FE Architecture of Weex

Taobao Mobile, Alibaba Group terrykingcha@github

Virtual DOM

Data-binding

Diff Algorithm

Transformer

Domain Specific Language

ES2015

Webpack

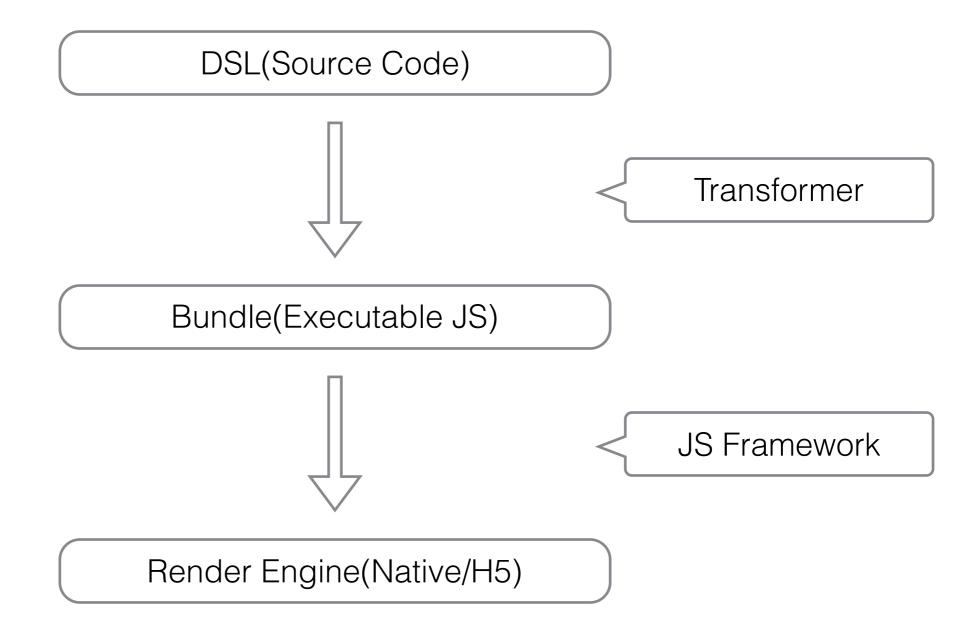
E2E Test

Istanbul

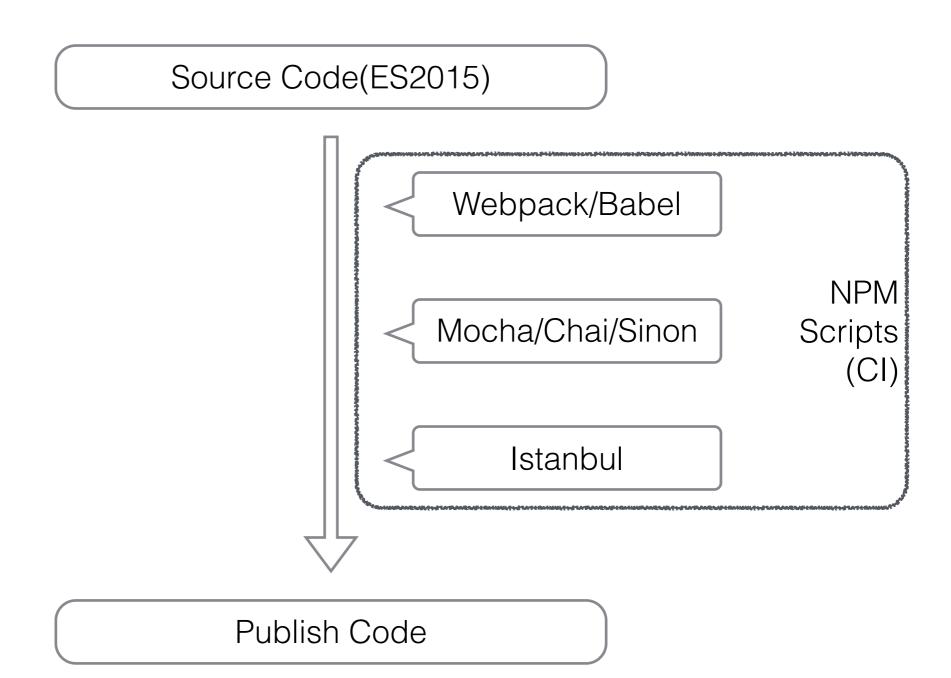
OpenSource

NPM Scripts

Programing

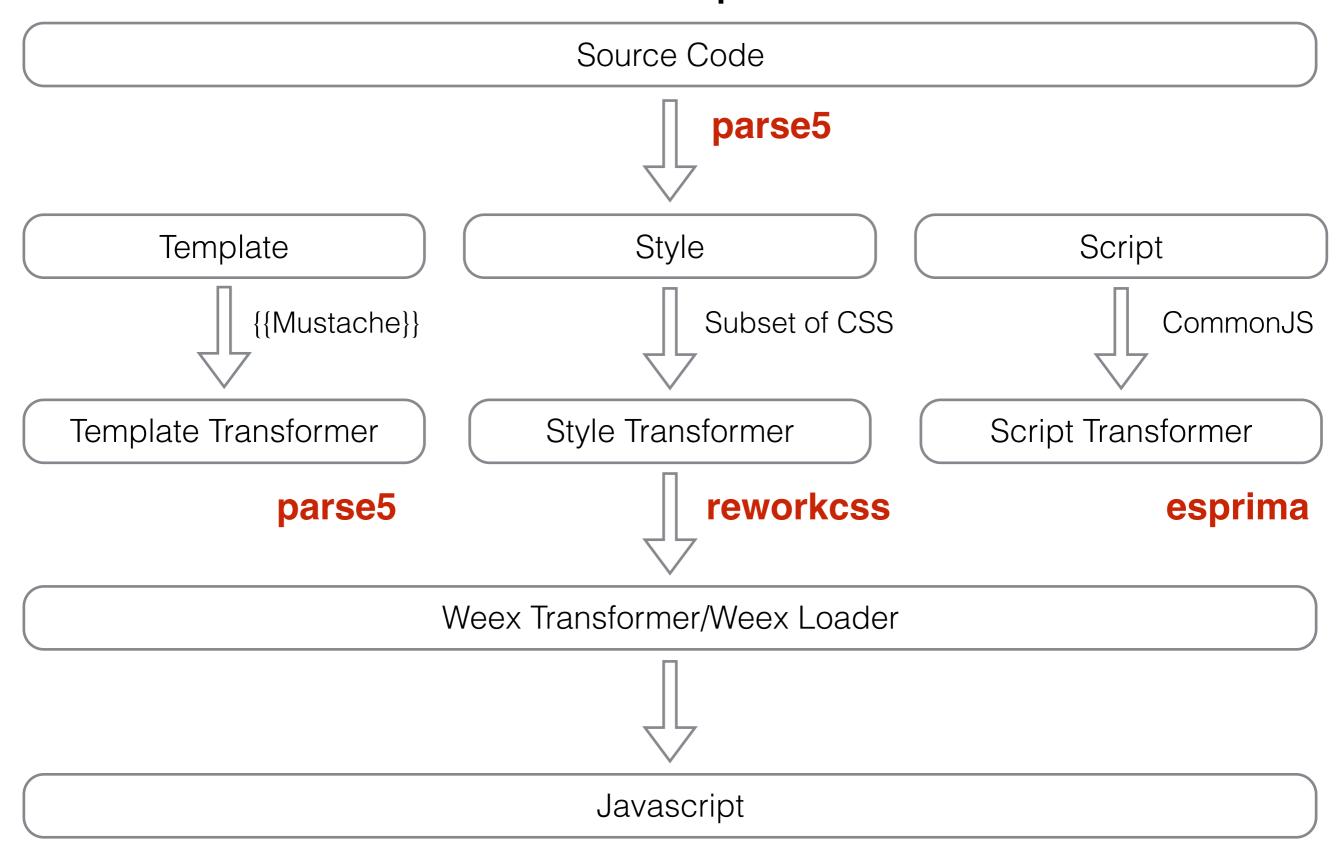


Engineering





DSL Spec





Data-binding

Object.defineProperty

MutationObserver

```
get() {
  /*Observe Code*/
  return someValue
}
set(v) {
  /*Observe Code*/
  someValue = v
}
```

Logic in Data-binding

```
get() {
 if (observe) {
   record-dep
 return someValue
set(v) {
 if (observe) {
   notify-dep
 someValue = v
```

```
watch() {
  observe = true
  var v = getter()
  parse-dep
  observe = false
  return v
}
```

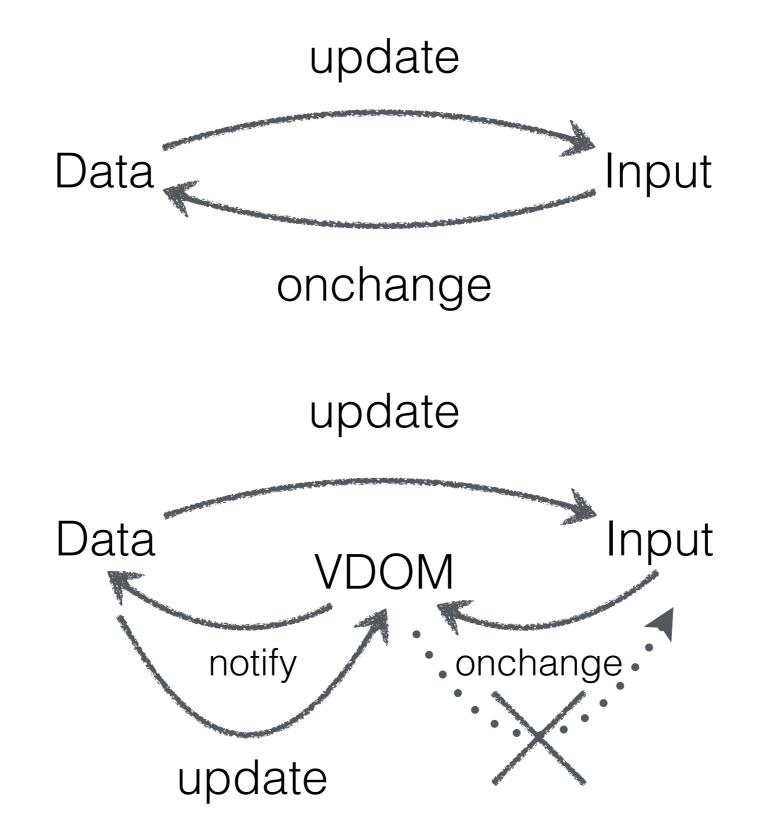


Logic in Data-binding

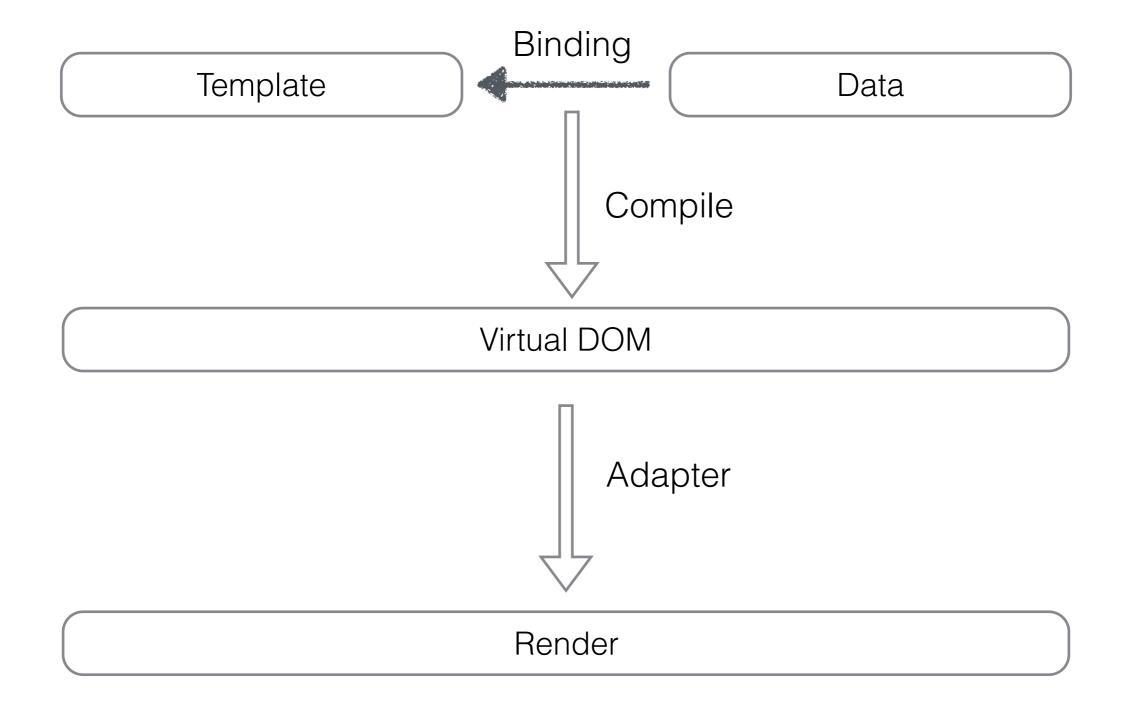
```
fullName:get() {
    deps.push(fullName)
    this.firstName + this.lastName
}

firstName:get() {
    deps.push(firstName)
    deps.notify()
}
```

One-Way Data-binding

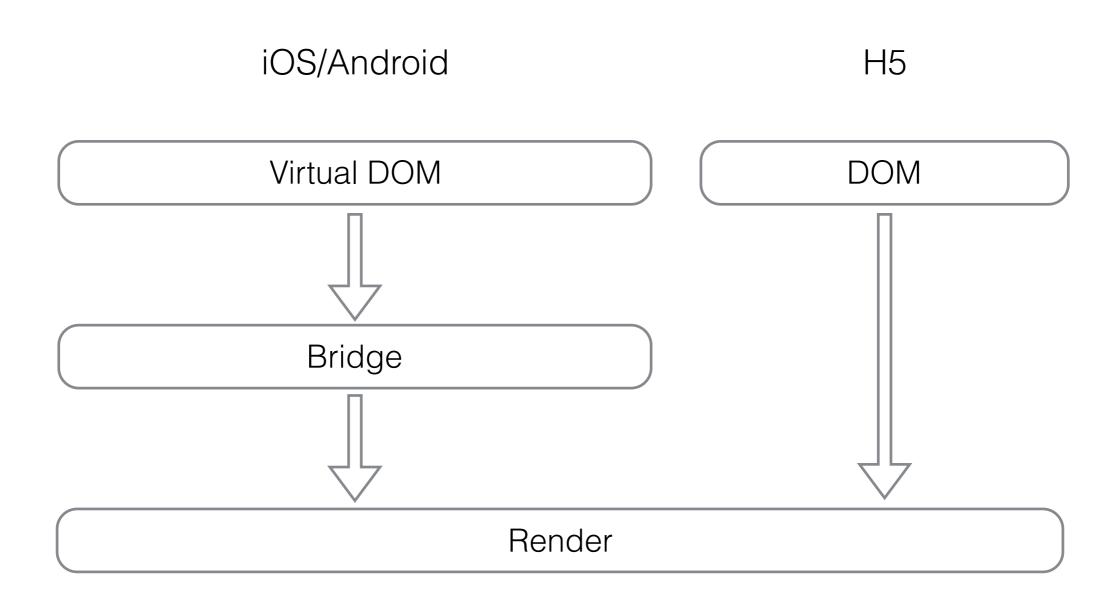


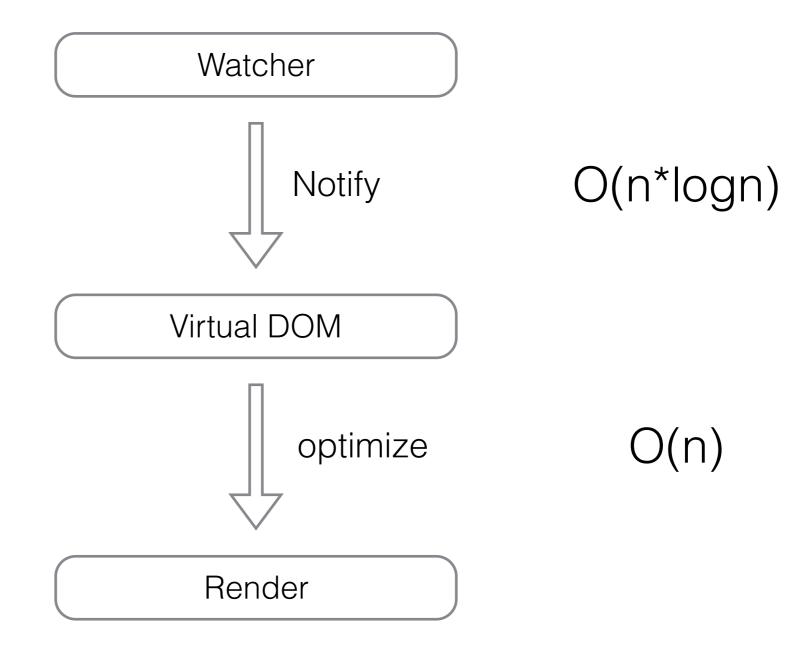
Virtual DOM





Virtual DOM





$$var a = 1$$
$$a = 2$$

set a O(1)



```
var list = ['a', 'b', 'c']
list = ['c', 'a', 'b']
```

```
Remove 'c'
Remove 'b'
Remove 'a'
add 'c'
add 'a'
add 'b'
```

move 'c' to 0 move 'a' to 1 move 'b' to 2

$$O(n^2)$$
 O(n)

```
var a = 1

var b = 1

var c = a + b

a = 2

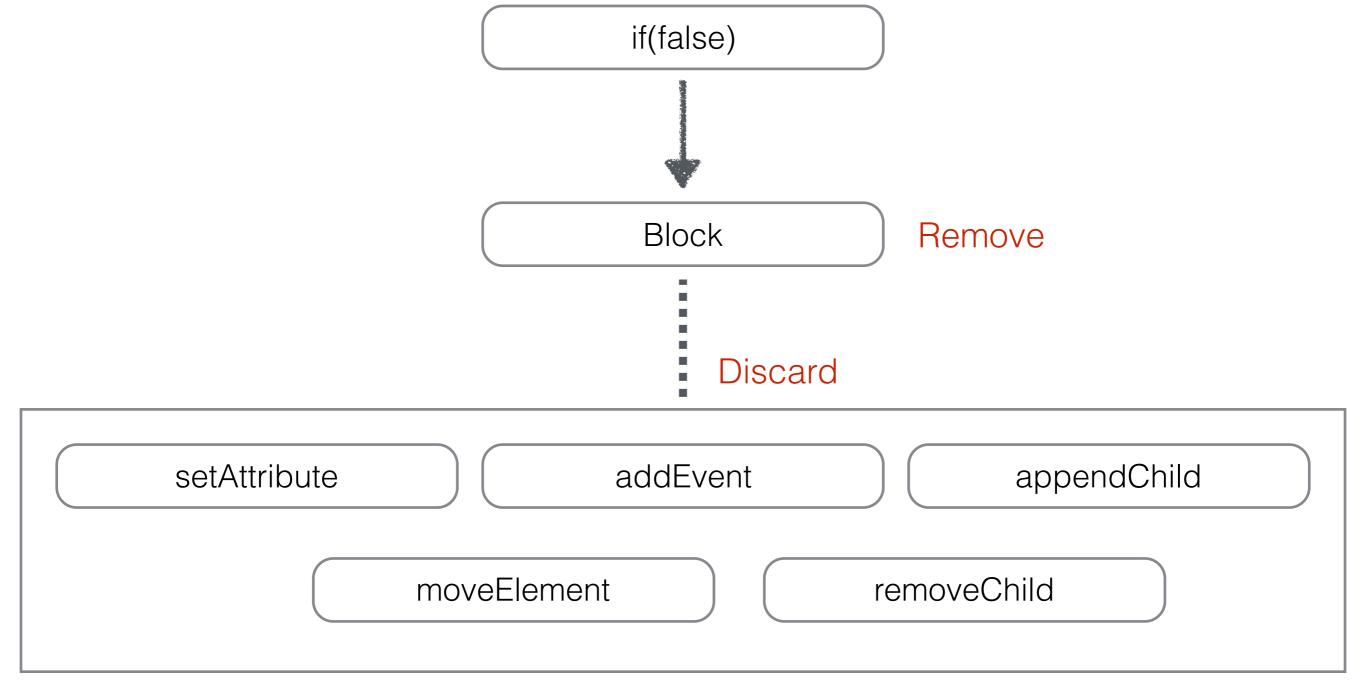
set a

notify c
```

O(logn)

Max(O(1), O(n)) * O(logn) = O(nlogn)





Why ES2015



https://kangax.github.io/compat-table/es6/

```
"name": "gulp-babel",
"version": "6.1.2",
"dependencies": {
 "babel-core": "^6.0.2"
"name": "babel-core",
"version": "6.9.0"
```

myFavoriteModule

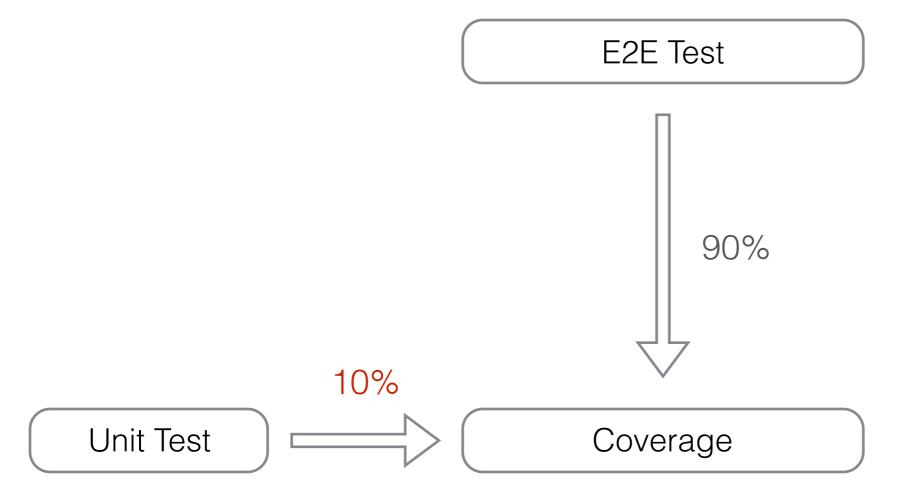
gulp-noSuchModule

> gulp less

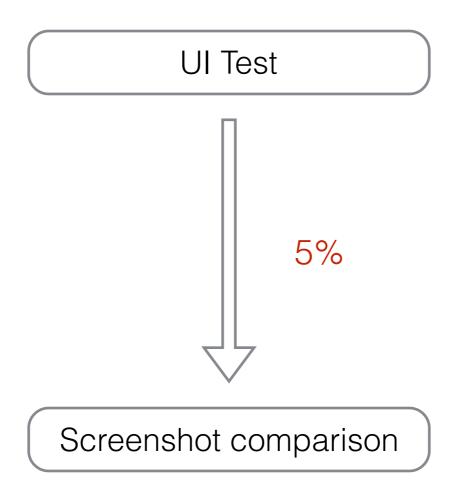
Oops! The css is not working!

```
gulp.task('a', () => {...})
gulp.task('b', () => {...})
gulp.task('c', ['a', 'b'], () => \{...\})
gulp.task('b', ['a'], () => \{...\})
            "scripts": {
             "a": "…".
              "b": "...",
              "c": "a && b"
```

How to Test



How to Test



Why OpenSource

"Contribution"

"Q & A"

"Thanks"

http://alibaba.github.io/weex