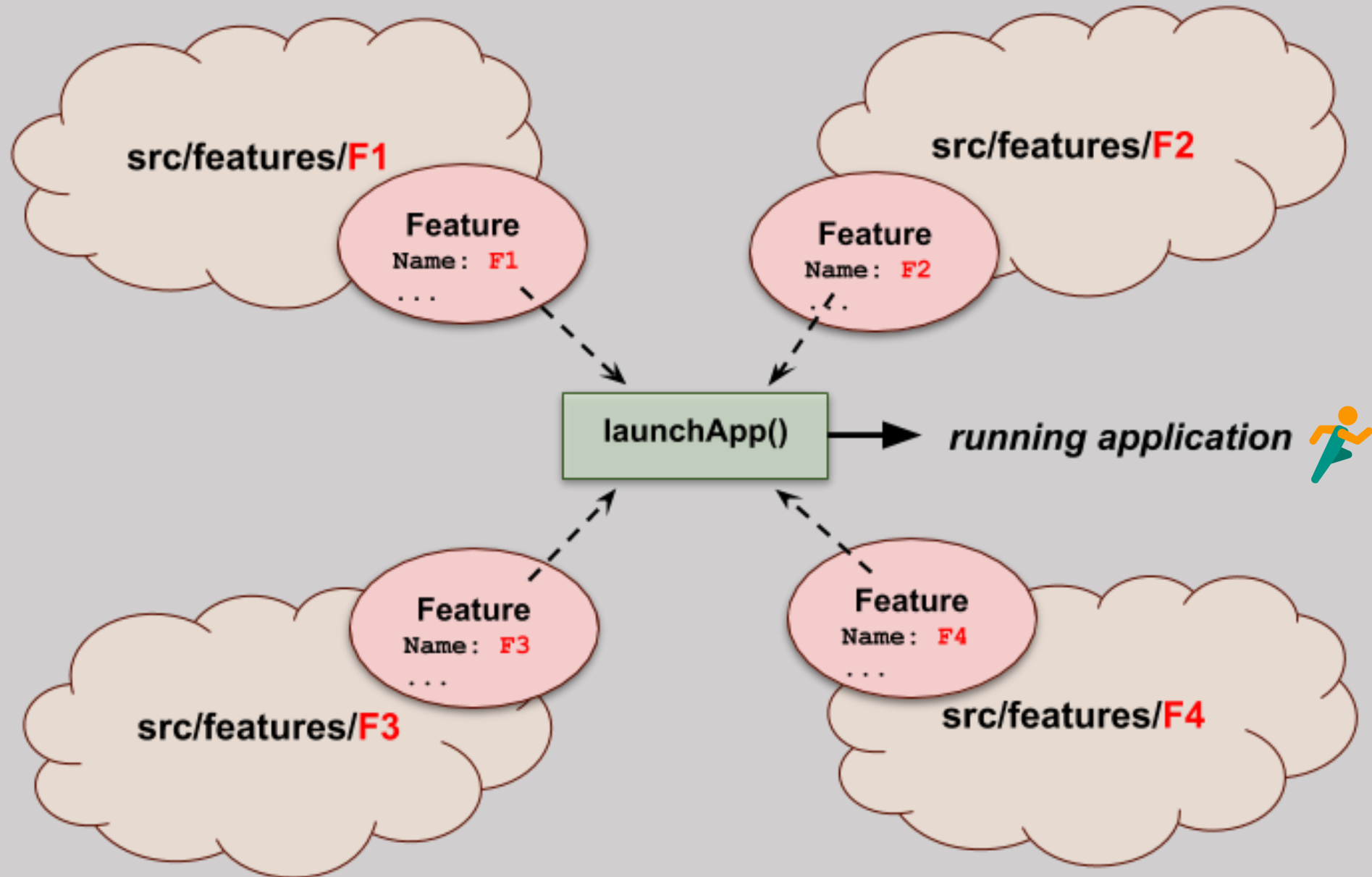
**The feature-u Solution**

## Introducing: *launchApp()*





## Introducing: Feature Object



# Introducing: aspects

src/features/**F1**

## Internal Aspects <private>

- UI Components
- Routes
- State Management
  - ... actions, reducers, selectors
- Business Logic
- Startup Initialization Code
- etc

## Feature

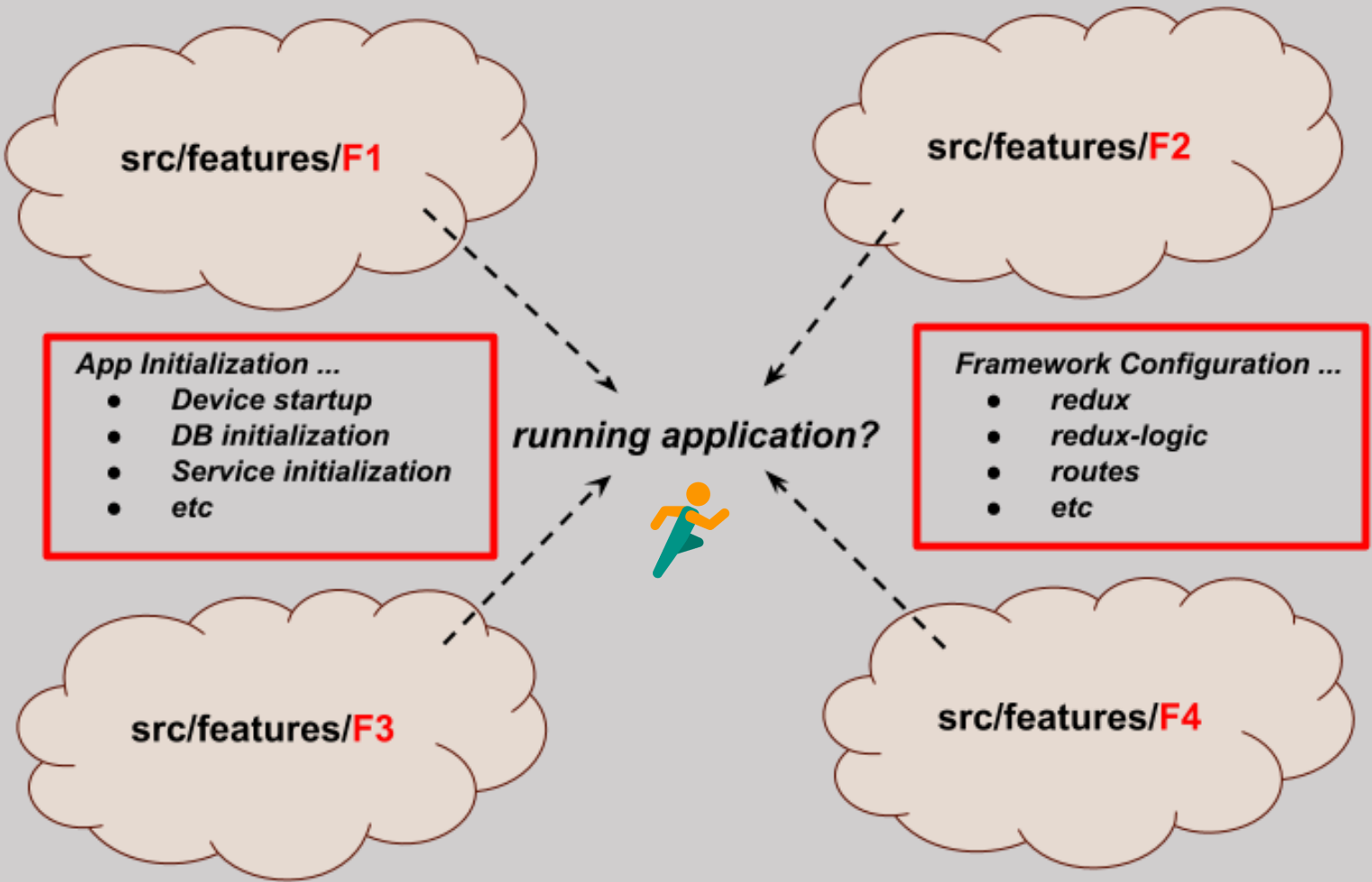
```
name:      F1
enabled:   true
fassets:   {..public..}
reducer:   myReducers
logic:     myLogic
appWillStart() ...
```

*Aspect container*

built-in  
extended

feature-u solution

1. Feature Runtime Consolidation

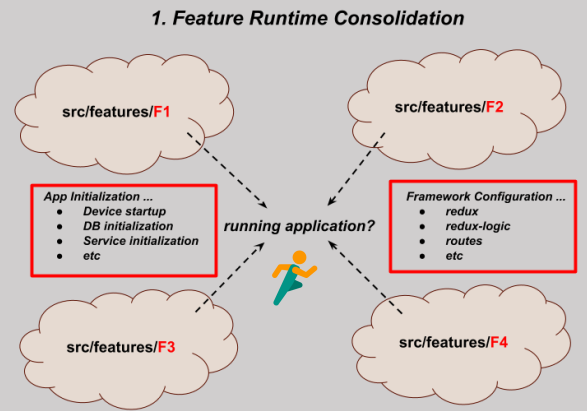


How does  
feature-u  
accommodate:

# 1. Feature Runtime Consolidation

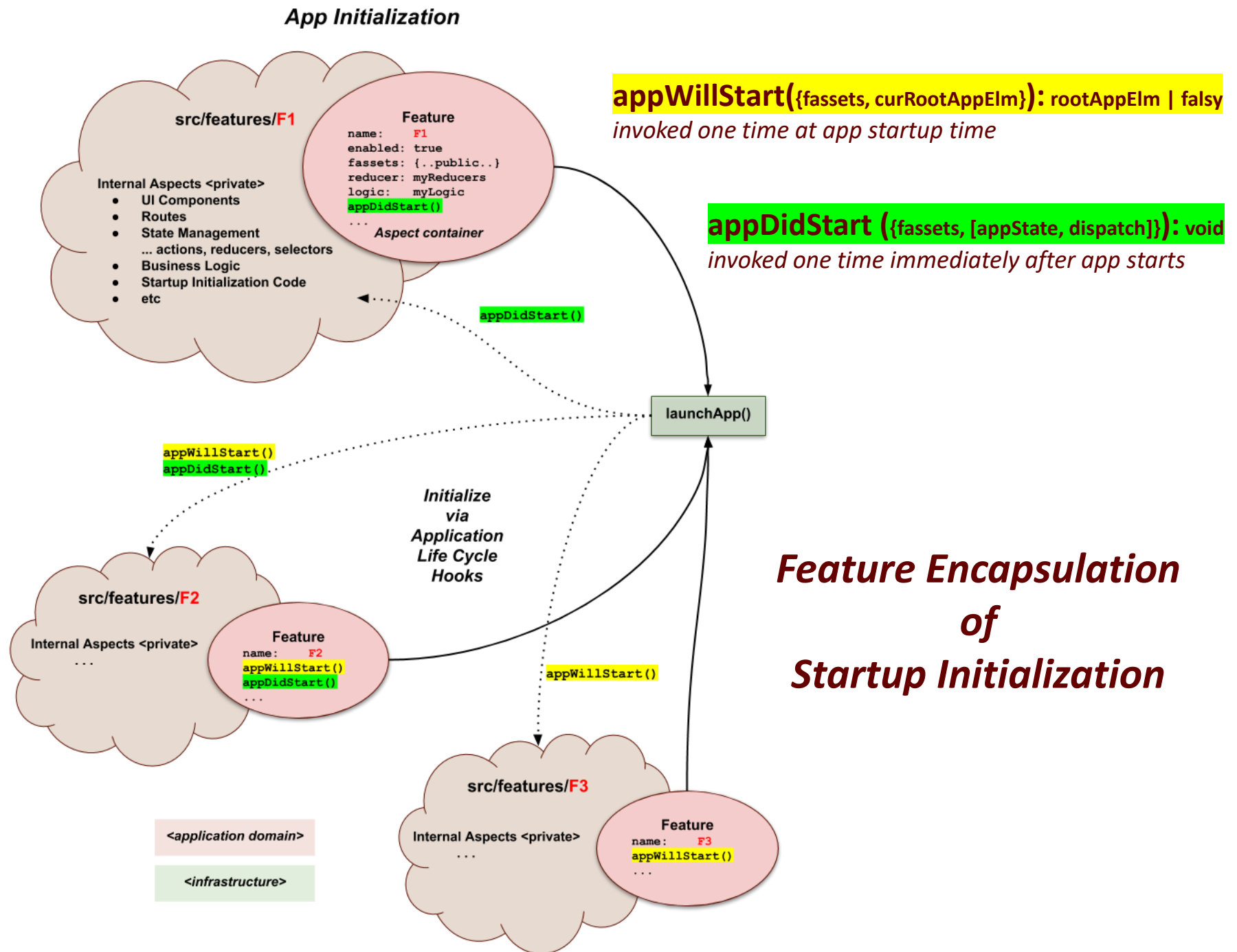


APP INITIALIZATION



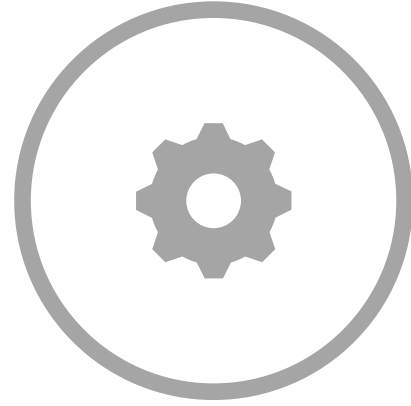
FRAMEWORK  
CONFIGURATION

# Application Life Cycle Hooks





Extendable  
Aspect  
Plugins

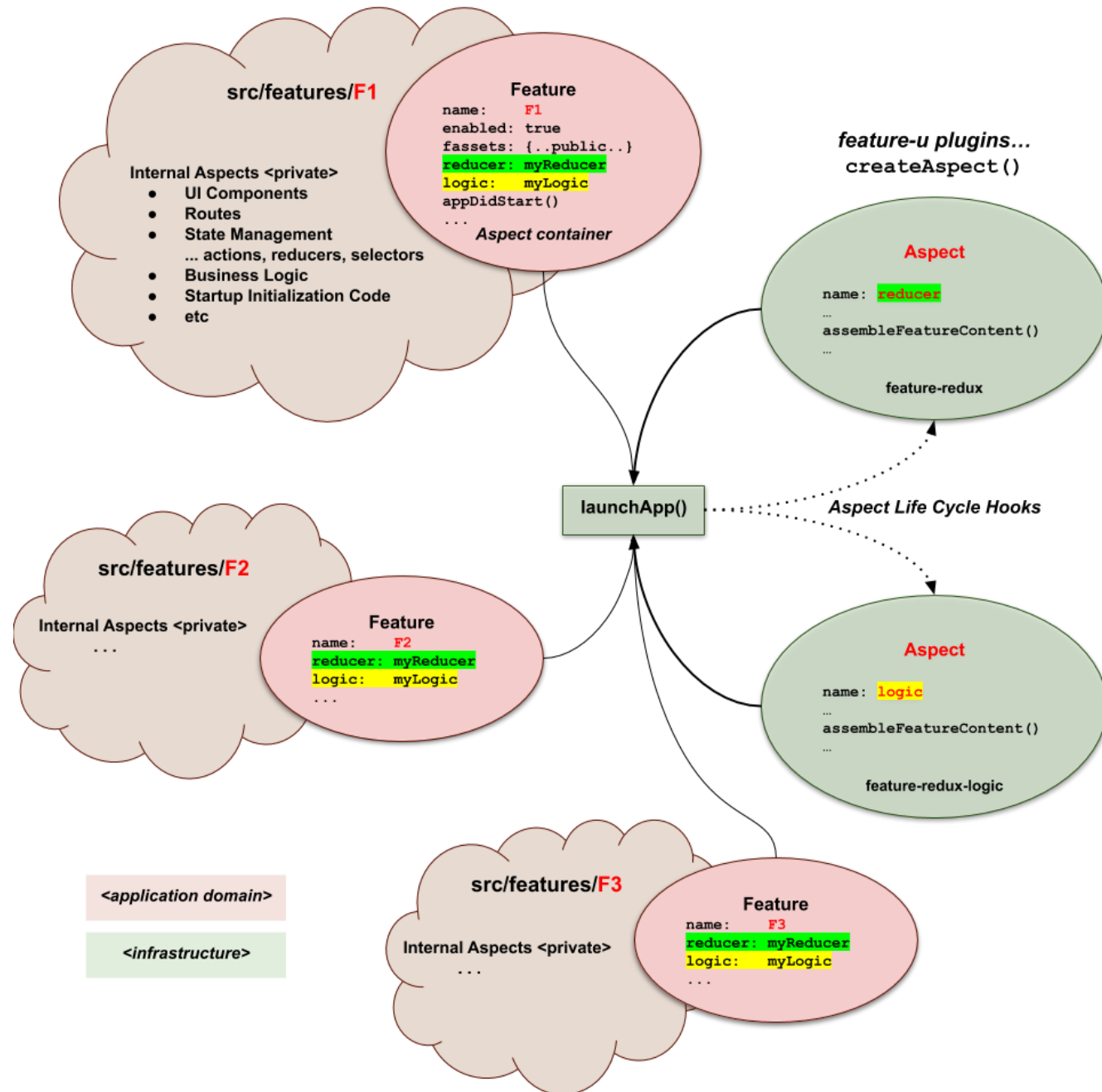


## Framework Configuration Goal

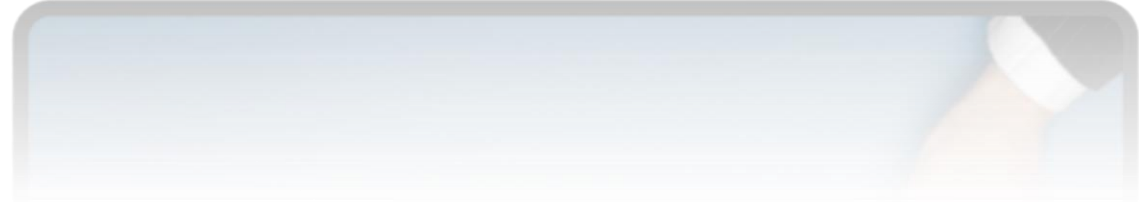
***feature-u is extendable!***

# Extendable Aspect Plugins

## Framework Configuration



1. Feature  
Runtime  
Consolidation



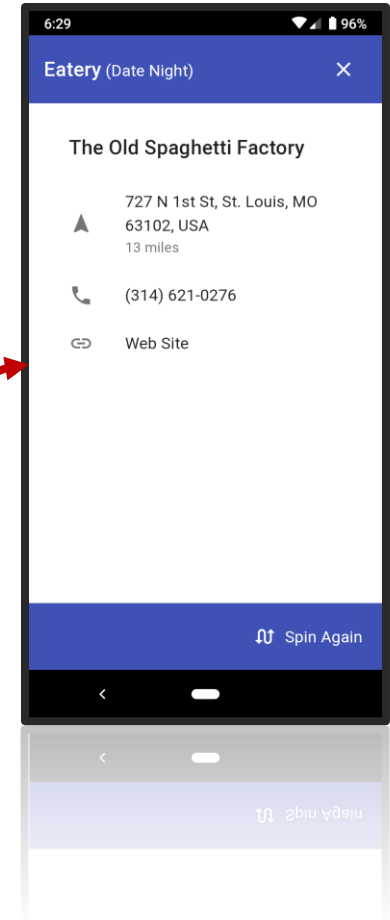
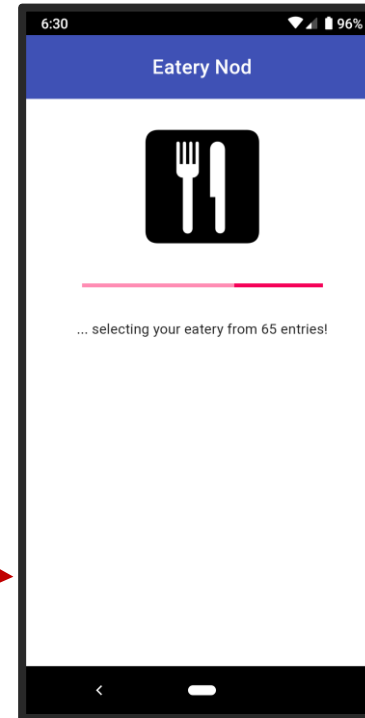
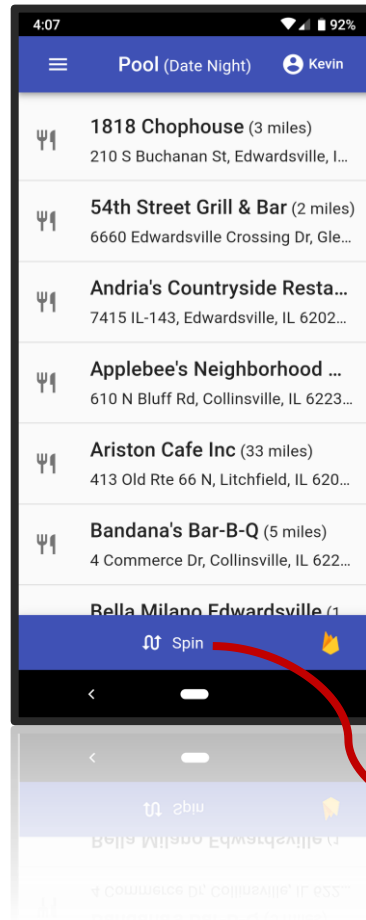
# 1. Feature Runtime Consolidation



# *eatery-nod-w*



<https://github.com/KevinAst/eatery-nod-w>



[illegible][illegible]

```
export default launchApp({
  aspects: appAspects(),
  features,
  registerRootAppIn([rootAppIn]) {
    Expo.registerRootComponent(() => rootAppIn);
  }
});
```

**Our App is running from**  
**isolated/independent**  
**features ...**

- **App Initialization**
- **Framework Configuration**

```
import React      from 'react';
import PlatformSetup from './lib/platformSetup';
import Notify      from './../util/notify';

//
// An app-level life-cycle hook, initializing our features by:
// - performing platform-specific setup (iOS/Android)
// - inject our notify utility into the root GDM
//
export default function appInitialize({assets, curAppAppId}) {
  // platform-specific setup (iOS/Android)
  platformSetup();

  // Initialize notify utility, by injecting it in our App root
  return [React.Children.toArray(curAppAppId), notify key="notify"]];
}
```

```
import (createFeature) from 'feature-u';
import InitFirestore from './Init/InitFirestore';

/**
 * The "Firestore" feature initializes the google firestore service,
 * and provides a placeholder for future API abstractions.
 */
export default createFeature({
  name: 'Firestore',

  appWillStart: ([assets, currentAppId]) {
    InitFirestore(); // Initialize Firestore
  },
});
```

```
import React      from 'react';
import {Drawer}   from 'native-base';
import Sidebar    from './components/Sidebar';
import classed    from './components/classed';

/**
 * Inject our Drawer/Sidebar component at the root of our app
 */
export default function App(props) {
  return (
    <Drawer ref={ref} > registerDrawer(ref)
      <content> <Sidebar/>
      <close> <closeSidebar/>
    </Drawer>
  );
}
```

```
import actions from './actions';

/**
 * An app-level life-cycle hook that dispatches our bootstrap action
 * that gets the ball rolling!
 */
export default function appBootstrap({fassets, appState, dispatch}) {
  dispatch(actions.bootstrap());
}
```





# Feature Enablement

## Feature Enablement

# *Feature Enablement*

- by default all Features are active
- can be disabled via Feature.enabled built-in aspect

src/feature/sandbox/feature.js

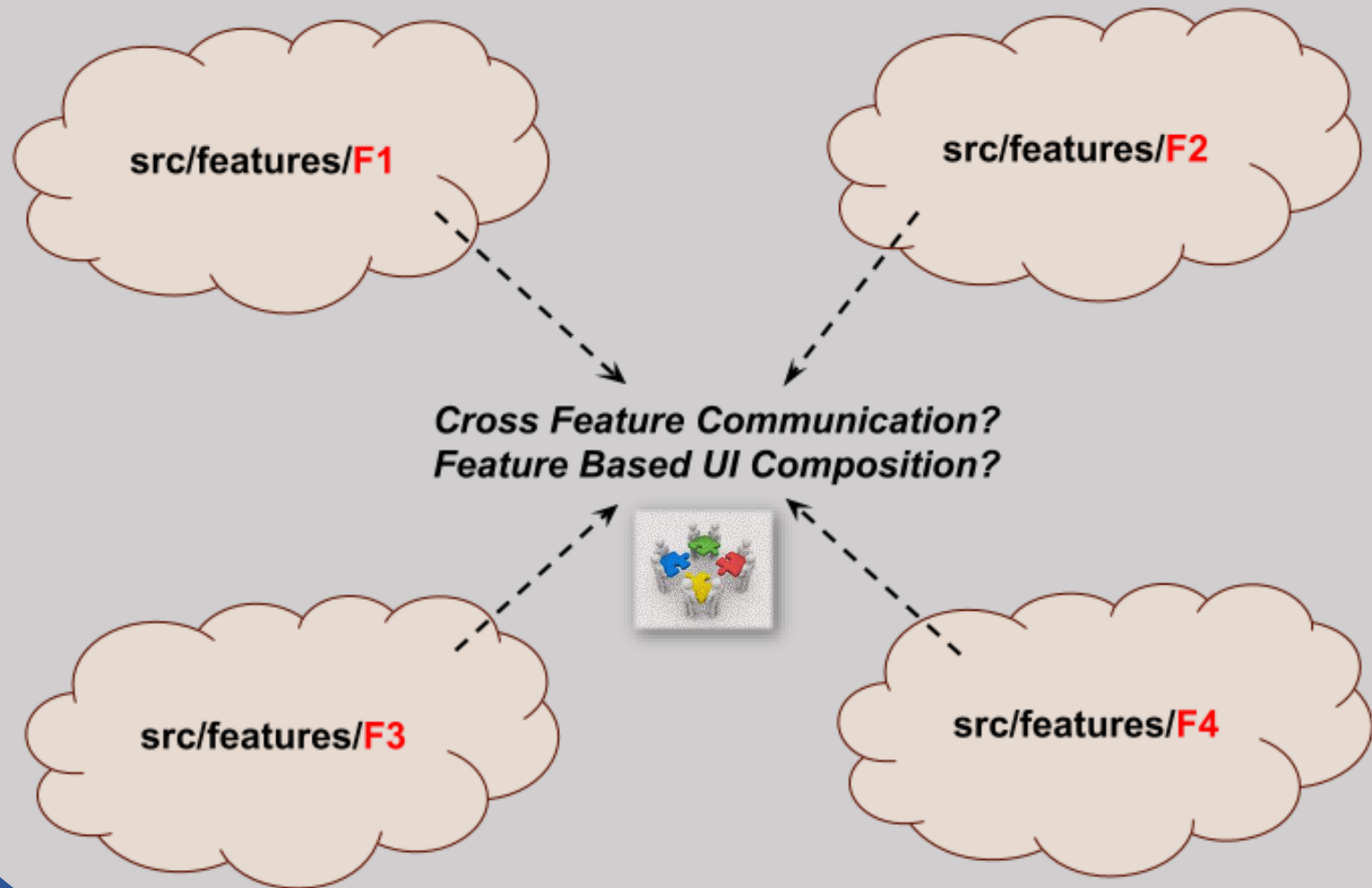
```
export default createFeature({  
  name: 'sandbox',  
  enabled: inDevelopmentMode(),  
  ... snip snip  
});
```

**Made possible because feature-u is  
in control of App Startup**



feature-u solution

## 2. Feature Collaboration



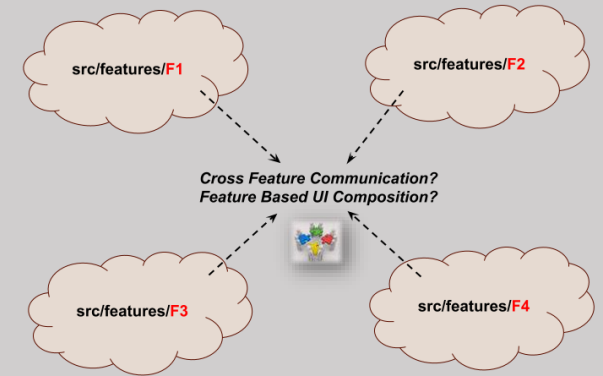
How does  
feature-u  
accommodate:

## 2. Feature Collaboration



Cross Feature  
Communication

### 2. Feature Collaboration







Feature Based UI  
Composition

# fassets – Feature Assets

Cross Feature  
Communication

fassets

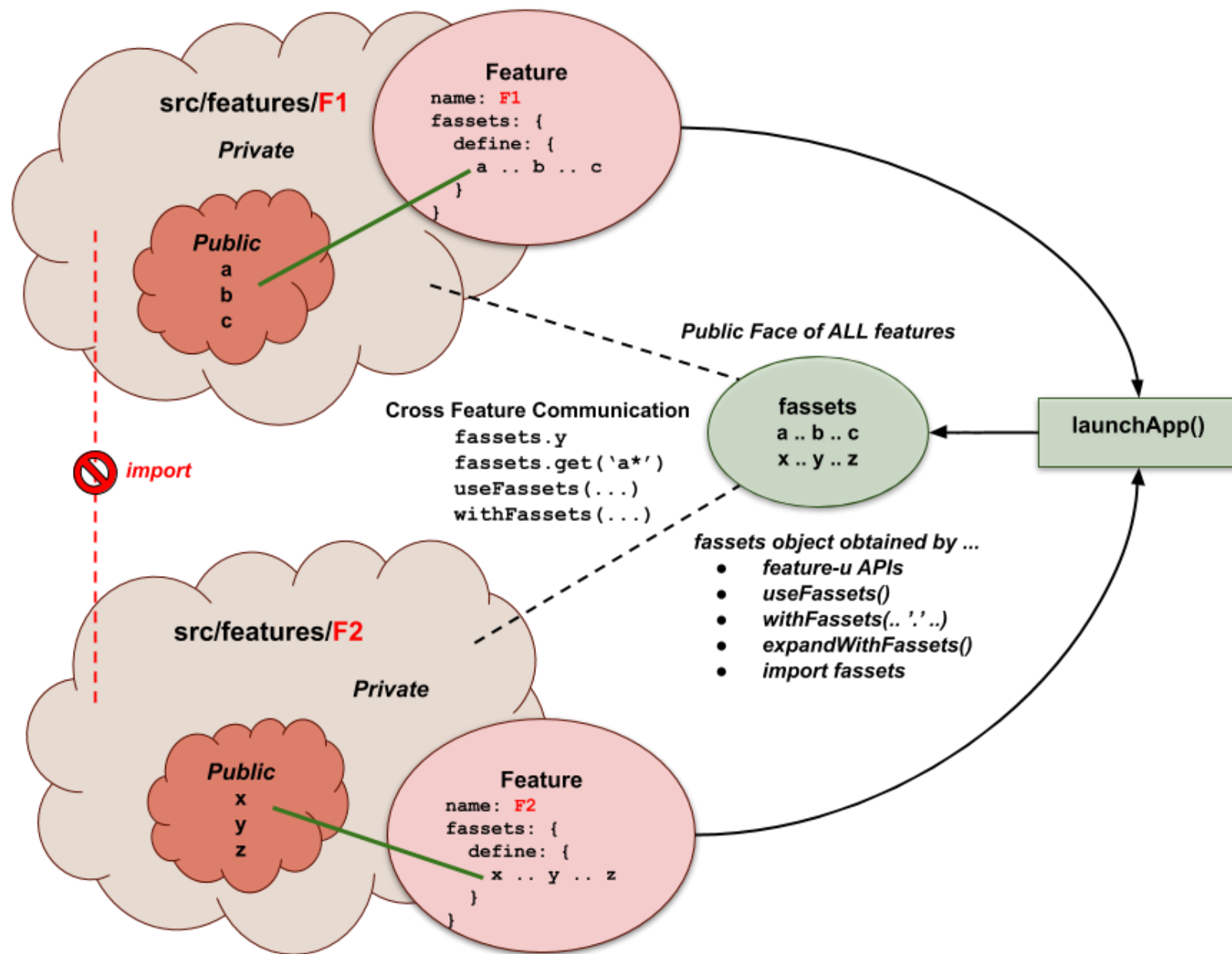
- **fassets** facilitate *Cross Feature Communication*
  - accommodates **all** *Cross Feature Sharing*
- "**Public Face**" of a feature 
- **Open** 
-  
- *SideBar: **fasset** (not facet)*



# Cross Feature Communication

fassets

## Cross Feature Communication



# Cross Feature Communication

## fassets

*code snippet ...*

defining fassets

```
export default createFeature({  
  
  name:      'featureA',  
  
  fassets: {  
    define: {  
      'actions.openView': actions.view.open,      // openView(viewName): Action  
      'sel.currentView':  selector.currentView,   // currentView(appState): viewName  
      'sel.isDeviceReady': selector.isDeviceReady, // isDeviceReady(appState): boolean  
    },  
  },  
  
  ...  
});
```

using fassets

```
if (fassets.sel.isDeviceReady(appState)) {  
  ...  
}
```

**NOTE:** This uses a push philosophy

# Feature Based UI Composition withFassets()

**HoC**  
**Higher-order Components**

*code snippet ...*

defining logo

```
export default createFeature({  
  
  name: 'common',  
  
  fassets: {  
    define: {  
      'company.logo': () => , // a react component  
    },  
  },  
  ...  
});
```

injecting fasset component properties

```
function MyComponent({Logo}) {  
  return (  
    <div>  
      <Logo/>  
    </div>  
    ... snip snip  
  );  
}  
  
export default withFassets({  
  component: MyComponent,  
  mapFassetsToProps: {  
    Logo: 'company.logo',  
  }  
});
```

# Feature Based UI Composition

useFassets()

*code snippet ...*

defining logo

```
export default createFeature({  
  
  name: 'common',  
  
  fassets: {  
    define: {  
      'company.logo': () => , // a react component  
    },  
  },  
  ...  
});
```

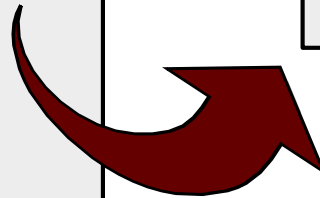
**feature-u V2**  
supports  
**React Hooks**

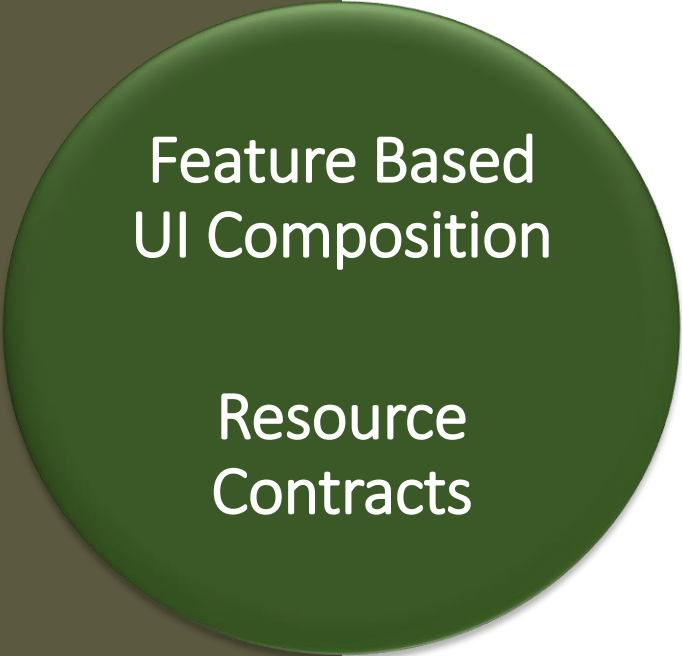
useFassets()

```
export default function MyComponent() {  
  const Logo = useFassets('company.logo');  
  return (  
    <div>  
      <Logo/>  
    </div>  
    ... snip snip  
  );  
}
```

injecting fasset component properties

```
function MyComponent({Logo}) {  
  return (  
    <div>  
      <Logo/>  
    </div>  
    ... snip snip  
  );  
}  
  
export default withFassets({  
  component: MyComponent,  
  mapFassetsToProps: {  
    Logo: 'company.logo',  
  }  
});
```





Feature Based  
UI Composition

Resource  
Contracts

## UI Composition can be a "contract"

- Supported by additional **fasset** directives
  - **fassets.use**: specify a series of injection needs
  - **fassets.defineUse**: supply this content
- **Wildcards** (\*) provide additional dynamics
  - allowing content to be **injected autonomously**

# Feature Based UI Composition

## Resource Contracts

src/features/main/feature.js

```
createFeature({  
  name: 'main',  
  
  fassets: {  
    use: [  
      'MainPage.*.link',  
    ],  
  },  
});
```

*code snippet ...*

src/features/main/comp/MainPage.js

```
export default function MainPage() {  
  const mainLinks = useFassets('MainPage.*.link');  
  return (  
    <div> { /* links section */}  
    {mainLinks.map( (MainLink, indx) => <MainLink key={indx}/>)}  
    </div>  
  );  
}
```

**We have switched to a pull philosophy  
with autonomous injection!!**

src/features/cart/feature.js

```
createFeature({  
  name: 'cart',  
  
  fassets: {  
    defineUse: {  
      'MainPage.cart.link': () => <Link to="/cart">Cart</Link>,  
    },  
  },  
});
```

src/features/search/feature.js

```
createFeature({  
  name: 'search',  
  
  fassets: {  
    defineUse: {  
      'MainPage.search.link': () => <Link to="/search">Search</Link>,  
    },  
  },  
});
```

UI Composition

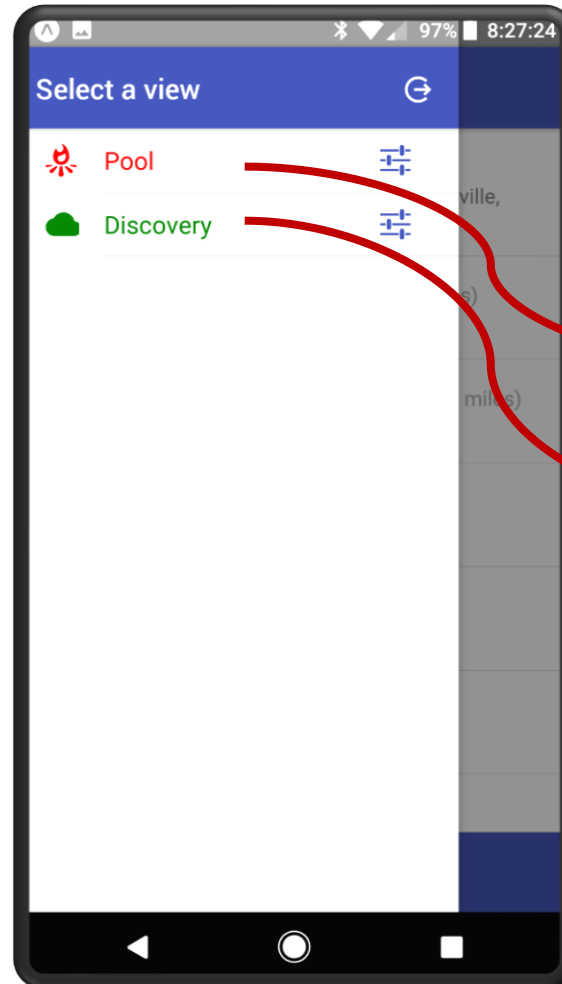
Resource  
Contracts



# *eatery-nod-w*



<https://github.com/KevinAst/eatery-nod-w>



*LeftNav* menu  
in *baseUI* feature

*eatery* screens

*discovery* screens



# A/B Testing

change a feature to a new version

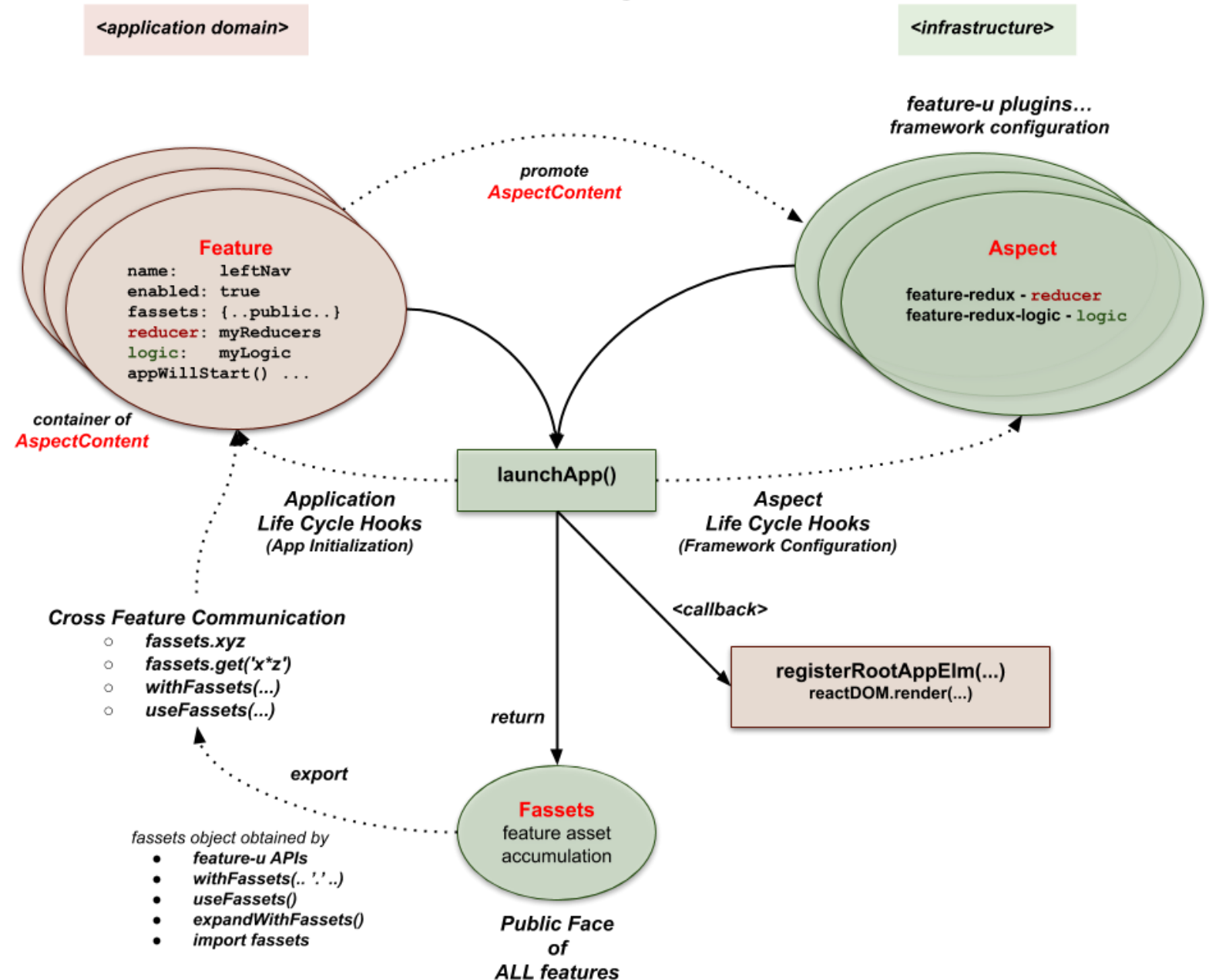
or swap out to a mock service

or turn on a new feature in it's entirety



# In Summary

## feature-u Context Diagram



A final word  
about  
Feature Based  
Development

Features should mirror requirements

Features are a Higher Level Abstraction

- *because they contain other programming paradigms*
- *features are more about a “logical packaging”  
so they **plug-and-play***

Features should mirror requirements

Features are a Higher Level Abstraction

- **because** they contain other programming paradigms
  - *features are more about a "logical packaging"*  
so they **plug-and-play**

A final word  
about  
Feature Based  
Development

## What does this mean in terms of **feature-u**?

**Question:** "*How does **feature-u** impact my design constructs?*"

**Answer:** It doesn't!

### **feature-u** is NON Intrusive!

- you employ same constructs and styles
- you use same frameworks in the same way
- *only diff:* your scope is smaller (*i.e. a feature*)

A final word  
about  
Feature Based  
Development

Features should mirror requirements

Features are a Higher Level Abstraction

- ***because** they contain other programming paradigms*
- *features are more about a "logical packaging"*  
so they **plug-and-play**

What does this mean in terms of **feature-u**?

**Question:** *"How does **feature-u** impact my design constructs?"*

**Answer:** It doesn't!

**feature-u** is NON Intrusive!

- you employ same constructs and styles
- you use same frameworks in the same way
- *only diff:* your scope is smaller (*i.e. a feature*)



**feature-u** *fre*es you up to focus your attention  
on the "business end" of your features!

