

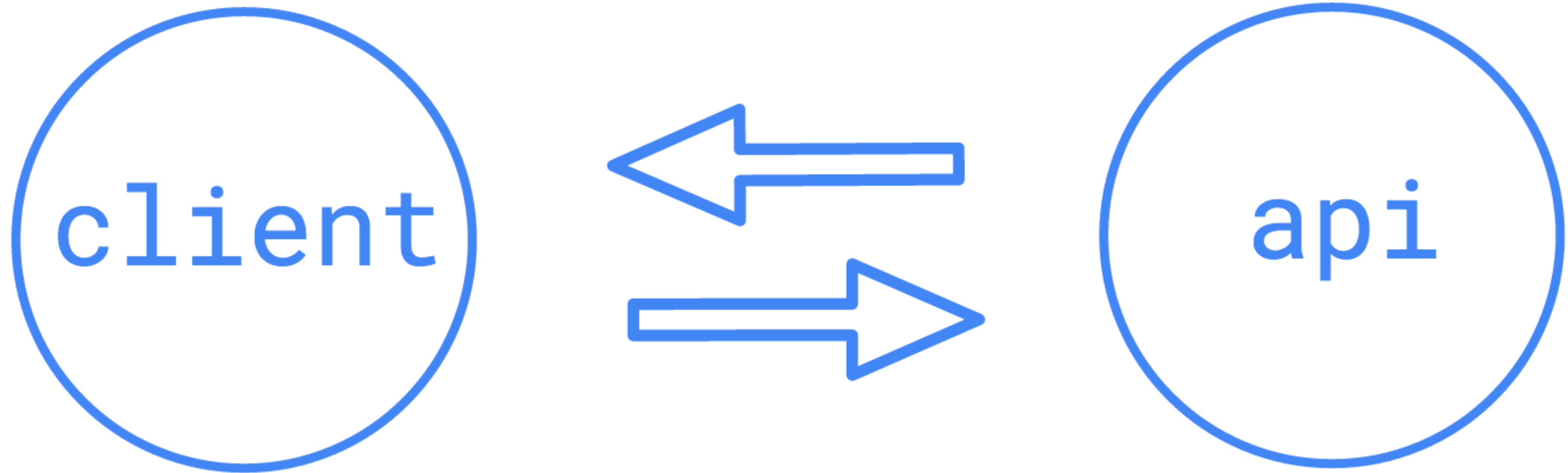
Яндекс



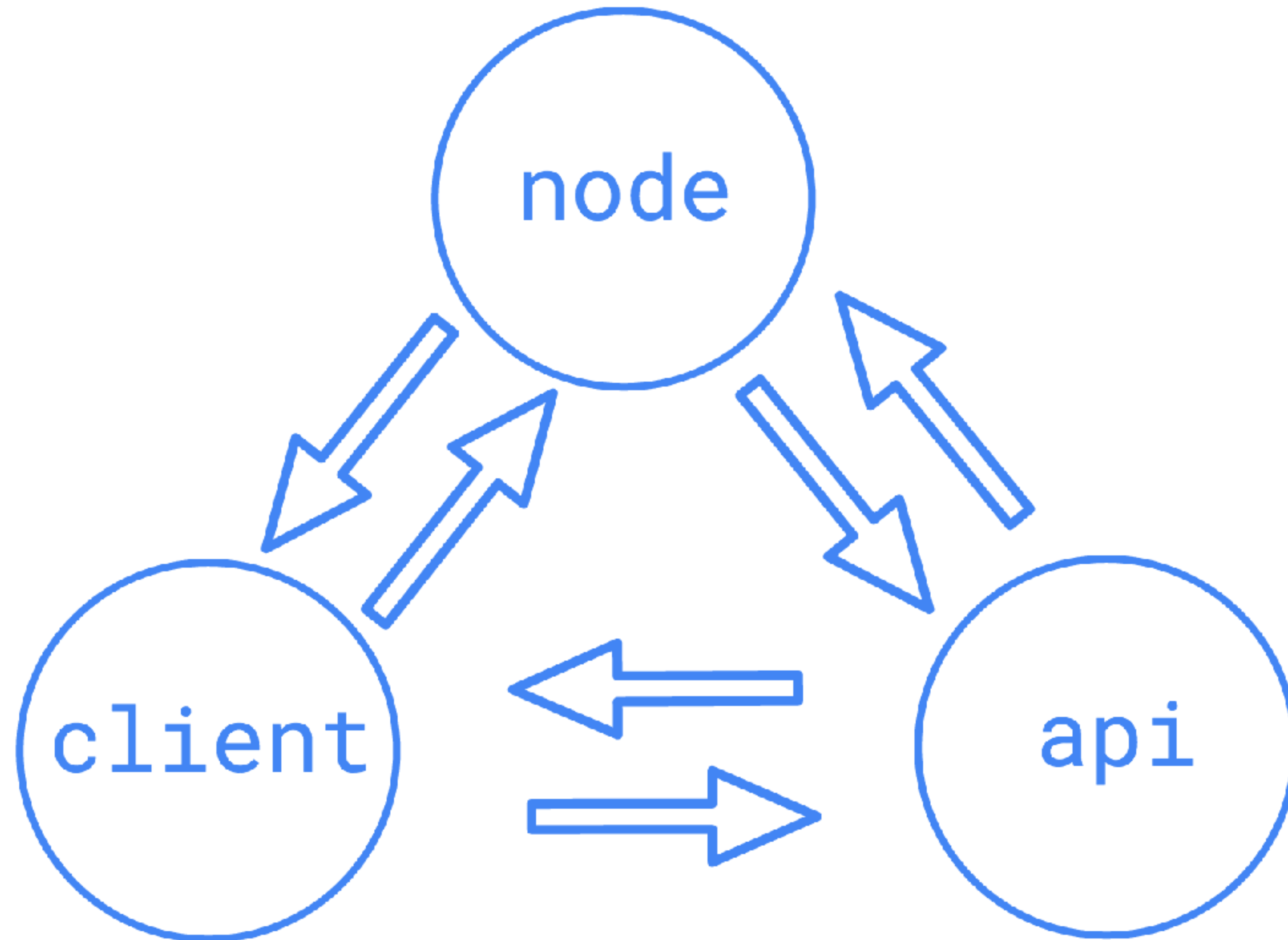
SSR: DIY

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SPA



SSR



+

- › SEO
- › Code reuse -> no SPA syndrome
- › Graceful degradation for free
- › Improves FMP, TTI
- › Better caching

```
{  
  "express": "^4.15.2",  
  "handlebars": "^4.0.7",  
  "webpack": "^2.4.1",  
  "babel-loader": "^7.0.0",  
}
```

FMP
TTI

0. SPA


```
{{!-- Document.hbs --}}
```

```
...
```

```
<link rel="stylesheet" href="dist/styles.css">
```

```
...
```

```
<div class="bicycle">  
  {{content}}  
</div>
```

```
...
```

```
<script src="dist/bundle.js"></script>
```

```
// entries/server.js
```

```
...
```

```
app.use(async (req, res, next) => {  
    const content = new SafeString(  
        '<div class="loader"></div>'  
    );  
  
    res.end(template({content}));  
    next()  
});
```

```
...
```

```
// entries/client.js
```

```
...
```

```
function start() {  
  const $container =  
    document.querySelector('div.bicycle');  
  const app = new Bicycle({fetch});  
  
  app.render().then(html => {  
    // XSS ! don't do that ;)  
    $container.innerHTML = html;  
  });  
}
```

```
...
```

```
// fetch.js
```

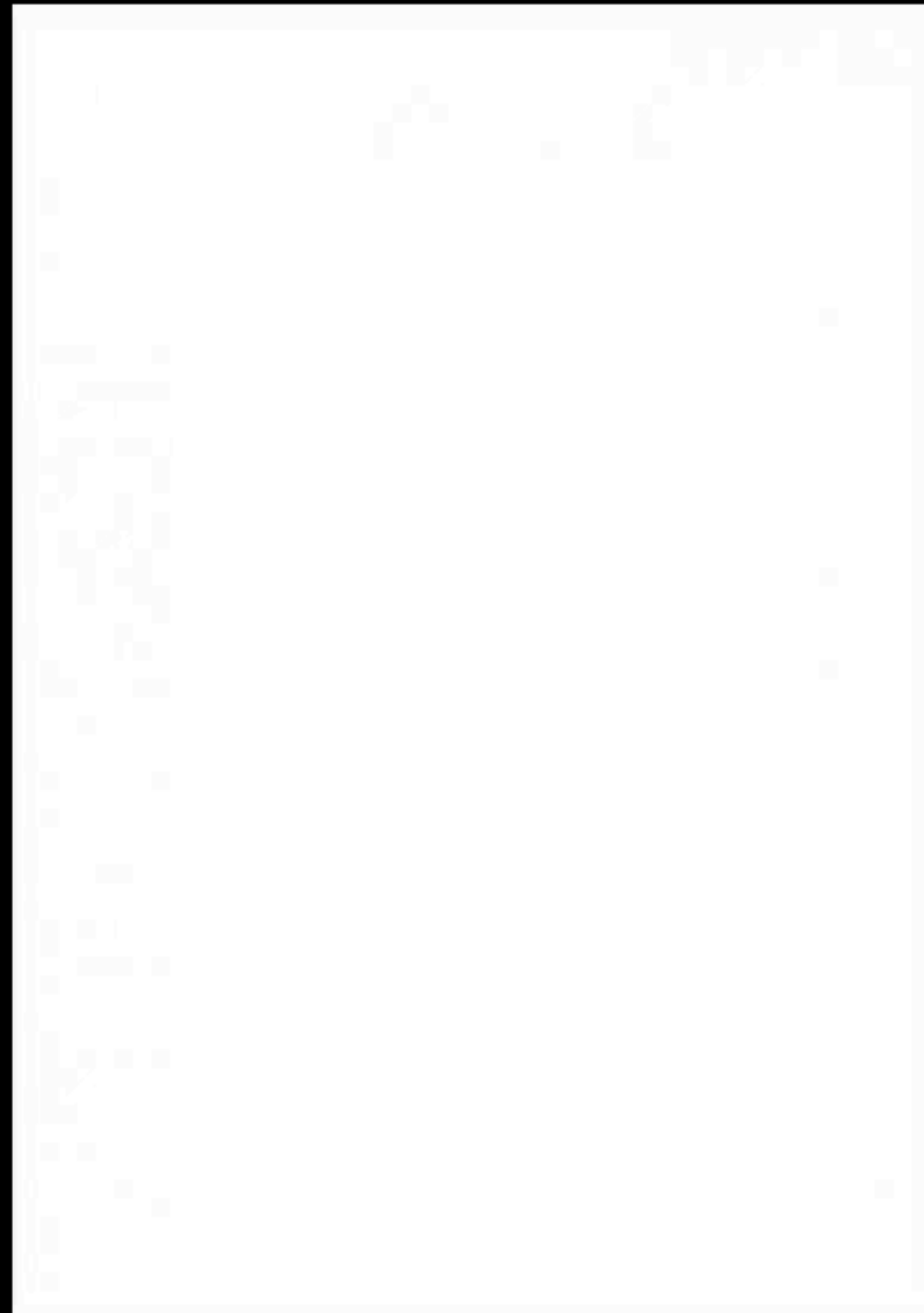
```
...
```

```
const delay = IS_SERVER ? 100 : 500;
```

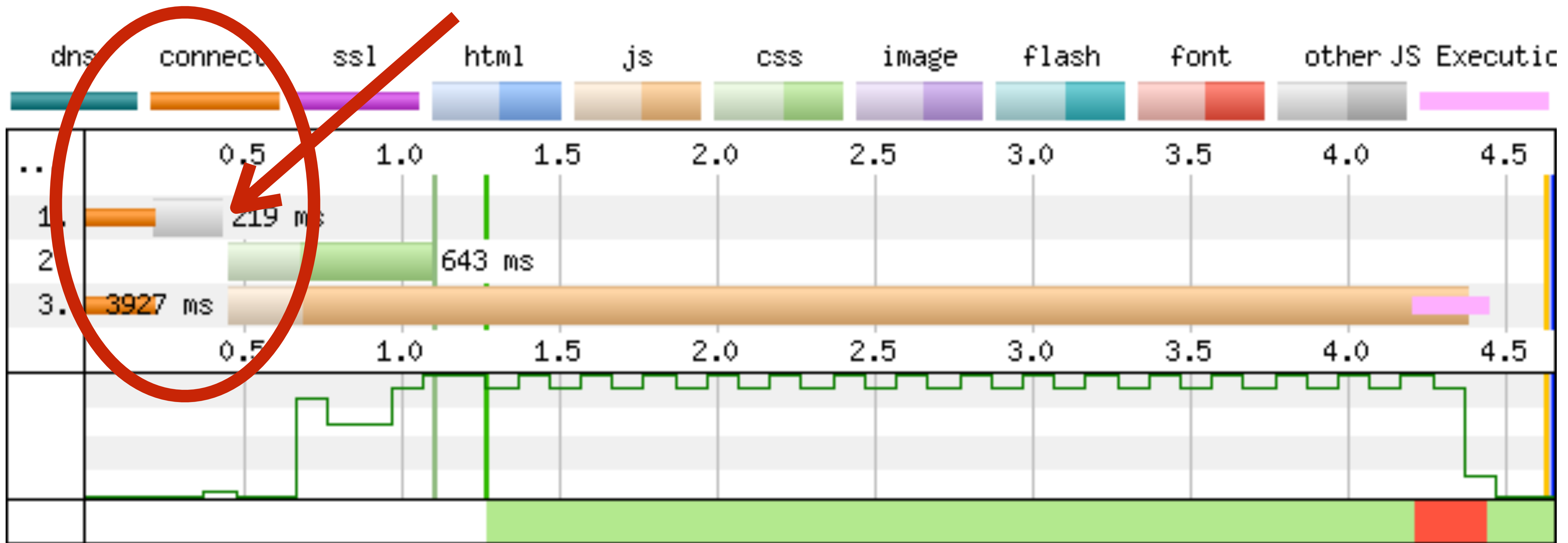
```
export default function({offset = 0, count = 20} = {}) {  
  return new Promise(resolve => {  
    setTimeout(() =>  
      resolve(data.slice(offset, offset + count)),  
      delay  
    )  
  });  
}
```

```
...
```

0-spa



0.0



FMP: ~6300ms

TTI: ~6300ms

1. SSR

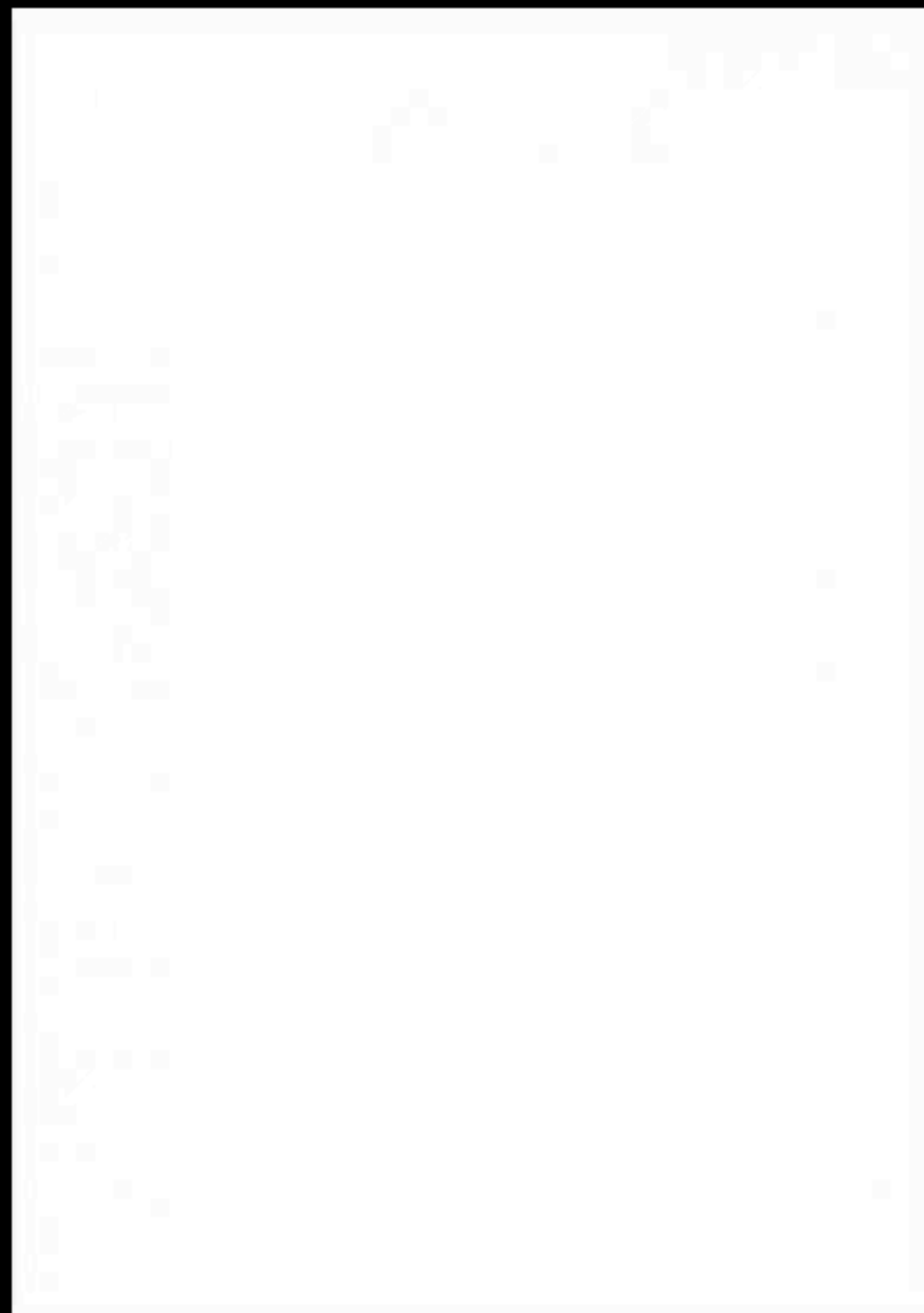

```
// entries/server.js
```

```
...
```

```
app.use(async (req, res, next) => {  
  const app = new Bicycle({fetch});  
  const content = await app.render();  
  
  res.end(template({content}));  
  next()  
});
```

```
...
```

0-spa

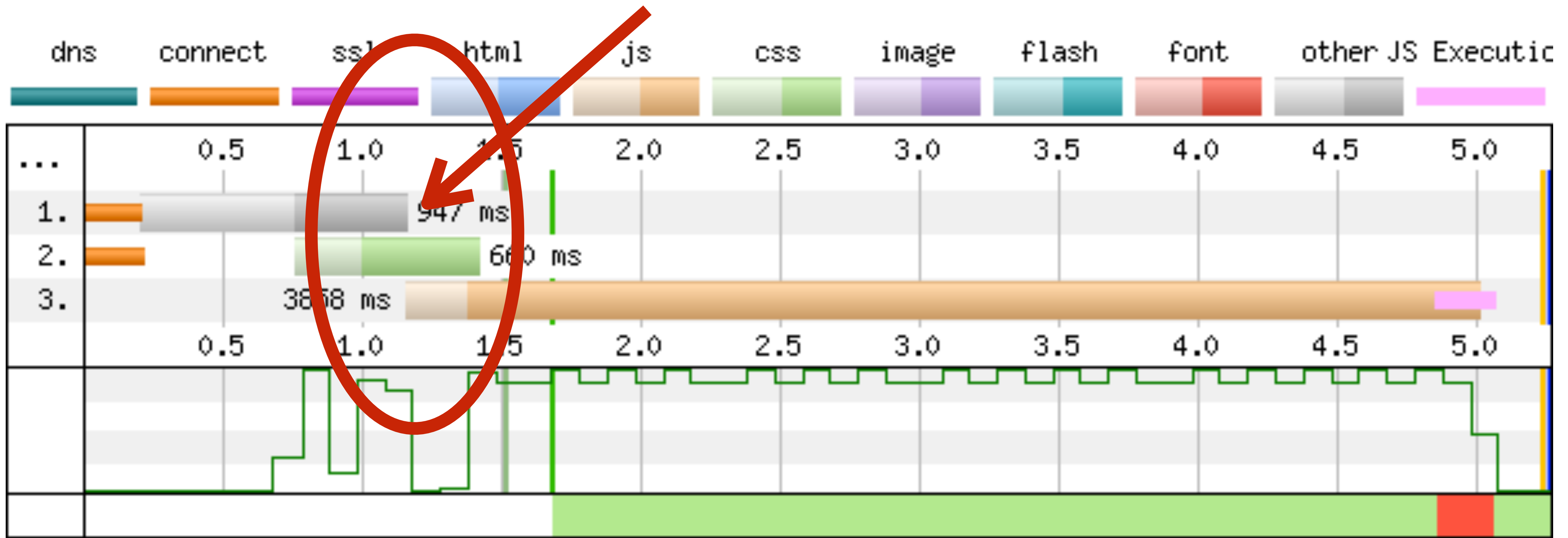


0.0

1-basic



0.0



FMP: ~1700ms
TTI: ~6900ms

*

no direct DOM access

no direct use of browser / node APIs (e.g. document, fetch)

no singletons, global variables

no need in data reactivity (event listeners)

2. Checksum

```
<div  
  data-reactid=".157rq30hudc"  
  data-react-checksum="556954499"  
>
```

```
{{!--Bicycle.hbs--}}
```

```
<div {{SSR_HASH_ATTR}}="{{uid}}" class="bicycle">  
    {{content}}  
</div>
```



```
// Bicycle.js
```

```
export class Bicycle {
```

```
...
```

```
  getUID() {  
    return `${this.count}-${this.chunks}`;  
  }
```

```
...
```

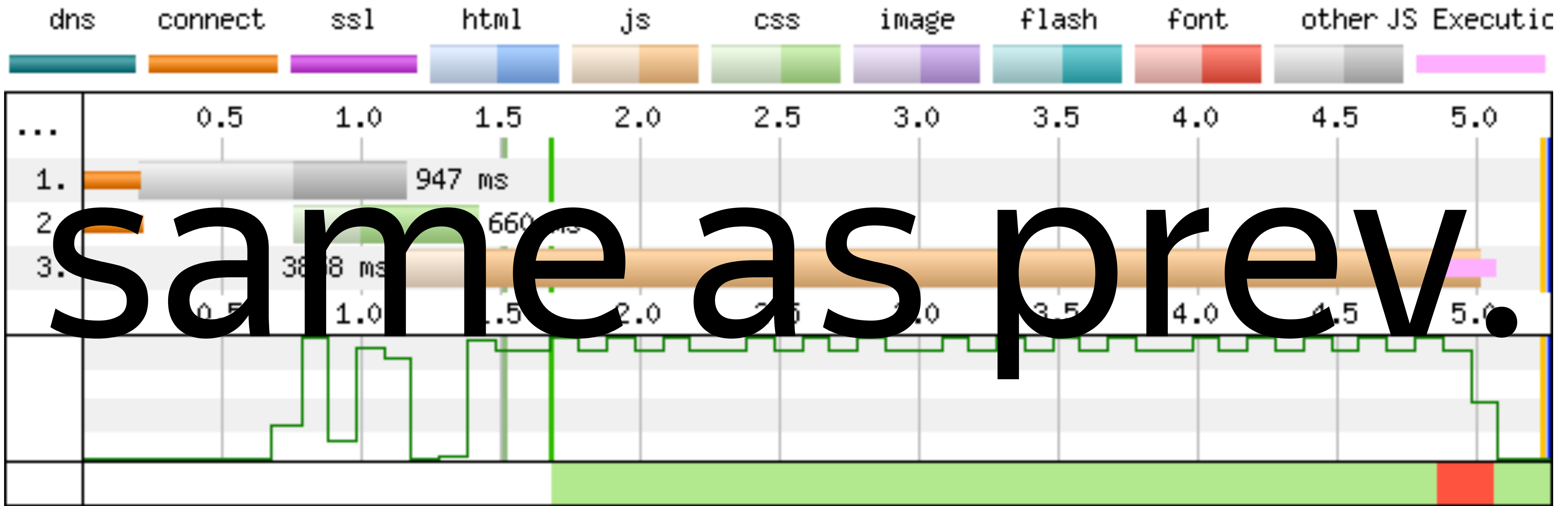
```
}
```

```
<div  
  class="bicycle"  
  data-ssr-hash="100-3"  
>
```

```
// entries/client.js
function start() {
  ...
  const app = new Bicycle({fetch});

  const expectedUID = app.getUID();
  const actualUID = $container.children[0]
    .getAttribute(SSR_HASH_ATTR);

  if (expectedUID !== actualUID) {
    app.render().then(html => {
      ...
    });
  }
}
```



FMP: ~1700ms
TTI: ~5100ms

*

uid is a bad pattern, good is a hash(VDOM)

3. Cashing

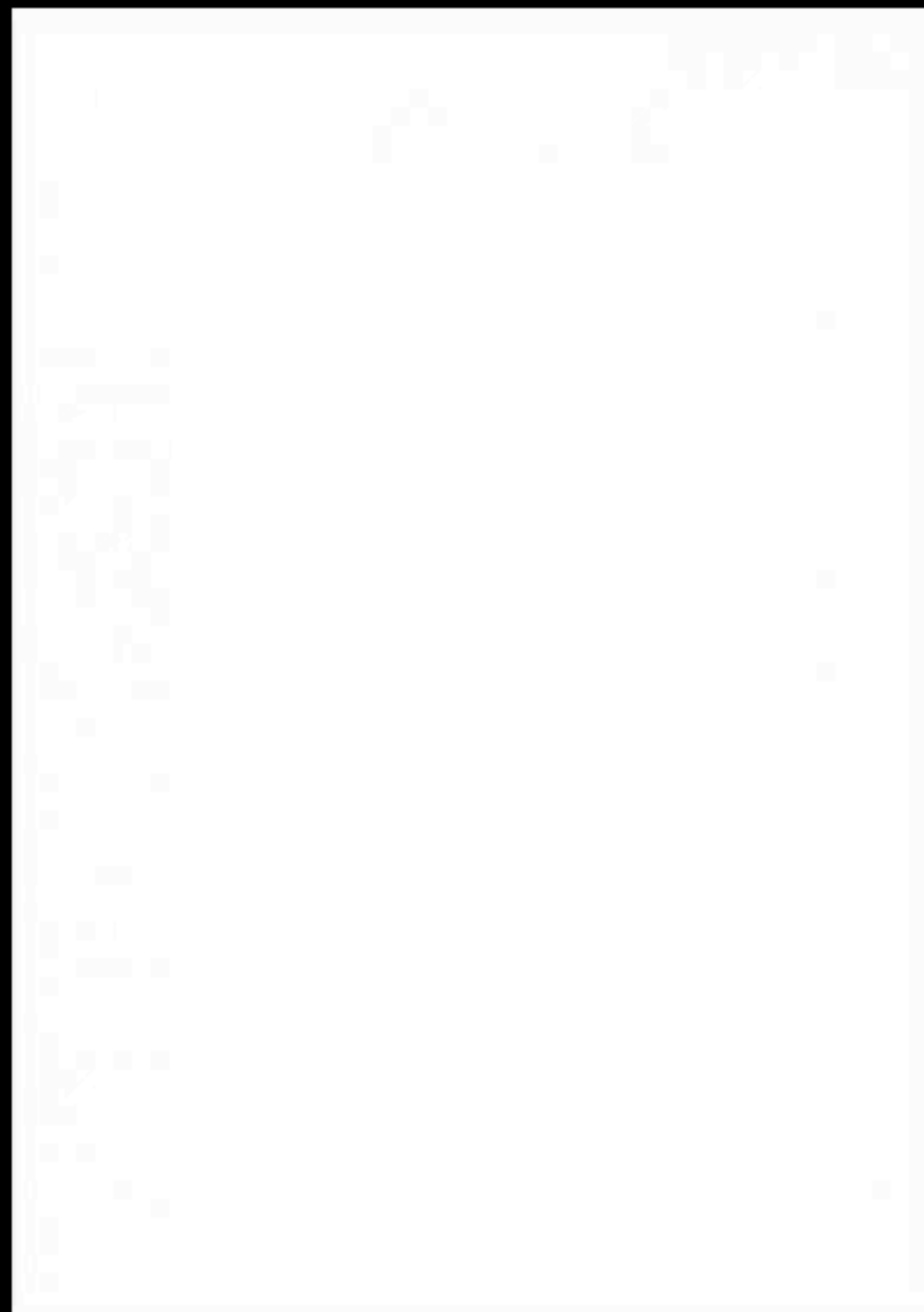
```
// Bicycle.js
import Cache from 'lru-cache';
const cache = new Cache(100);
...
  async render() {
    const uid = this.getUID();

    if (cache.has(uid)) {
      console.info('Cache hit. ');
      return cache.get(uid);
    }

    cache.set(uid, html);
    return html;
  }
...

```


1-basic



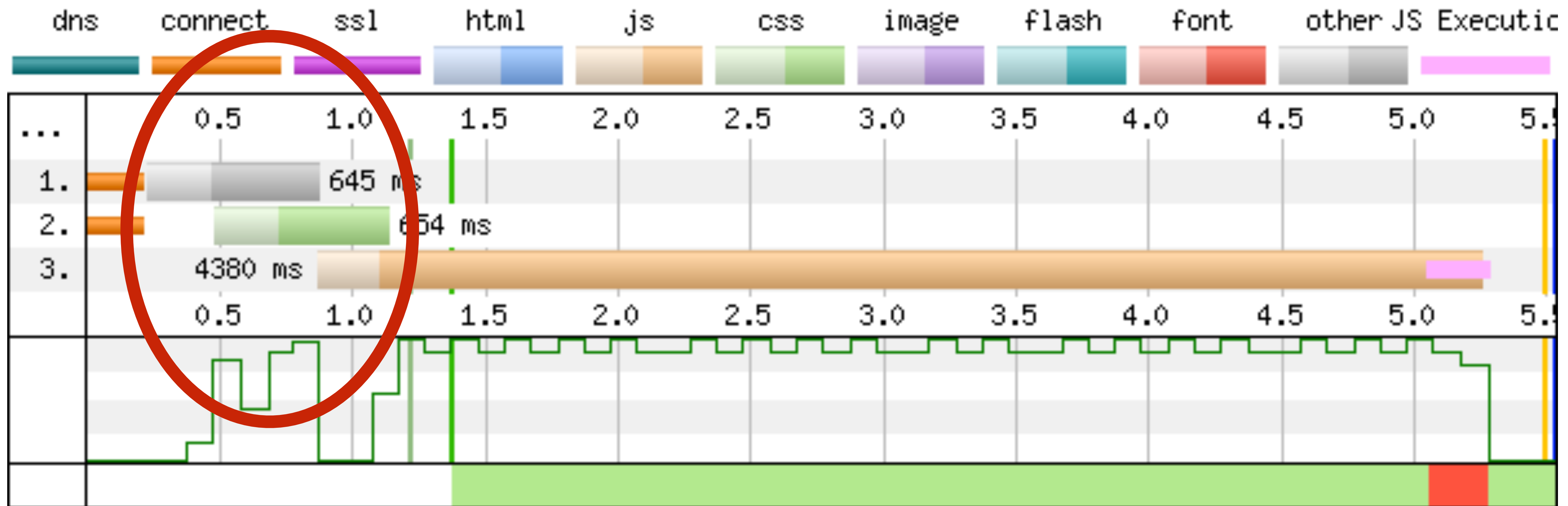
0.0

3-caching



0.0

-300ms



FMP: ~1400ms
TTI: ~4800ms

*

* Better start from guest-only hash

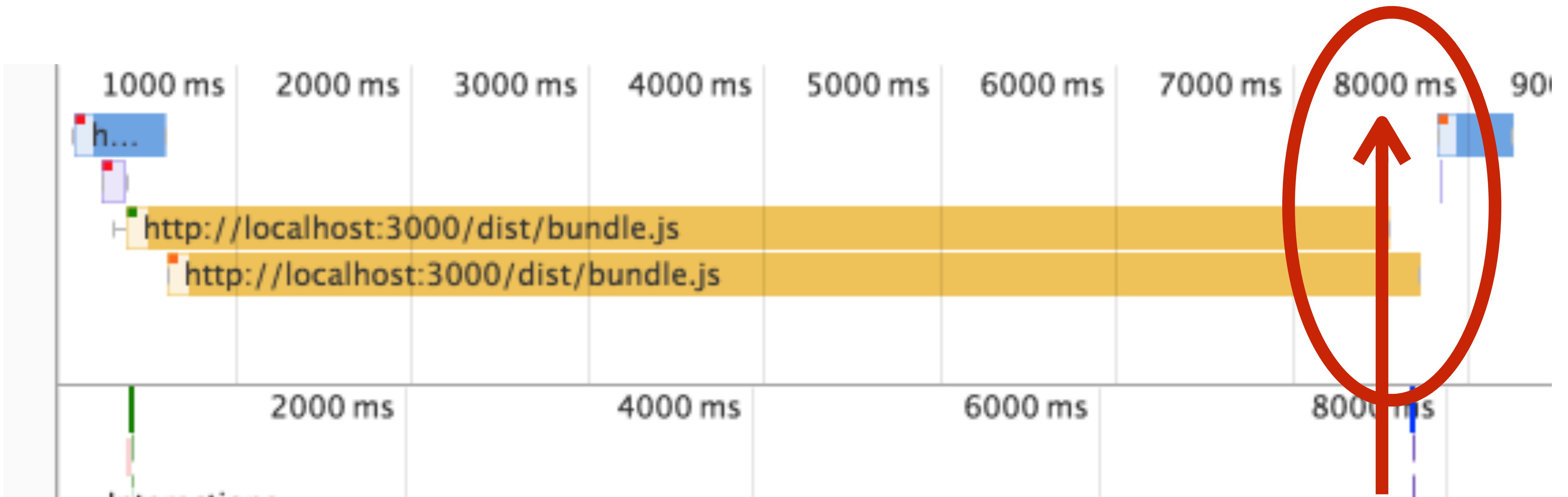
4. Prefetch

```
{{!-- Document.hbs --}}
```

```
<link rel="prefetch" as="script" href="dist/bundle.js">
```

MDN: Link prefetching is a browser mechanism, which **utilizes browser idle time** to download or *prefetch* documents that the user might visit in the near future.

ha. ha. ha.

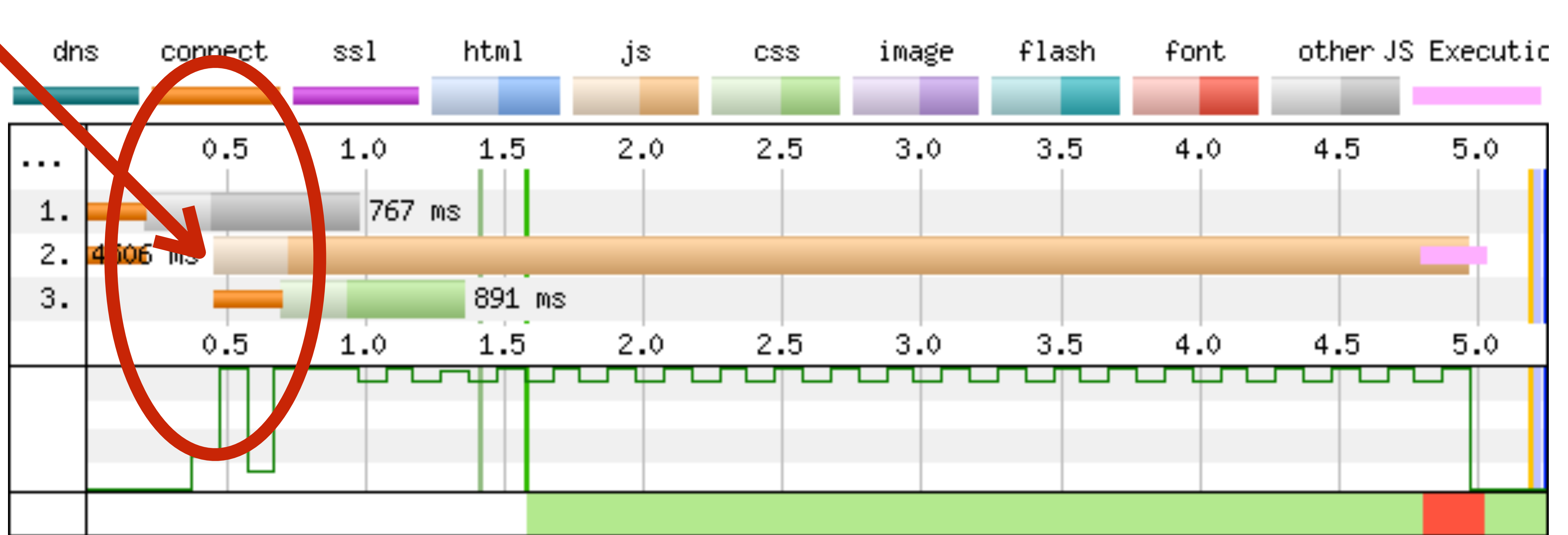


FMP: ~1400ms
TTI: ~7800ms

5. Preload

```
{{!-- Document.hbs --}}
```

```
<link rel="preload" as="script" href="dist/bundle.js">
```



FMP: ~1600ms
TTI: ~5000ms

6. Streams

```
export class GeneratorStream extends Readable {  
    constructor(generator) {  
        super();  
        this.iterator = generator();  
    }  
  
    async readAndEmit() {  
        ...  
    }  
}
```



```
let stop = false;
do {
    let {value, done} = this.iterator.next();

    // if current value is promise – await it
    if (value && value.then) {
        value = await value;
    }

    // we should stop if either iterator is done or
    // .push() returns false
    // (which means readable stream internal buffers
    // are full)
    stop = !this.push(done ? null : value) || done;
} while (!stop)
```

```
// DocumentGenerator.hbs
```

```
export default function *() {  
  yield headerTemplate();  
  
  const app = new Bicycle({fetch});  
  // delegate rendering to root component  
  yield * app.render();  
  
  yield footerTemplate();  
}
```

```
{{!--Header.hbs--}}
```

```
<html>
```

```
<head>
```

```
  <title>SSR demo app</title>
```

```
  <link rel="stylesheet" href="dist/styles.css">
```

```
  <link rel="preload" as="script" href="dist/bundle.js">
```

```
</head>
```

```
<body>
```

```
<div class="title">
```

```
  <h1>Bitcoin rate</h1>
```

```
</div>
```

```
<div id="container">
```

```
{{!--Footer.hbs--}}
```

```
</div>
```

```
<div class="copyright">
```

```
    Data taken from <a target="_blank" href="http://  
www.coindesk.com/price/">coindesk.com</a>
```

```
</div>
```

```
<script src="dist/bundle.js"></script>
```

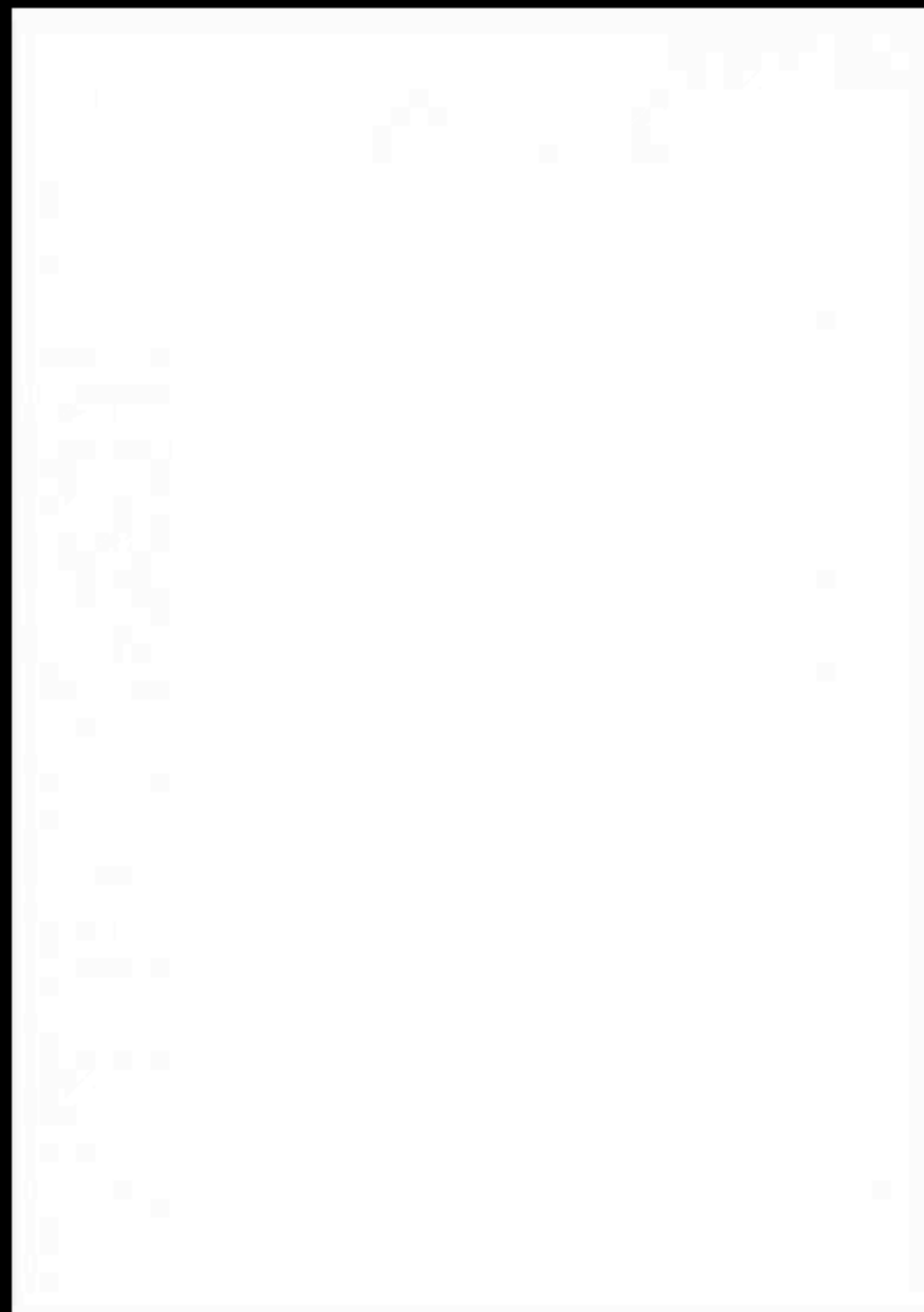
```
</body>
```

```
</html>
```

```
// Bicycle.js
```

```
*render() {  
  const uid = this.getUID();  
  const {count, chunks} = this;  
  
  yield headerTemplate({SSR_HASH_ATTR, uid});  
  
  for (let i = 0; i < chunks; ++i) {  
    yield this.renderPartial({  
      offset: count * i, count  
    });  
  }  
  
  yield footerTemplate();  
}
```

1-basic

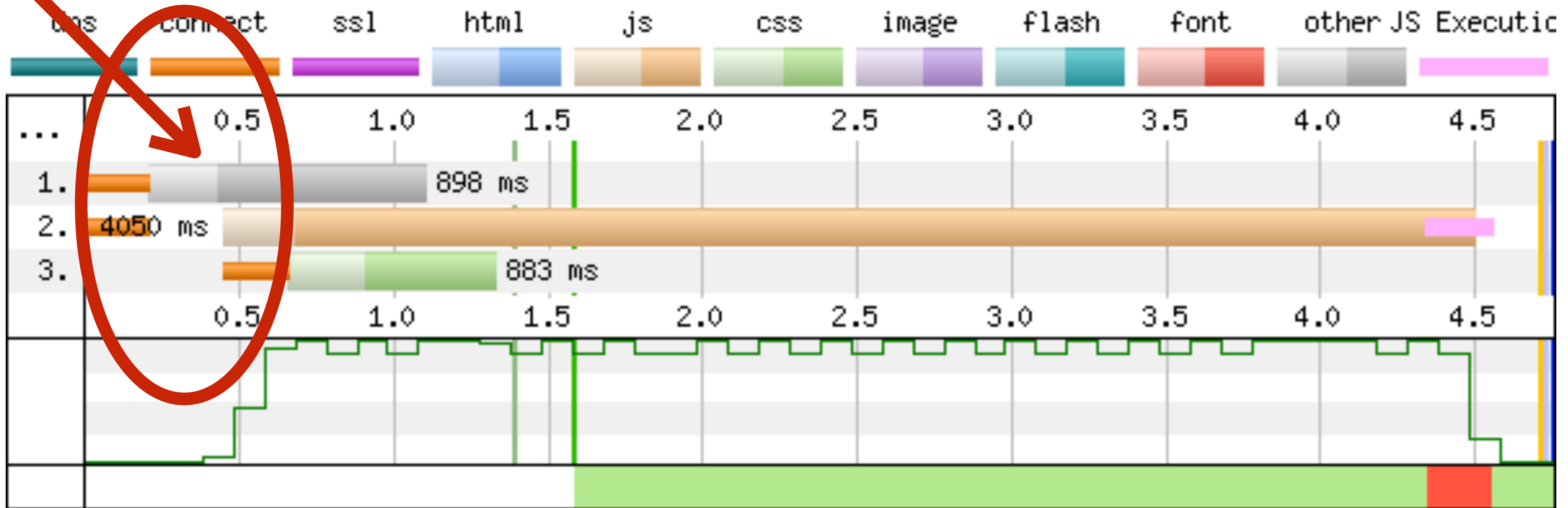


0.0

6-stream



0.0



FMP: ~1600ms

TTI: ~4600ms

*

› HTTP status is always 200 :)

› smaller gzip_buffers

› search engines (will not wait)

НИЧОСИ



TLDR;

SPA >> SSR

FMP: 6300 >> 1600ms

TTI: 6300 >> 4600ms

Demo: akwuh.me/ssr-demo

Source: github.com/jakwuh/ssr-demo

Спасибо за внимание

James Akwuh

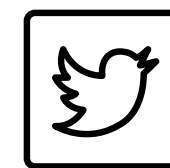
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