Some note:

1- Strange manipulation of prototype in react ReactBaseClasse file at the end, with the componentDummy function, something interesting for instance when you want to change the prototype of an object to give him literally new functionality without necessarily keep reference to previous functionality, this is great for changing state for instance

2: to excude all code in a commande for instance; attach a property method the constructor, then all method in the prototype chain can substcripte to that property change and get excuting following a specific condition