





# Introducing Vue.js

The progressive framework



# Introducing Vue.js

The progressive framework



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Vue.js Core Team

Who has heard of Vue.js?

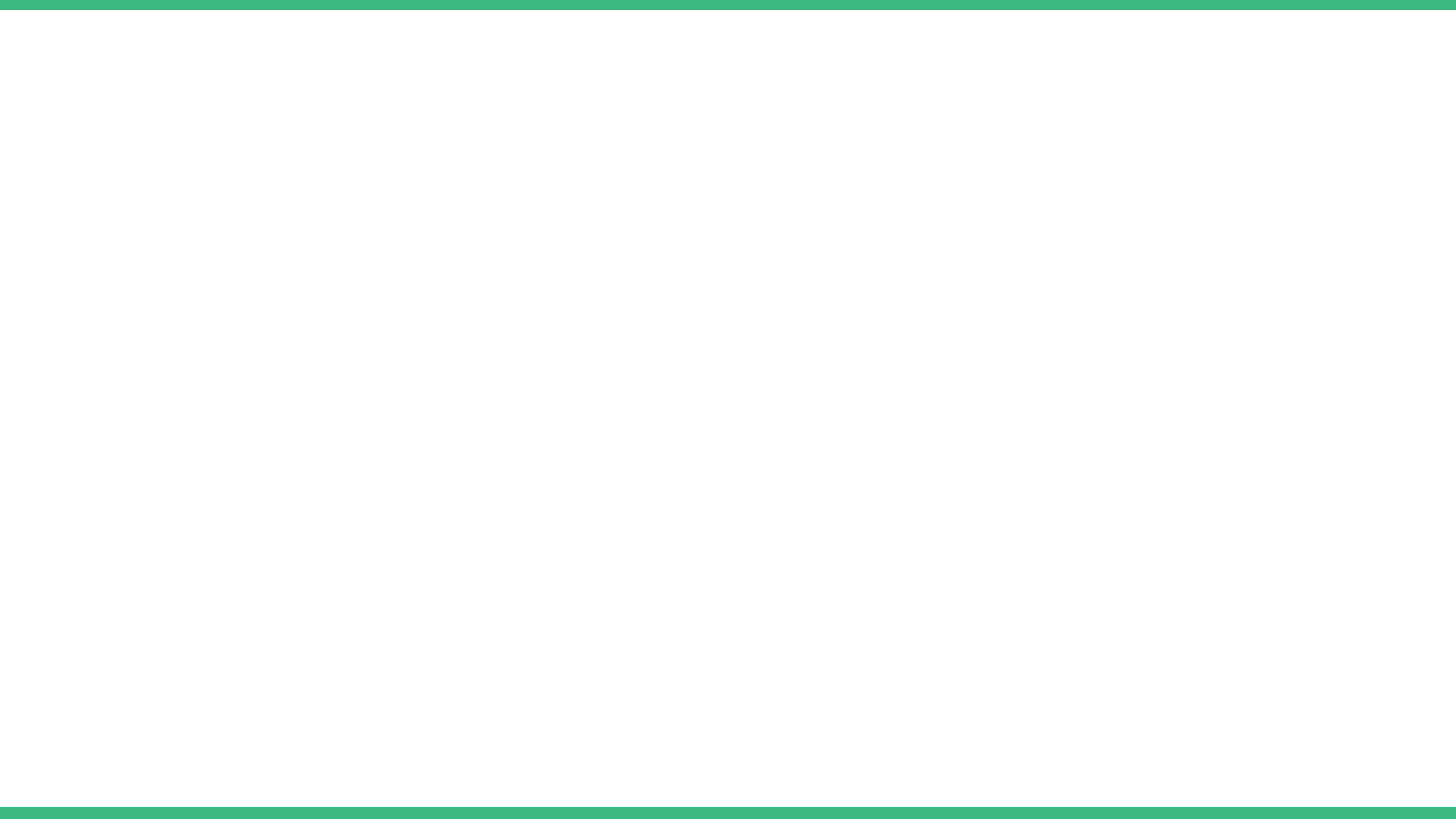


Who has **played** with Vue.js?



Who has **worked** with Vue.js?





- ▼ The library: How to build UIs with Vue.js
- ▼ The framework: How to build apps with Vue.js
- ▼ The ecosystem: Beyond Vue itself
- ▼ Where we're heading: Vue 3.0

# The Vue.js project

# Timeline

- ❖ 2014: 0.11 released
- ❖ October 2015: 1.0 released
- ❖ October 2016 2.0 released
- ❖ October 2018: Conceptul work in 3.0 started
- ❖ Today: <https://github.com/vuejs/rfcs>

# Stats

February 2019

~700k weekly active devtool users

~800k weekly downloads on NPM

~461M hits/month on jsDelivr CDN

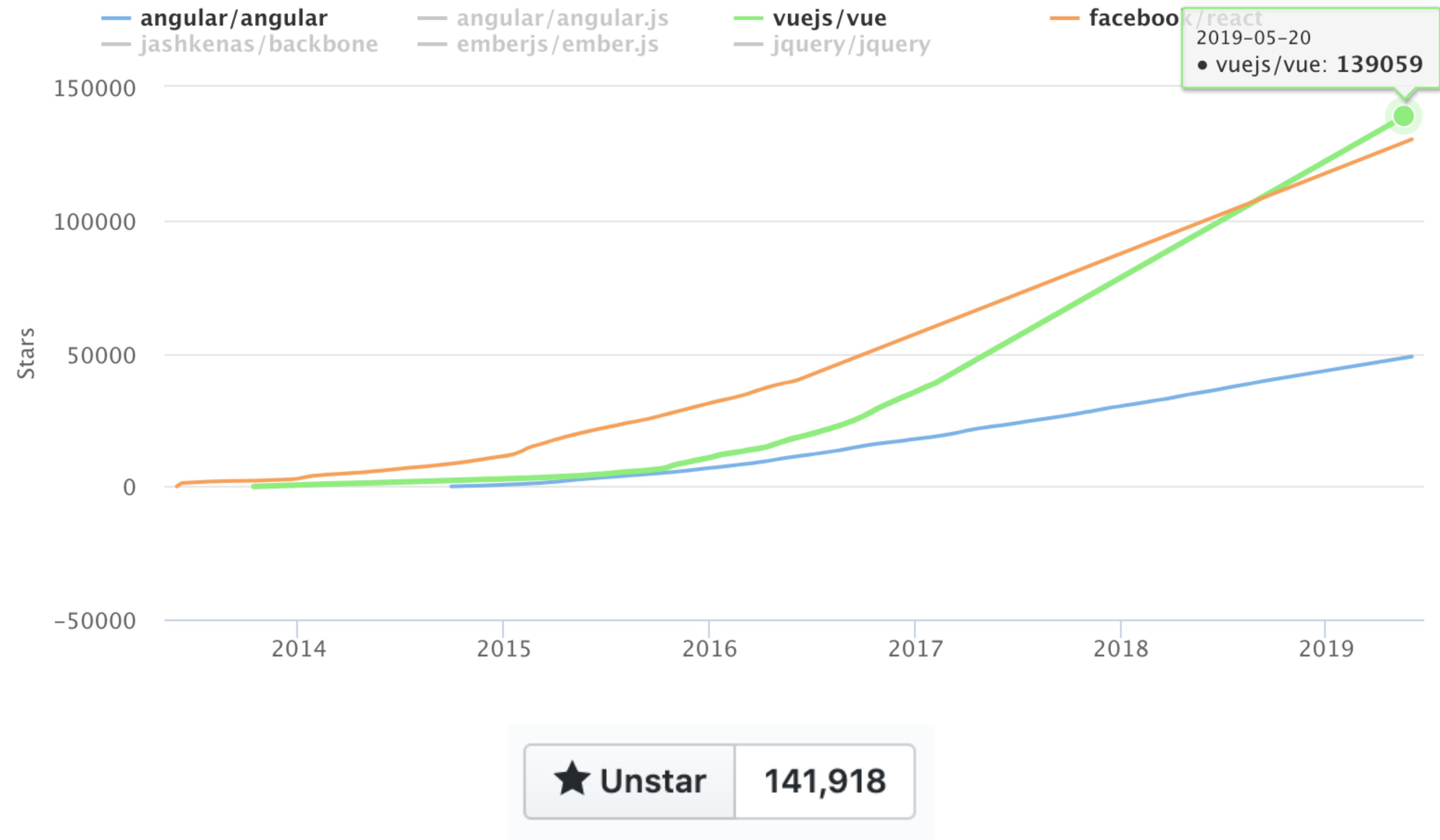
# Stats

## Today

~900k weekly active devtool users

~1M weekly downloads on NPM

~722M hits/month on jsDelivr CDN



# Team

- ❖ 21 core contributors
- ❖ 6 Emeriti
- ❖ 33 community partners
- ❖ 276 contributors to the core lib alone

<https://vuejs.org/v2/guide/team.html>

## Meet the Team

### Active Core Team Members

[FIND NEAR ME](#)

The development of Vue and its ecosystem is guided by an international team, some of whom have chosen to be featured below.



Evan You

CORE FOCUS [vuejs/\\*](#) · [vuejs-templates/\\*](#)

Creator @ [Vue.js](#)

Jersey City, NJ, USA

中文 · English

[patreon.com/evanyou](#)



Linusborg

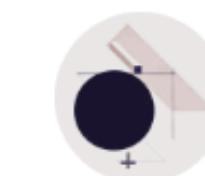
CORE FOCUS [vuejs/\\*](#)

ECOSYSTEM [portal-vue](#)

Mannheim, Germany

Deutsch · English

[forum.vuejs.org](#)

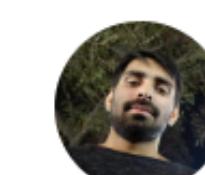


Pine Wu

CORE FOCUS [etur](#)

Engineer on VSCode @ Microsoft

中文 · English · 日本語



Rahul Kadian

CORE FOCUS [rollup-plugin-vue](#) · [vue-issue-helper](#)

ECOSYSTEM [keynote](#) · [bootstrap-for-vue](#) · [vue-interop](#)

Software Engineer @ [Mynta](#)

Bangalore, India

हिंदी · English

[znck.me](#) · [codementor.io/znck](#)



# Output

@vue/jsx

CLI

VueRouter

vue-loader

Vue.js

vue-devtools

Vuex

TestUtils

eslint-plugin-vue

rollup-plugin-vue

# Philosophy

## The progressive framework

- ❖ Lightweight core library
- ❖ Runs in the browser without tooling
- ❖ Official Extensions: Sensible defaults for common needs (routing, state)
- ❖ Additional Tooling: for complex projects and big teams

Vue can scale and grow with any project

So who's using this?

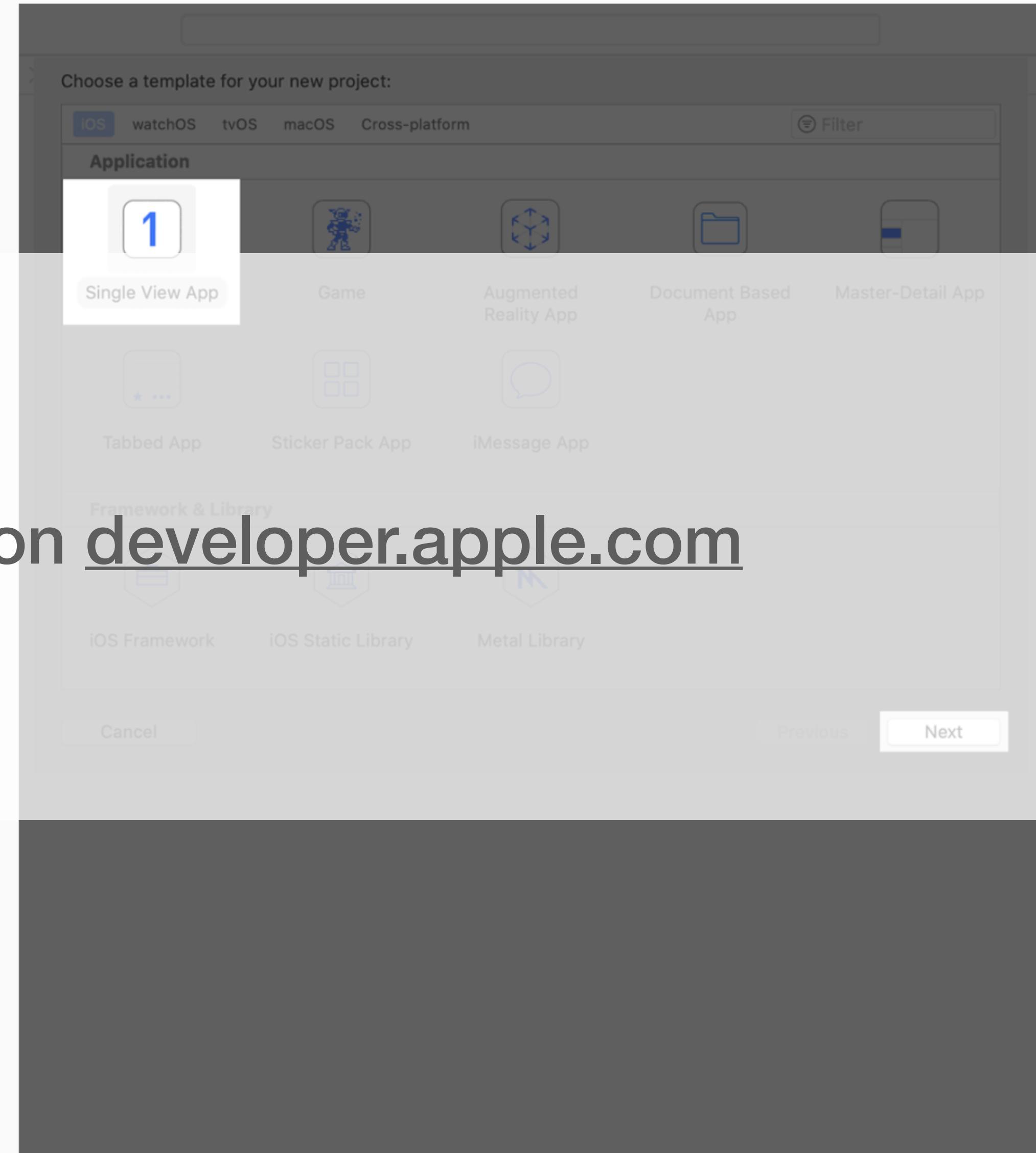
choose File > New > Project.

## Step 2

In the template selector, select iOS as the platform, select the Single View App tem



click Next.



## Step 3

Enter "Landmarks" as the Product Name, select the **Use SwiftUI** checkbox, and click **Next**. Choose a location to save the Landmarks project on your Mac.



# Wohnzimmer

News & Trends

Sofas

Sessel

Hocker

Stühle

Tische

Schränke

Regale

TV-Möbel

Teppiche

Textilien

Beleuchtung

Dekoration



Alle Stühle

Produkte

Inspirierende Bilder

Produktplaner

## Raumwelten auf ikea.de



Esszimmerstühle



Polsterstühle



Klapptüle



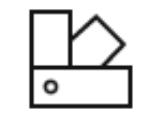
Drehstühle



Kinderstühle



Preis



Farbe



Serien

406 Ergebnisse

Stühle



Relevanz

**STORY CREATOR**

**PUBLISH** **?**

**BLOCK LIST**

**Blocks**

**QUEST OUTCOMES**

✓ Quest Success   ✗ Quest Fail

**QUEST STARTERS**

Zone   Talk

Free

**OBJECTIVES**

Talk   Kill

Destroy   Go to

Escort   Free

**ADVANCED**

Wait For All   Stop Operator

**BEHAVIORS**

/ Family errand

ASSASSIN'S  
CREED  
ODYSSEY

**WARNINGS :**

- Not all Blocks are linked.

**VALIDATION ERRORS :**

- Your quest is not connected to an outcome.
- [Kill Objective] All Outputs must be connected to a block.

**TALK OBJECTIVE** **?**

**Objective Title**  
Insert title

Field is required. 0 / 60

**EDIT DIALOGUE**

Play only once

**ACTORS**

Player

Add new Character

Select Existing Character

Myrrine

Nikolaos

**VALIDATE** **?**

The screenshot shows the Story Creator interface for Assassin's Creed Odyssey. On the left, there's a sidebar with categories like Block List, Quest Outcomes, Quest Starters, Objectives, Advanced, and Behaviors. The main area displays a quest flow diagram. A 'Quest Start' node leads to a 'Talk Objective' node ('Talk to Myrrine'). From there, paths lead to 'Activate', 'Accept', 'Help', and 'Fail'. 'Activate' leads to a 'Free Objective' node ('Free Objective'), which then branches into 'Success' and 'Fail'. 'Success' leads to a green 'Quest Success' node, while 'Fail' leads to a red 'Talk Objective' node ('Talk to'). The right side of the screen shows validation errors: 'Not all Blocks are linked.' and 'Your quest is not connected to an outcome.' and '[Kill Objective] All Outputs must be connected to a block.'. Below the validation errors, there's a 'TALK OBJECTIVE' section with fields for 'Objective Title' and 'Edit Dialogue'. The bottom right has sections for 'ACTORS' (Player, Add new Character, Select Existing Character, Myrrine, Nikolaos) and a 'VALIDATE' button.

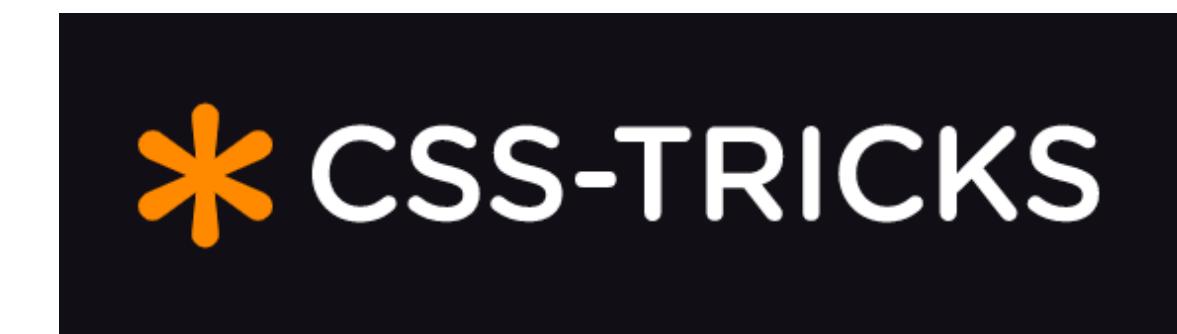
<https://assassinscreed.ubisoft.com/story-creator-mode/en-us/>



- ❖ User-facing web app
- ❖ Internal dashboards
- ❖ PWAs for service people on the streets

...and a few others

# Ressources



# DEV



- ❖ Read the official guide
- ❖ Or this intro by Sarah Drasner
- ❖ Plenty of articles to find online
- ❖ Great Video courses as well

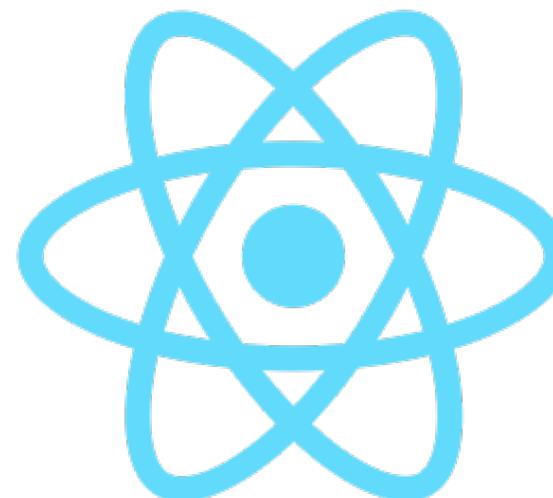


# Building User Interfaces with Vue.js

# What is Vue.js, exactly?



- ❖ Library for building UI
- ❖ Declarative Rendering
- ❖ Components-based
- ❖ Reactive Data (*not* RxJS)
- ❖ small core, great performance
- ❖ progressive extensibility through official modules and tooling



# Minimal Example

- ❖ Create the App's mounting element
  - ❖ Content will be used as the template
- ❖ Create new Vue instance
  - ❖ mounts to that element
- ❖ Instance' **data** option defines data for template

```
<body>
  <div id="app">
    {{ text }} Nice to meet Vue.
  </div>

<script>
new Vue({
  el: '#app',
  data: {
    text: 'Hello Class!',
  }
})
</script>

<script
  src="https://unpkg.com/vue/dist/vue.js"
>
</script>
</body>
```

Integrate directly from CDN

# Rendering Lists

- ❖ **v-for** directive loops over items
- ❖ **items** defined in the component's **data**

```
<body>
  <div id="app">
    <ul>
      <li v-for="item in items">
        {{ item }}
      </li>
    </ul>
  </div>

<script>
  new Vue({
    el: '#app',
    data: {
      items: [
        'thingie',
        'another thingie',
        'lots of stuff',
        'yadda yadda'
      ]
    }
  });
</script>
</body>
```

# Declarative Rendering

```
const items = [
  'thingie',
  'another thingie',
  'lots of stuff',
  'yadda yadda'
];

function listOfStuff() {
  let full_list = '';
  for (let i = 0; i < items.length; i++) {
    full_list = full_list + `<li> ${items[i]} </li>`;
  }
  const contain =
    document.querySelector('#container');
  contain.innerHTML =
    `<ul> ${full_list} </ul>`;
}

listOfStuff();
```

```
<body>
  <div id="app">
    <ul>
      <li v-for="item in items">
        {{ item }}
      </li>
    </ul>
  </div>

  <script>
    new Vue({
      el: '#app',
      data: {
        items: [
          'thingie',
          'another thingie',
          'lots of stuff',
          'yadda yadda'
        ]
      }
    });
  </script>
```

# Form Inputs

- ❖ v-model allows two-way bindings
- ❖ modifiers like `.trim` provide great DX

```
<body>
  <div id="app">
    <h3>Type here:</h3>
    <textarea
      v-model.trim="message"
      class="message"
      rows="5"
      maxlength="72"
    ></textarea>
    ><br />
    <p class="booktext">{{ message }}</p>
  </div>

<script>
new Vue({
  el: '#app',
  data() {
    return {
      message: 'This is great'
    }
  }
});
</script>
</body>
```

# Event handling

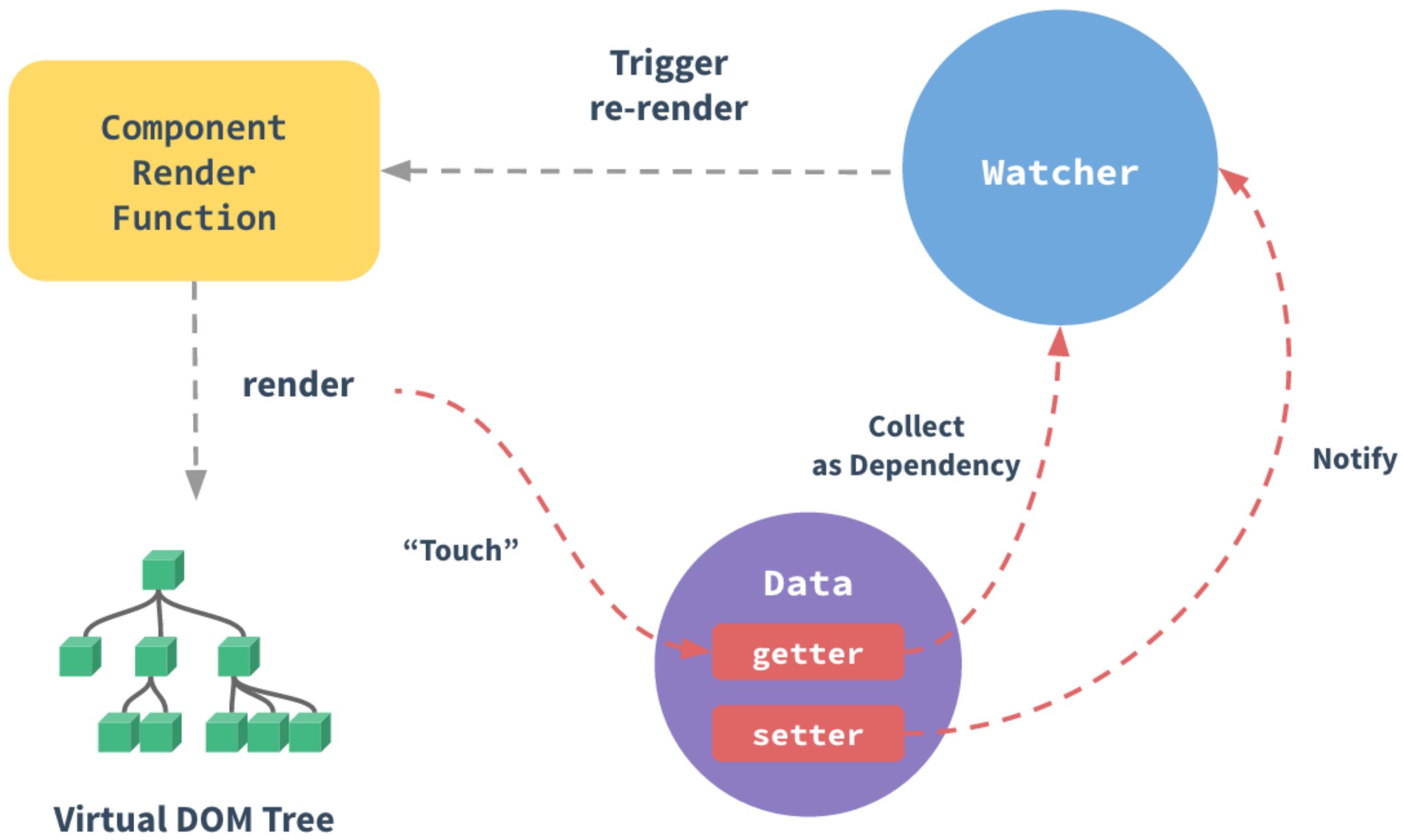
## v-on & methods

- ❖ Event listener can be added with v-on
- ❖ Attribute value can contain:
  - ❖ Name of method to use as handler
  - ❖ Inline expression (count++)

```
<body>
  <div id="app">
    <p><button v-on:click="increment">+</button> {{ counter }}</p>
  </div>

<script>
new Vue({
  el: '#app',
  data() {
    return {
      counter: 0,
    }
  },
  methods: {
    increment() {
      this.counter++
    },
  },
})
</script>
</body>
```

# Reactivity



- ❖ Vue tracks changes to data that's used by the component
- ❖ When changes occur, Vue updates the component by re-rendering
- ❖ Necessary changes to the DOM are applied by differencing the Virtual DOM

# Reactivity

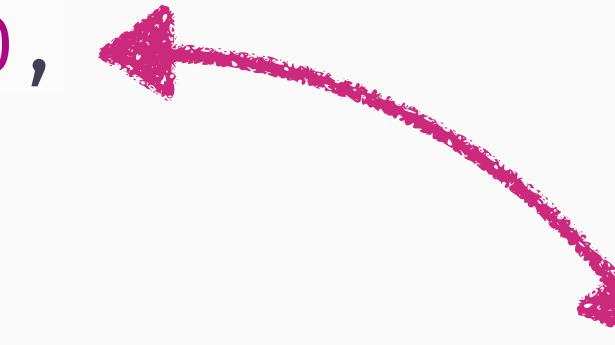
## Computed Properties

- ❖ pure functions
- ❖ lazily evaluated when accessed
- ❖ return value is cached
- ❖ When reactive dependencies change, computed property is re-evaluated

Good for computing deprived values

```
<body>
  <div id="app">
    <button @click="counter++">+</button>
    <p>
      {{ counter }}<br>
      {{ plusOne }}<br>
    </p>
  </div>
</body>

<script>
new Vue({
  el: '#app',
  data() {
    return {
      counter: 0,
    }
  },
  computed: {
    plusOne() { return this.counter +1 }
  }
})
</script>
</body>
```



# Reactivity

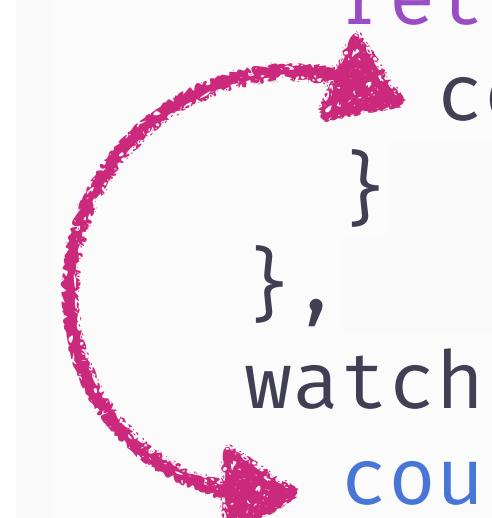
## Watchers

- ❖ Function name defines the dependency to watch
- ❖ Changes to watched data trigger Watcher
- ❖ Handler function is run, receiving new and previous value

Good for running side effects

```
<body>
  <div id="app">
    <button @click="counter++">+</button>
    <p>
      {{ counter }}<br>
      {{ plusOne }}<br>
    </p>
  </div>

<script>
new Vue({
  el: '#app',
  data() {
    return {
      counter: 0,
    }
  },
  watch: {
    counter(newValue) {
      console.log(`count: ${newValue}`)
    }
  }
})</script>
</body>
```



# Benefits

- ❖ Declarative Rendering
- ❖ Approachable Template Syntax
- ❖ Data Reactivity provides easy update mechanism
- ❖ Small (23kb min+gzip)
- ❖ Easily integratable from CDN

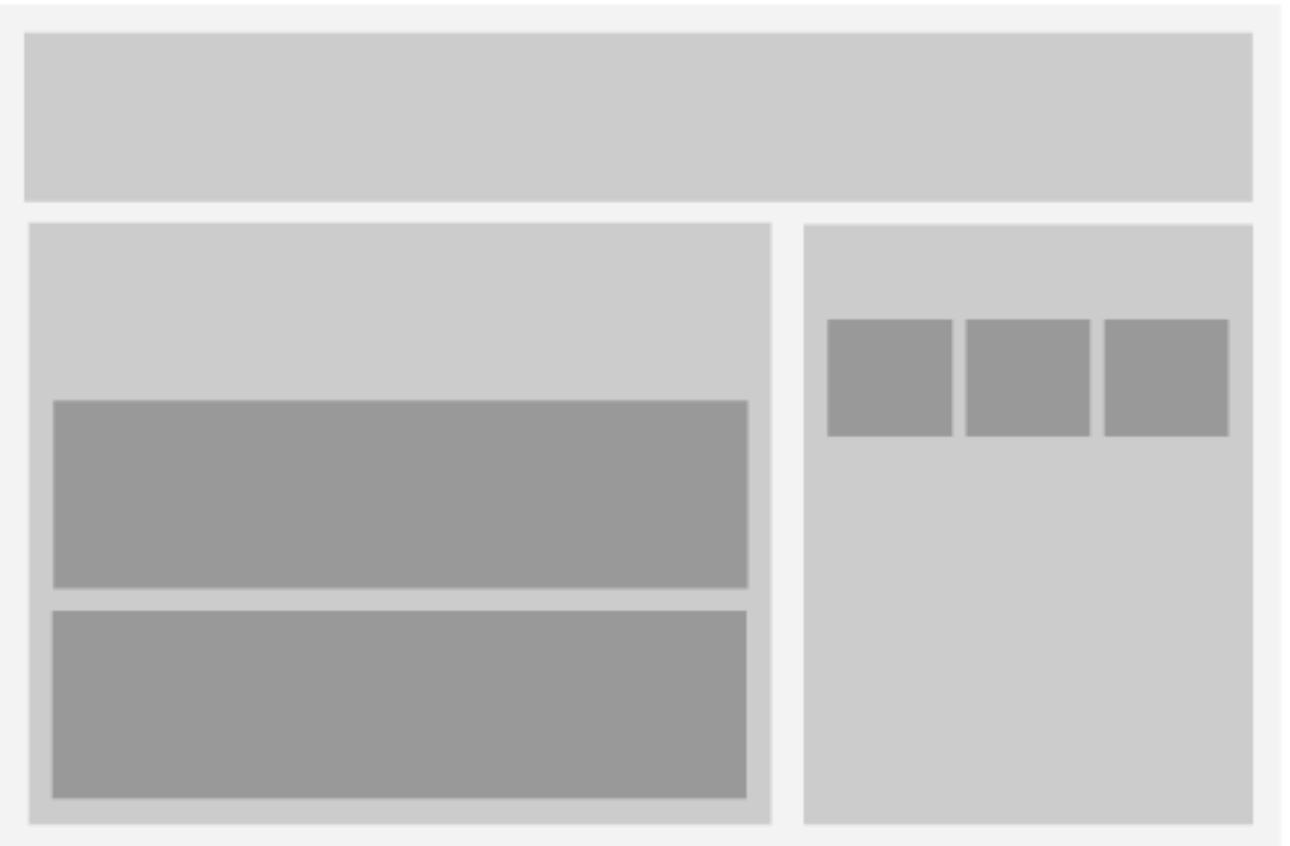
**„That's cool. But what if it gets more complicated?“**

*– (some of) you, probably*

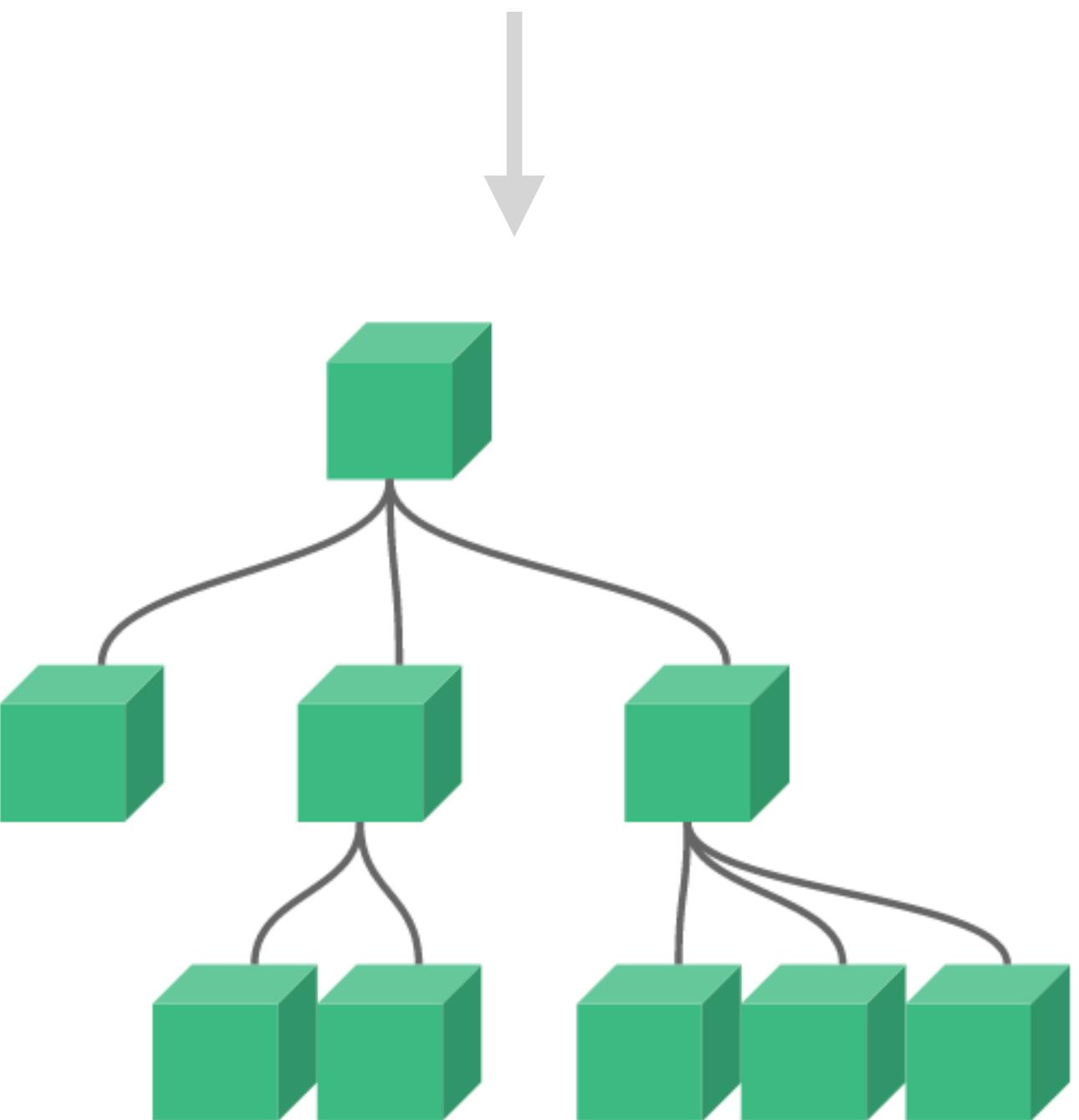
# Components

# Components

## UI Building blocks



- ❖ Some good points
- ❖ With code snippet



# Components

## Definition

- ❖ Register components globally or locally
- ❖ Templates can be put in the component or extracted into <template> elements

```
<template id="counter">
  <button v-on:click="count++">
    You clicked me {{ count }} times.
  </button>
</template>

<script>
Vue.component('button-counter', {
  template: '#counter',
  data: function() {
    return {
      count: 0,
    },
  }
})
</script>
```

# Components

## Usage

- ❖ Components can be used like elements
- ❖ Allows encapsulating pieces of UI and their logic

```
<body>
  <div id="app">
    <button-counter></button-counter>
  </div>

<script>
  Vue.component('button-counter', /* ... */)

  new Vue({
    el: '#app',
  })
</script>
</body>
```

# Props & Events

## Props

- ❖ We use Props to pass down state to a child component.
- ❖ We can pass down anything from primitive types to complex objects or functions



```
Vue.component('child', {  
  props: ['text'],  
  template: `<div>{{ text }}</div>`  
});  
  
new Vue({  
  el: "#app",  
  data() {  
    return {  
      message: 'hello mr. magoo'  
    }  
  }  
});
```

# Props & Events

## Props

- ❖ We use Props to pass down state to a child component.
- ❖ We can pass down anything from primitive types to complex objects or functions

```
<template>
  <div id="app">
    <child :text="message" />
  </div>
</template>

<script>
Vue.component('child', {
  props: ['text'],
  template: `<div>{{ text }}</div>`
});

new Vue({
  el: "#app",
  data() {
    return {
      message: 'hello mr. magoo'
    }
  }
});
</script>
```



# Props & Events

## Events

- ❖ We don't recommend mutating a parent's state in the child
- ❖ We use events to communicate changes to the parent component
- ❖ The **v-on** syntax is like for element events
- ❖ From the child, we use **this.\$emit()** to emit events to the parent

The diagram illustrates the event flow between a child component and its parent. A red hand-drawn style circle surrounds the code block, and three red arrows point from the child component's template to the parent component's script block, highlighting the v-on:change and \$emit('change') parts.

```
<template>
  <div id="app">
    <child :text="message"
           v-on:change="message = $event" />
  </div>
</template>
<script>
Vue.component('child', {
  props: ['text'],
  template: `
    <!-- rest omitted -->
    <button v-on:click="$emit('change', 'new
Message')">
      Emit Event
    </button>
  `);
}

new Vue({
  el: "#app",
  data() {
    return {
      message: 'hello mr. magoo'
    }
  }
});
</script>
```

# Single File Components

- ❖ Custom Format for components
- ❖ Allows to collocate
  - ❖ Template
  - ❖ Javascript
  - ❖ Styles
- ❖ Tooling to convert to JS is provided

## ButtonCounter.vue

```
<template>
  <button v-on:click="count++" class="counter-btn">
    You clicked me {{ count }} times.
  </button>
</template>

<script>
  export default {
    data: function() {
      return {
        count: 0,
      }
    },
  }
</script>

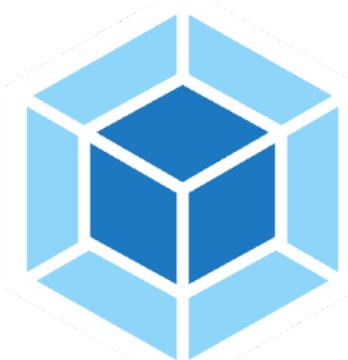
<style lang="scss" scoped>
  .counter-btn {
    border-radius: 3px;
  }
</style>
```

# Tooling for SFCs

**vue-compiler-utils**



**rollup-plugin-vue**



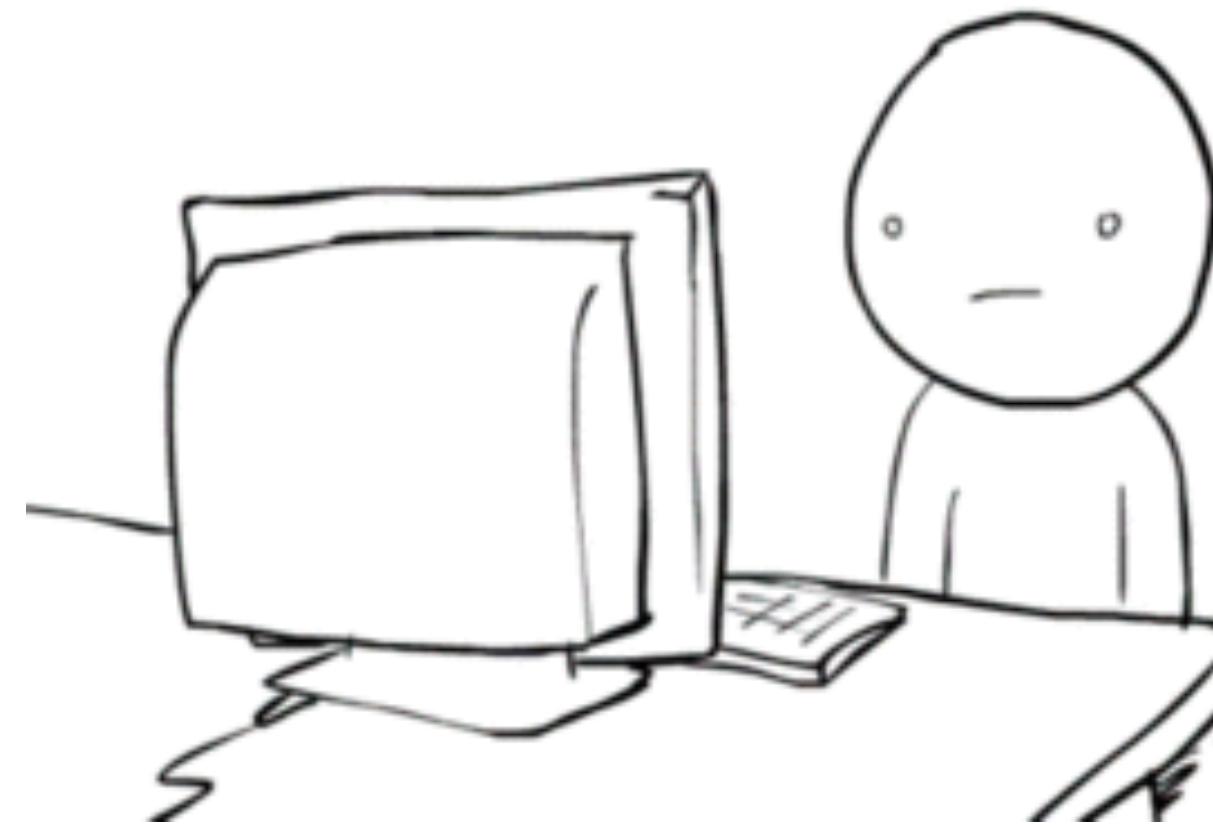
**webpack**

**vue-loader**



**vue-jest**

# Separation of Concerns?



# Separation of ~~Technologies~~!

- ❖ HTML, JS and CSS for one component  
are one concern
- ❖ SFCs bundle code by functionality, not  
technology

# TypeScript



...it's complicated

# vue-class-component

<https://github.com/vuejs/vue-class-component>

- ❖ TS Support with the default syntax is limited
- ❖ **vue-class-component** provides type safety
- ❖ ...at a runtime cost

```
import { Component } from 'vue-class-component'

@Component({
  props: {
    propMessage: String
  }
})
class MyComponent extends Vue {
  // initial data
  msg = 123

  // use prop values for initial data
  helloMsg = 'Hello, ' + this.propMessage

  // computed
  get computedMsg () {
    return 'computed ' + this.msg
  }

  // method
  greet () {
    alert('greeting: ' + this.msg)
  }
}
```

...but it gets better in  
Vue 3



more about that later ...

# Building User Interfaces with Vue.js

# Building Applications with Vue.js

# The progressive framework

- ❖ Some good points
- ❖ With code snippet

# VueRouter

## Client-Side Routing

[router.vuejs.org](https://router.vuejs.org)

# VueRouter

## Usage

```
<div id="app">
  <h1>Hello App!</h1>
  <p>
    
    
    
    <router-link to="/foo">Go to Foo</router-link>
    <router-link to="/bar">Go to Bar</router-link>
  </p>
  
  
  <router-view></router-view>
</div>
```

# VueRouter

## Config

```
// 1. Define route components.  
// These can be imported from other files  
const Foo = { template: '<div>foo</div>' }  
const Bar = { template: '<div>bar</div>' }
```

# VueRouter

## Config

```
// 1. Define route components.  
// These can be imported from other files  
const Foo = { template: '<div>foo</div>' }  
const Bar = { template: '<div>bar</div>' }  
  
// 2. Define some routes  
// Each route should map to a component.  
const routes = [  
  { path: '/foo', component: Foo },  
  { path: '/bar', component: Bar }  
]
```

# VueRouter

## Config

```
// 1. Define route components.  
// These can be imported from other files  
const Foo = { template: '<div>foo</div>' }  
const Bar = { template: '<div>bar</div>' }  
  
// 2. Define some routes  
// Each route should map to a component.  
const routes = [  
  { path: '/foo', component: Foo },  
  { path: '/bar', component: Bar }  
]  
  
// 3. Create the router instance and pass the  
`routes` option  
const router = new VueRouter({  
  routes // short for `routes: routes`  
})
```

# VueRouter

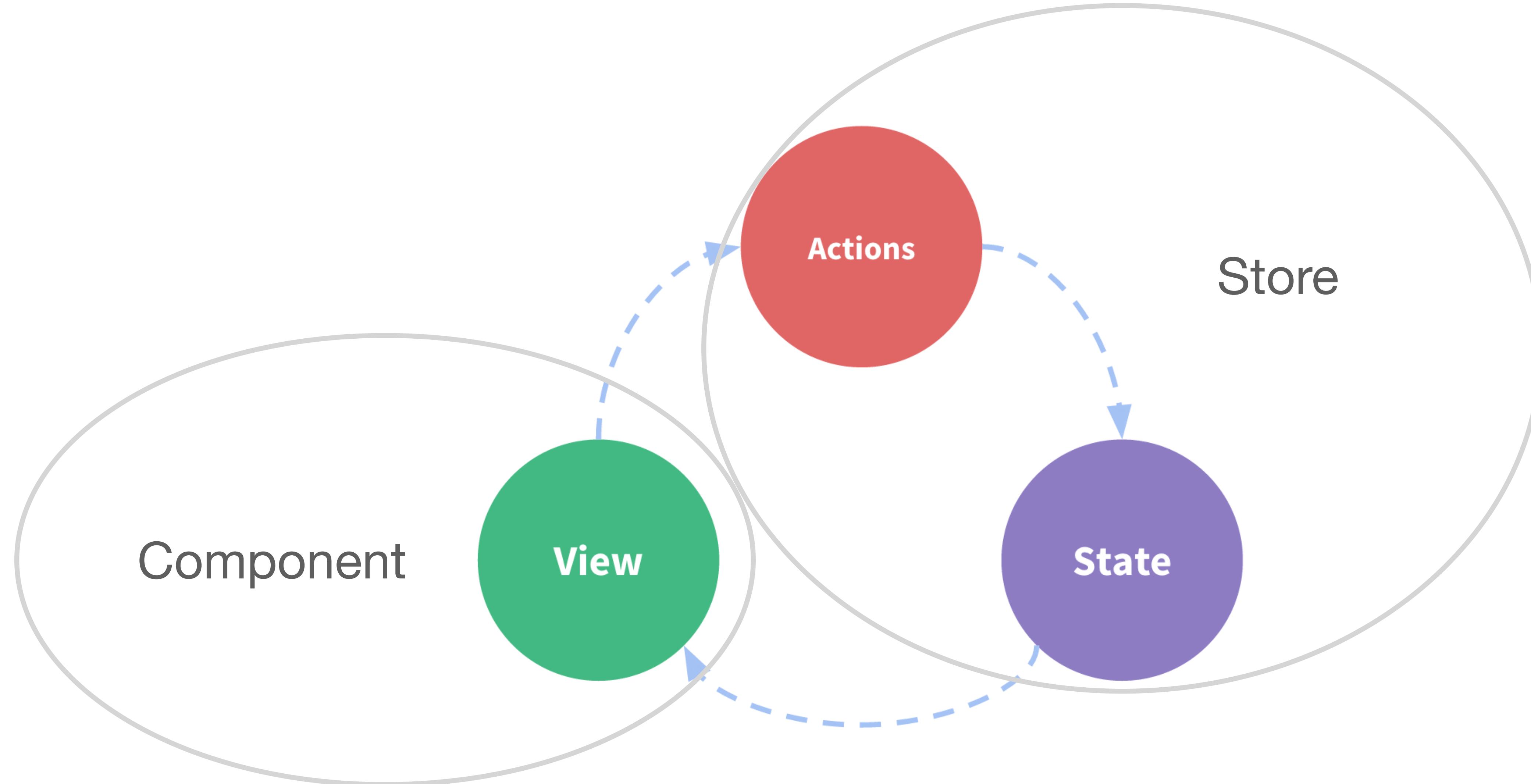
## Config

```
// 1. Define route components.  
// These can be imported from other files  
const Foo = { template: '<div>foo</div>' }  
const Bar = { template: '<div>bar</div>' }  
  
// 2. Define some routes  
// Each route should map to a component.  
const routes = [  
  { path: '/foo', component: Foo },  
  { path: '/bar', component: Bar }  
]  
  
// 3. Create the router instance and pass the `routes`  
option  
const router = new VueRouter({  
  routes // short for `routes: routes`  
})  
  
// 4. Create and mount the root instance.  
const app = new Vue({  
  router  
}).$mount('#app')
```

# Vuex

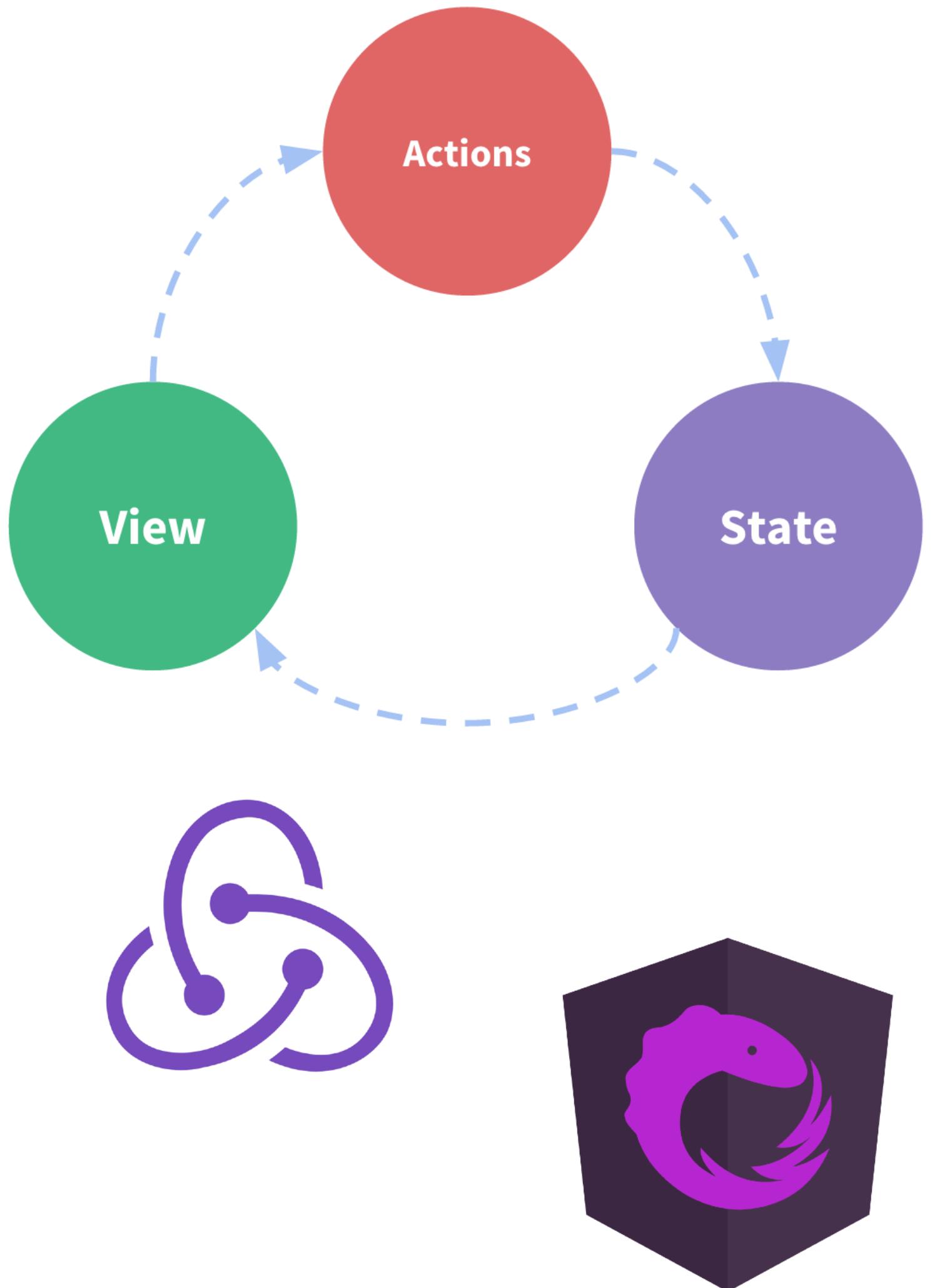
## State Management

[vuex.vuejs.org](https://vuex.vuejs.org)



# Global State Management

- ❖ inspired by the „Flux“ Pattern
- ❖ Handling global state in a central placed
- ❖ Similar solutions in other frameworks:
  - ❖ Redux
  - ❖ MobX



# Vuex

## Creating a store

```
const store = new Vuex.Store({
  state: {
    count: 0
  },
  mutations: {
    increment (state) {
      state.count++
    }
  }
})

store.commit('increment')

console.log(store.state.count) // → 1
```

# Adding the store to your app

1. Install the plugin
2. Inject the store in the root instance

```
// Add Vuex as a Plugin to Vue
Vue.use(Vuex)

const app = new Vue({
  el: '#app',
  // add the store using the "store" option.
  // this will inject the store instance
  // to all child components.
  store,
  components: { Counter },
  template:
    <div class="app">
      <counter></counter>
    </div>
  }
})
```

# Using the store in your components

1. Retrieve State
2. Display state
3. Change state through committing mutations

```
<template>
  <button v-on:click="$store.commit('increment')">
    You clicked me {{ count }} times.
  </button>
</template>
<script>
  export default {
    template: '#counter',
    computed: {
      count() { return this.$store.count }
    }
  }
</script>
```

The diagram features three pink arrows originating from the numbers 1, 2, and 3 on the left. The first arrow points to the button element in the template. The second arrow points to the computed property in the script. The third arrow points to the mutation commit call in the button's click handler.

# Vue CLI

## Standard Tooling for Vue.js Development

[cli.vuejs.org](https://cli.vuejs.org)

# Vue CLI

- ❖ Webpack build process abstracted away
  - ❖ but configurable
- ❖ Plugin-based, extendable architecture
- ❖ Setup projects and dynamically define tooling
- ❖



# Demo

# vue-devtools

# The Vue.js ecosystem

# Frameworks



NUXTJS

- ❖ Opinionated Framework for ambitious applications
  - ❖ supports 3 modes: SPA, SSR & static generation
- 

Gridsome

- ❖ Static Site generator using Vue.js components and GraphQL, similar to Gatsby.js
  - ❖ Plugin adapters for various data sources available
- 



Vuepress

- ❖ Status site generator for documentation
- ❖ fast, easily themeable, extendable via plugins

# Component Libraries



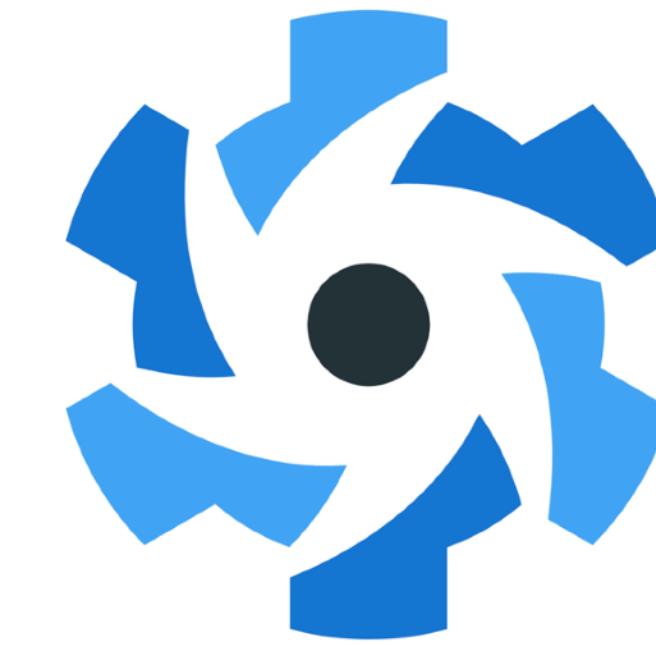
<https://vuetifyjs.org>



[element.eleme.io](https://element.eleme.io)



ionic-vue



[quasar.dev](https://quasar.dev)

# Libraries

## there's a lot of 'em

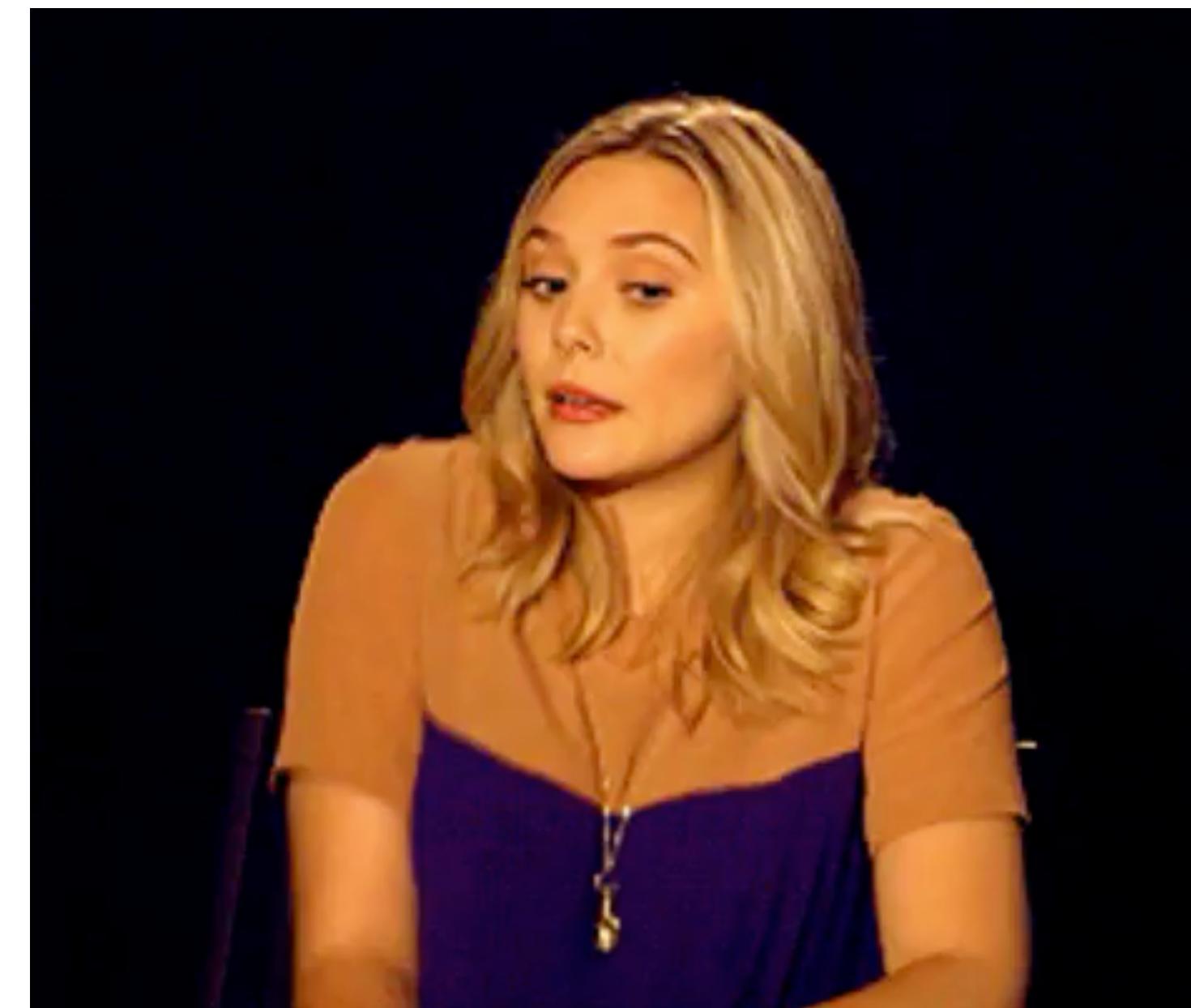
- ❖ <https://github.com/vue/awesome-vue>
- ❖ Collection of ressources
  - ❖ Tutorials
  - ❖ Reference Websites
  - ❖ Demo projects
- ❖ And of course: libraries, sorted by type

- Components & Libraries
  - UI Components
    - Table
    - Notification
    - Loader
    - Progress Bar
    - Tooltip
    - Overlay
    - Parallax
    - Icons
    - Menu
    - Minus Plus Input
    - Carousel
    - Charts
    - Time
    - Calendar
    - Map



- Form
  - Phone Number Input
  - Picker
  - Generator
    - Date Picker
  - Select
  - Slider
  - Drag and Drop
  - Autocomplete
  - Type Select
  - Color Picker
  - Switch
  - Masked Input
  - Rich Text Editing
  - Image Manipulation
  - Video Manipulation
  - File Upload
  - Context Menu
  - Miscellaneous
  - Wizard
  - CSV
  - Comment System

...what about Java+Vue?



# spring-boot-vuejs

build passing coverage 88% license mit springboot 2.1.6 RELEASE jdk 8, 9, 11 nodejs v11.14.0 vue.js 2.6.10  
vue CLI 3.8.4 webpack 4.28.4 axios 0.18.0 jest 23.6.0 nightwatch 0.9.21

If you're a JavaMagazin / blog.codecentric.de / Softwerker reader, consider switching to [vue-cli-v2-webpack-v3](#)



<https://github.com/jonashackt/spring-boot-vuejs>

<https://spring-boot-vuejs.herokuapp.com/>

# So ... Vue 3.0

Whats up with that?

- ✓ Source written in Typescript
- ✓ Complete type safety for components with new API
- ✓ Improvements across various metrics
- ✓ Little to no breaking changes for the typical user
  - ✓ Mostly auto-fixable with codemods we provide
- ✓ All changes discussed transparently as RFCs

[github.com/vuejs/rfcs](https://github.com/vuejs/rfcs)

# TypeScript

## class API

<https://github.com/vuejs/rfcs/pull/17>

- ❖ Goal: 100% type safety
- ❖ without decorators
  - ❖ not standardized yet
- ❖ ...we failed
- ❖

```
export default class App extends Vue {  
  count = 0  
  
  created() {  
    console.log(this.count)  
  }  
  
  get plusOne() {  
    return this.count + 1  
  }  
  
  increment() {  
    this.count++  
  }  
}
```

# Function-based API

- ❖ New Proposal, not accepted yet
- ❖ based around composing behaviour through functions instead of an options object
- ❖ allows for better logic composition and reuse

```
<template>
  <div>
    Count is {{ count }}, count * 2 is
    {{ double }}
    <button @click="increment">+</button>
  </div>
</template>

<script>
export default {
  data() {
    return {
      count: 0
    }
  },
  methods: {
    increment() {
      this.count++
    }
  },
  computed: {
    double() {
      return this.count * 2
    }
  }
}
</script>
```

```
<template>
  <div>
    Count is {{ count }}, count * 2 is
    {{ double }}
    <button @click="increment">+</button>
  </div>
</template>

<script>
import { value, computed } from 'vue'
export default {
  setup() {
    const count = value(0)
    const double = computed(() => count.value * 2)
    const increment = () => { count.value++ }
    return {
      count,
      double,
      increment
    }
  }
}
</script>
```

# TypeScript

- ❖ Some good points
- ❖ With code snippet

```
import { createComponent } from 'vue'

const MyComponent = createComponent({
  // props declarations are used to infer prop
  // types
  props: {
    msg: String
  },
  setup(props) {
    props.msg // string | undefined

    // bindings returned from setup() can be used
    // for type inference in templates
    const count = value(0)
    return {
      count
    }
  }
})
```

this broke the internet 4  
days ago

635 !!!!

 **Function-based Component API**

#42 opened 18 days ago by yyx990803  updated 1 hour ago  From [function-apis](#)

3.x  core

 635

Thanks!