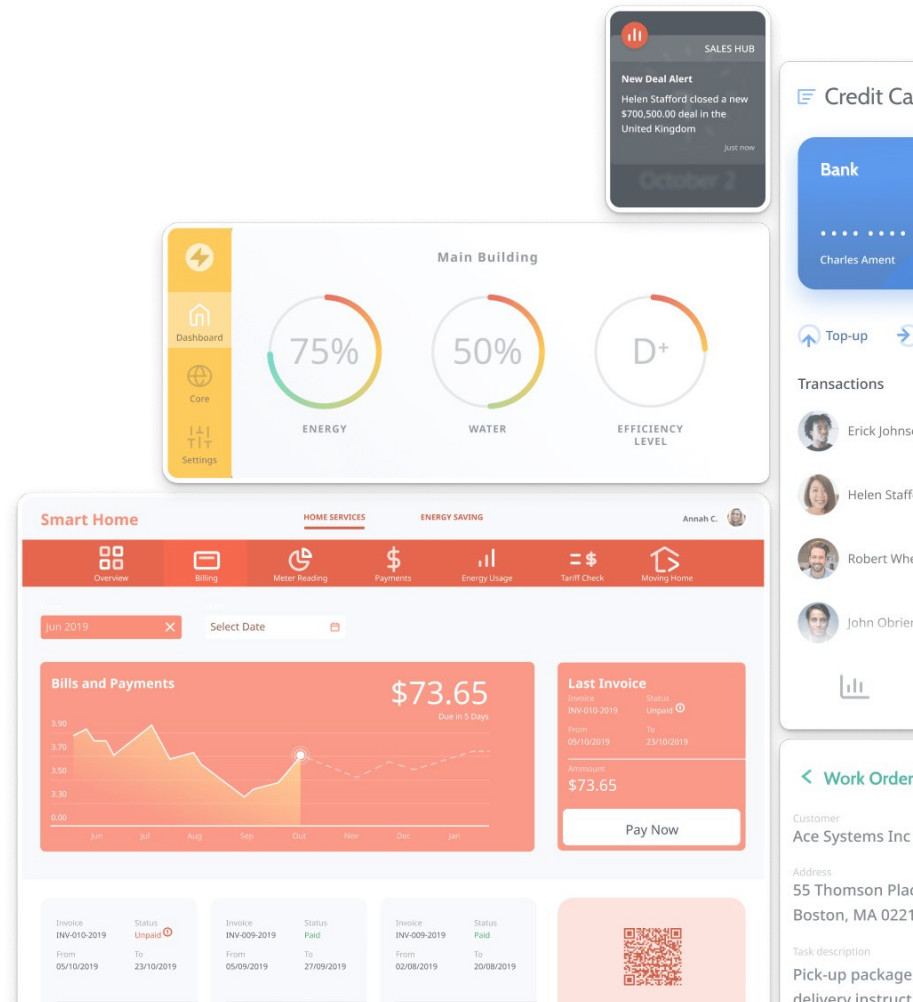




Screen Events

Reactive Developer Boot Camp



What you will learn here

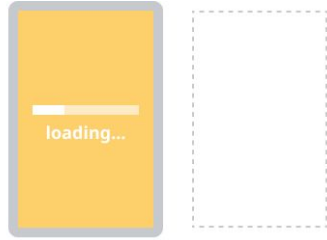
- On Initialize
- On Ready
- On Render
- On Destroy
- On After Fetch

Screen Lifecycle

- Transitioning from one Screen to another involves several steps
 - Server is only needed for querying the database or executing server-side code
 - Events during the transition can be incorporated in the application logic
- The Application triggers Events to signal changes in state
 - Share data about change
 - Handlers to react to changes

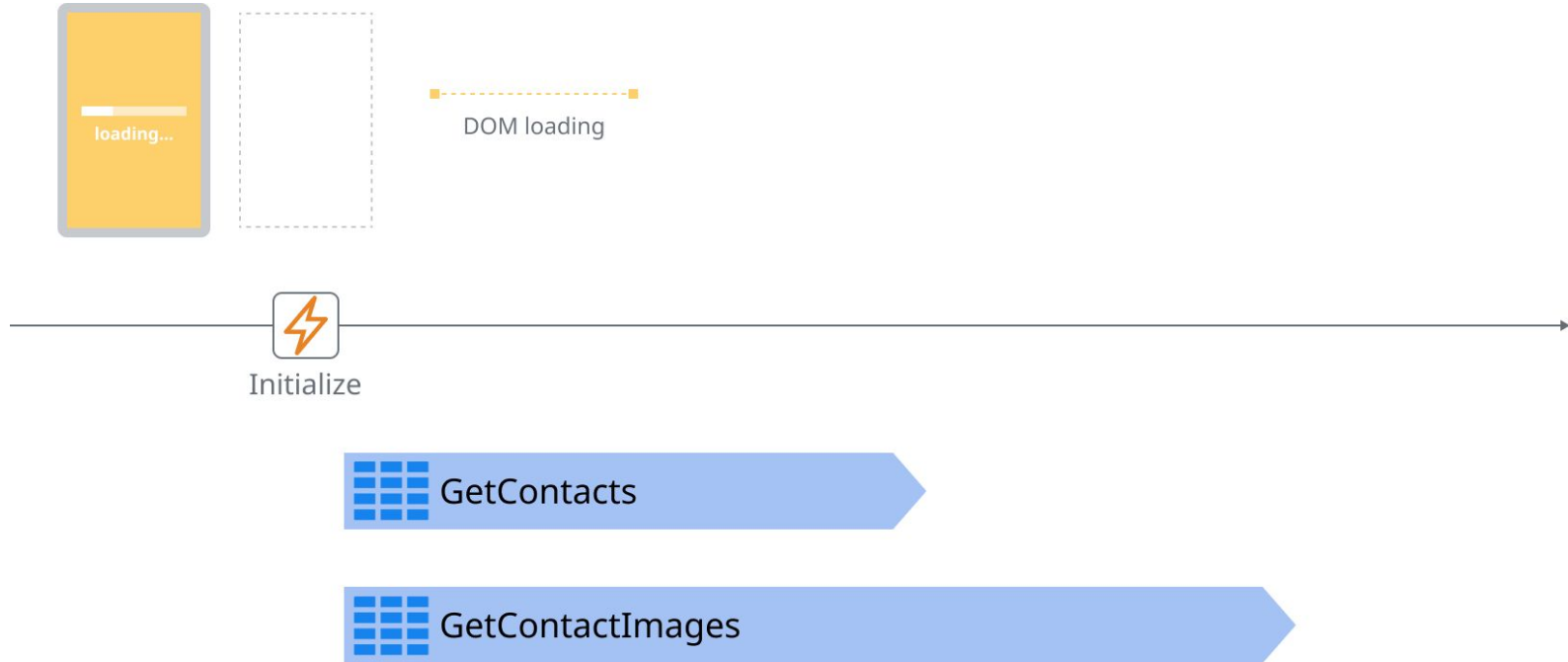


Opening the App

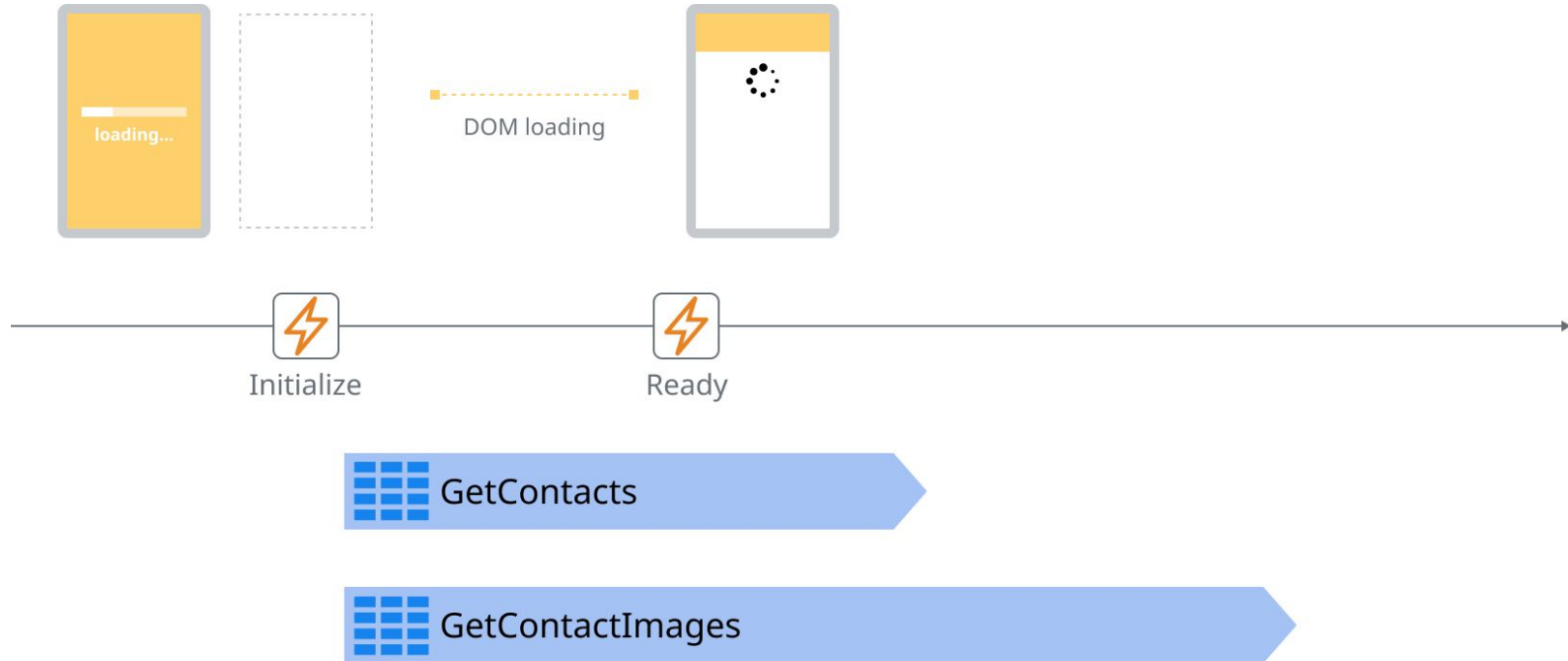


Initialize

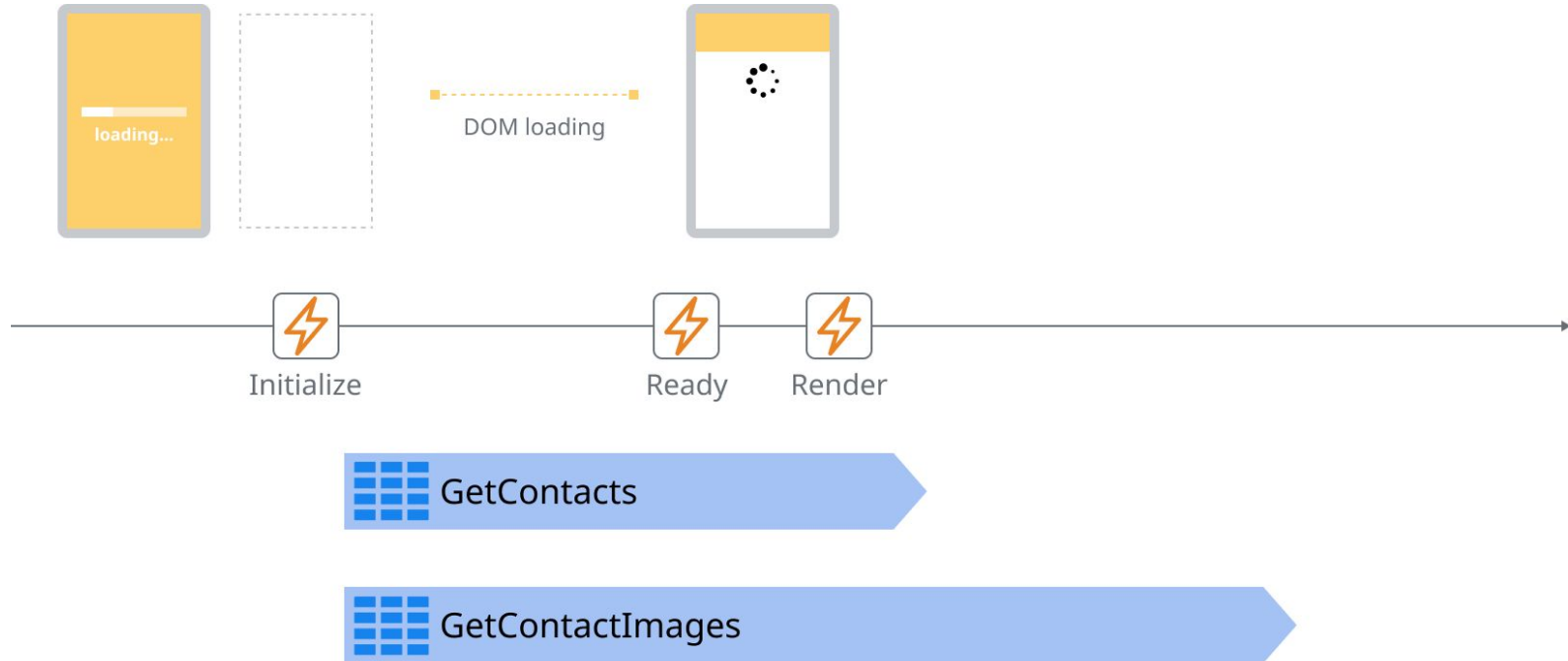
Opening the App



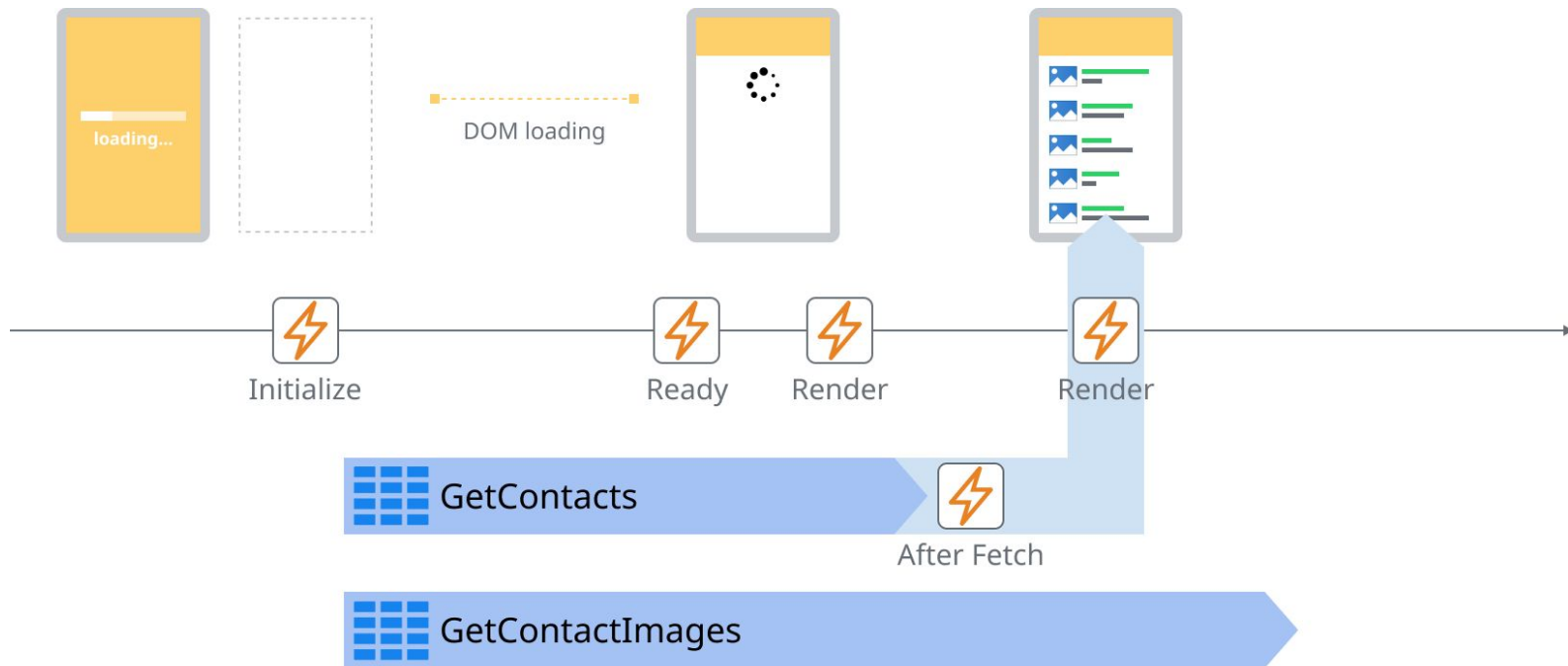
Opening the App



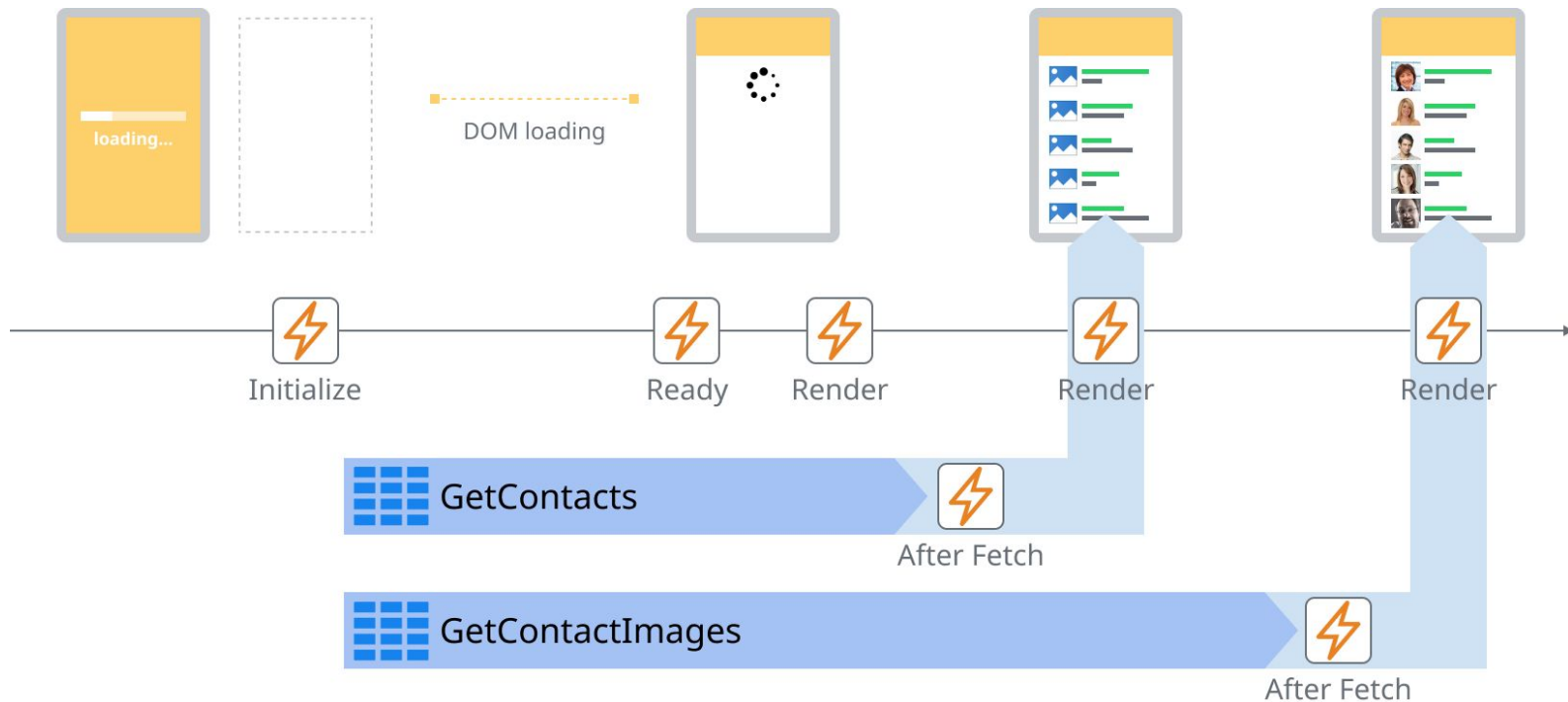
Opening the App



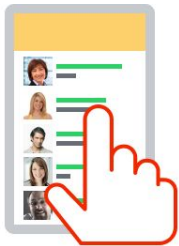
Opening the App



Opening the App



Navigating Between Screens



Current
Screen



On Click

Navigating Between Screens



Current
Screen



On Click

Destination
Screen



Initialize



GetContactById

Navigating Between Screens



Current
Screen



On Click

Destination
Screen



Initialize

DOM loading



Ready



GetContactById

Navigating Between Screens



Current
Screen



On Click

Destination
Screen



Initialize

DOM loading



Ready

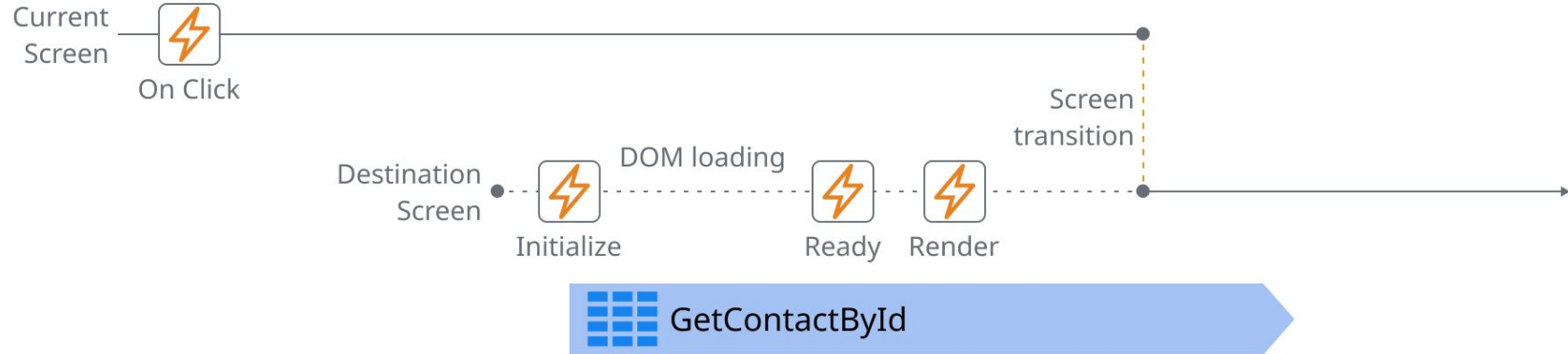


Render

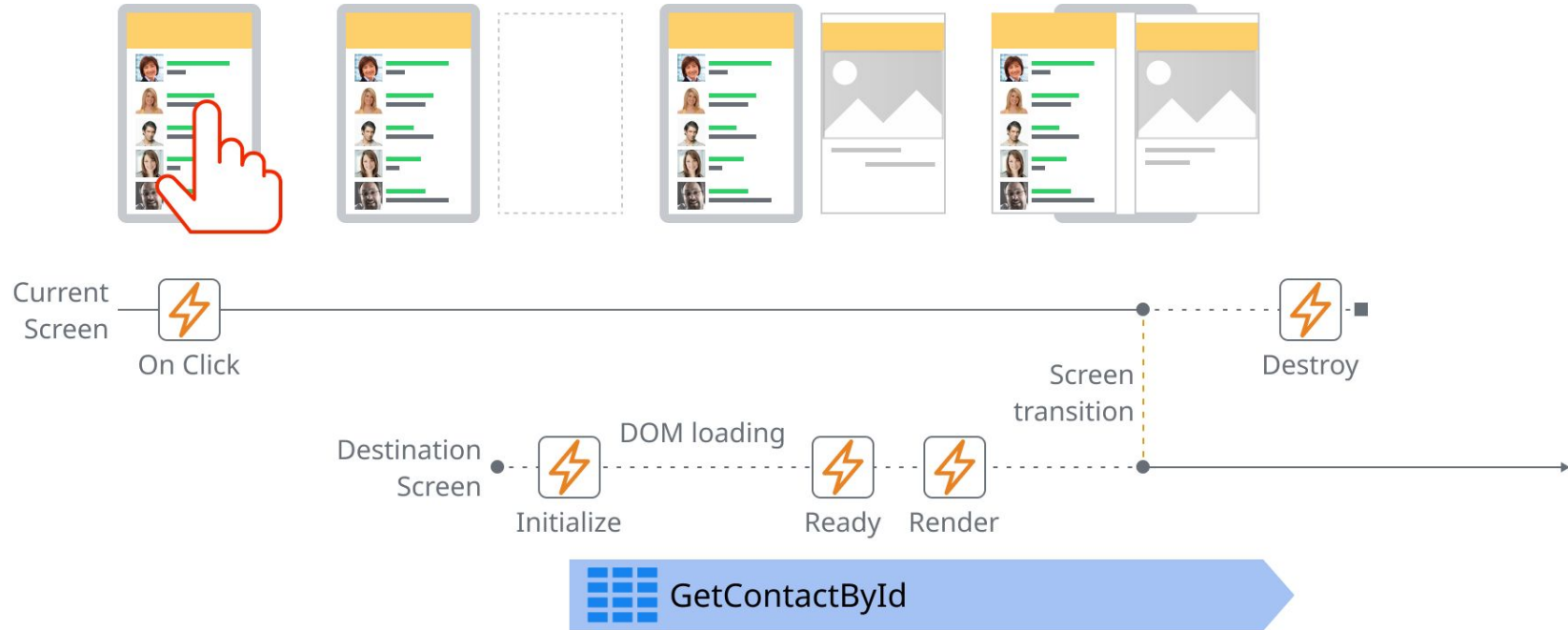


GetContactById

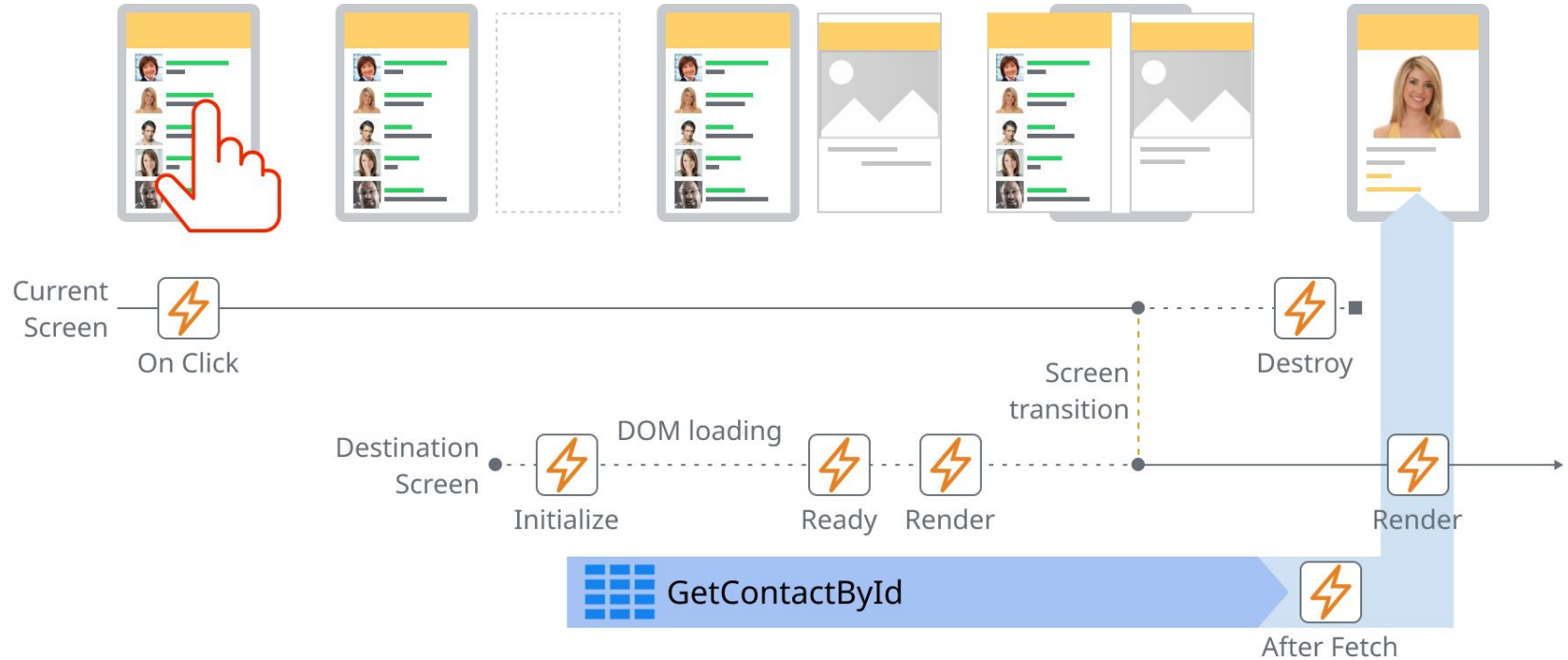
Navigating Between Screens



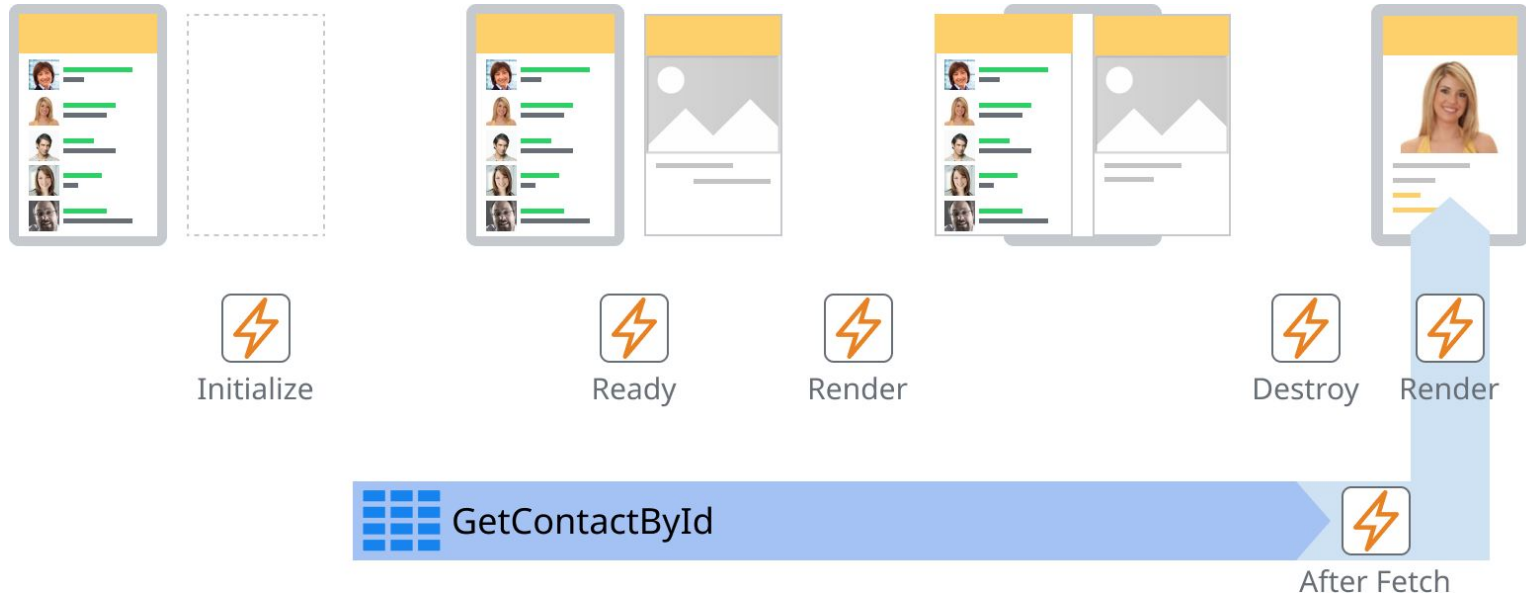
Navigating Between Screens



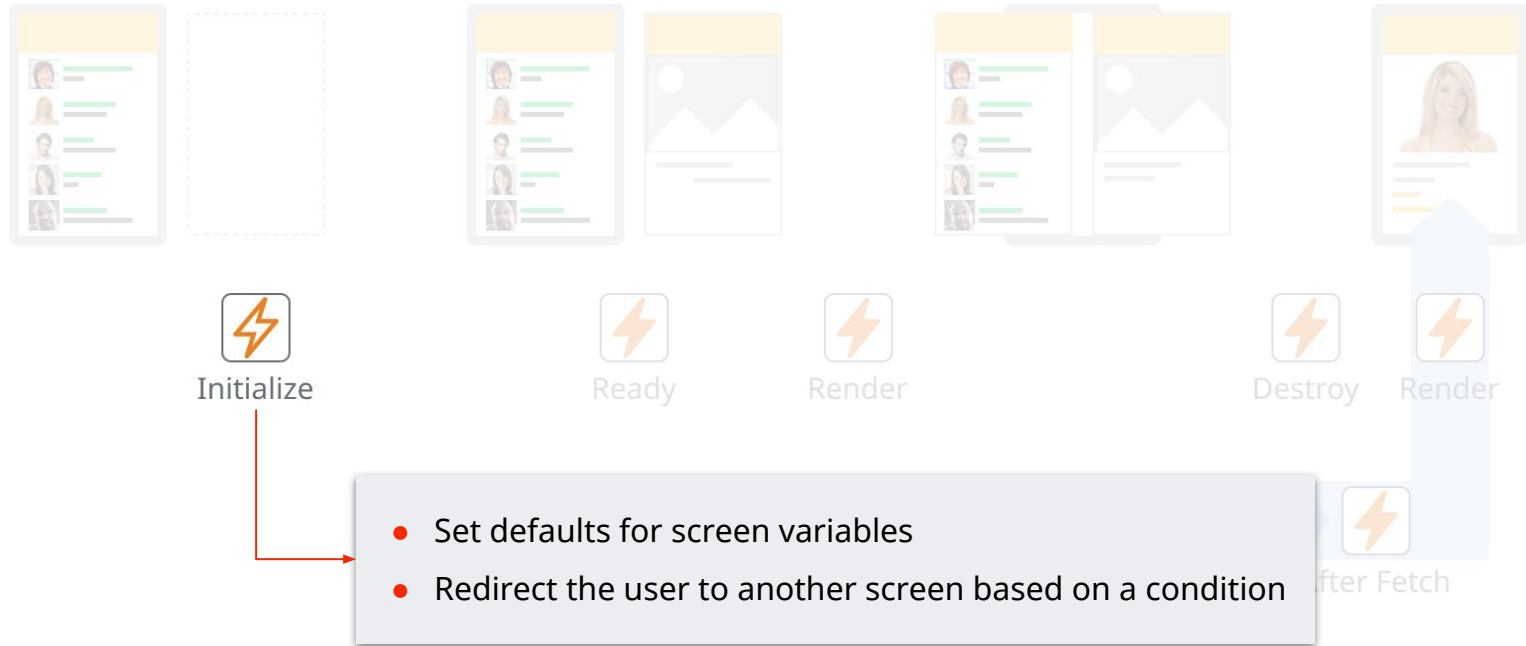
Navigating Between Screens



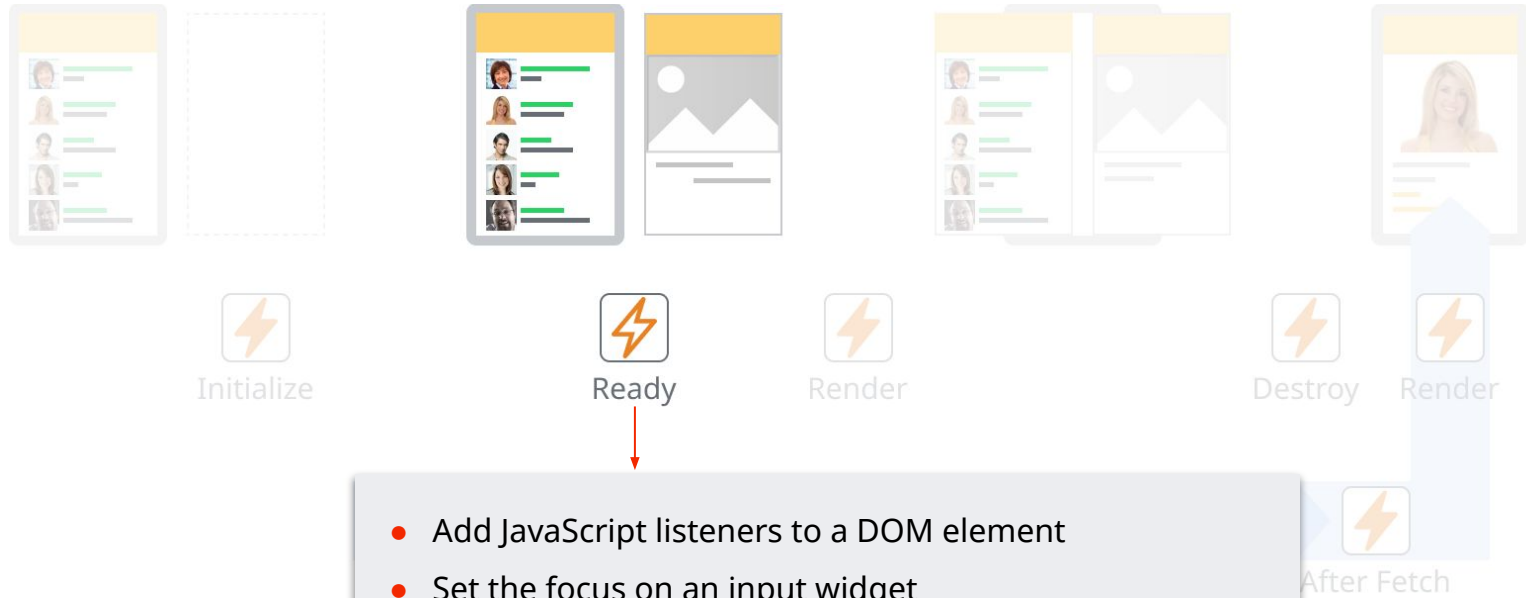
Common Use Cases for each Screen Event



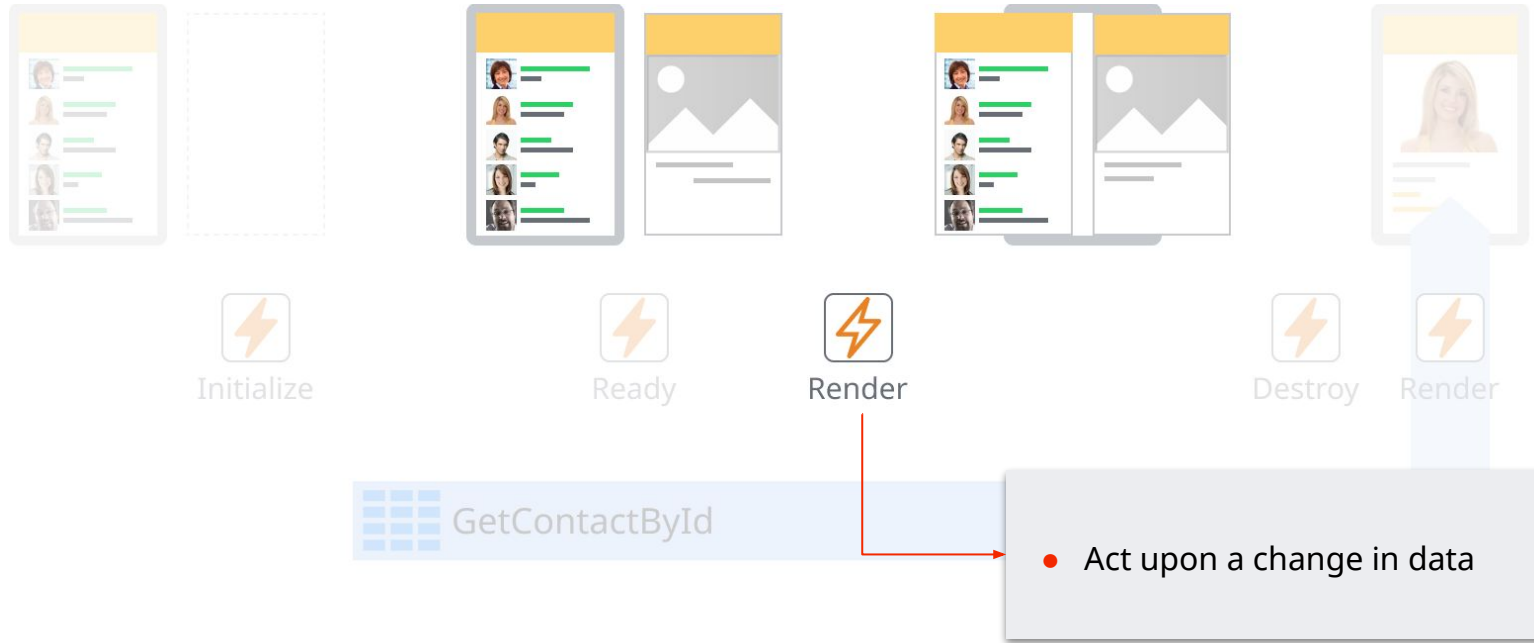
Common Use Cases - Initialize



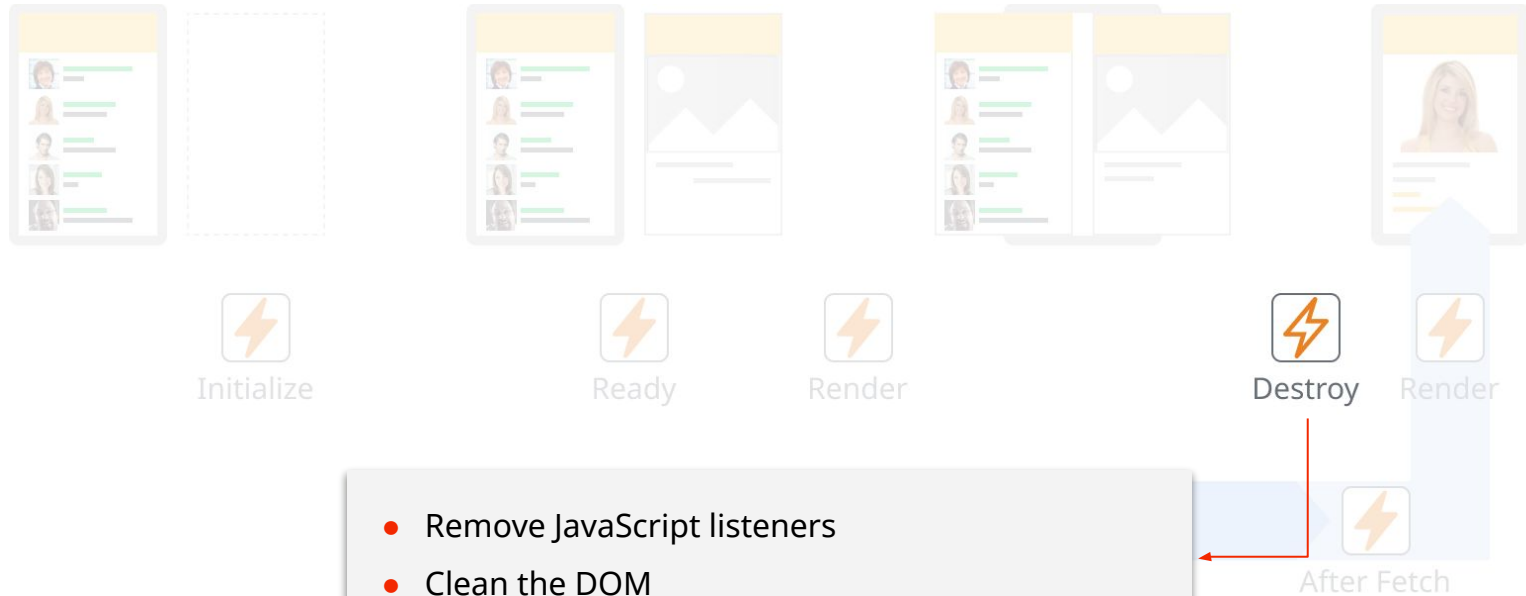
Common Use Cases - Ready



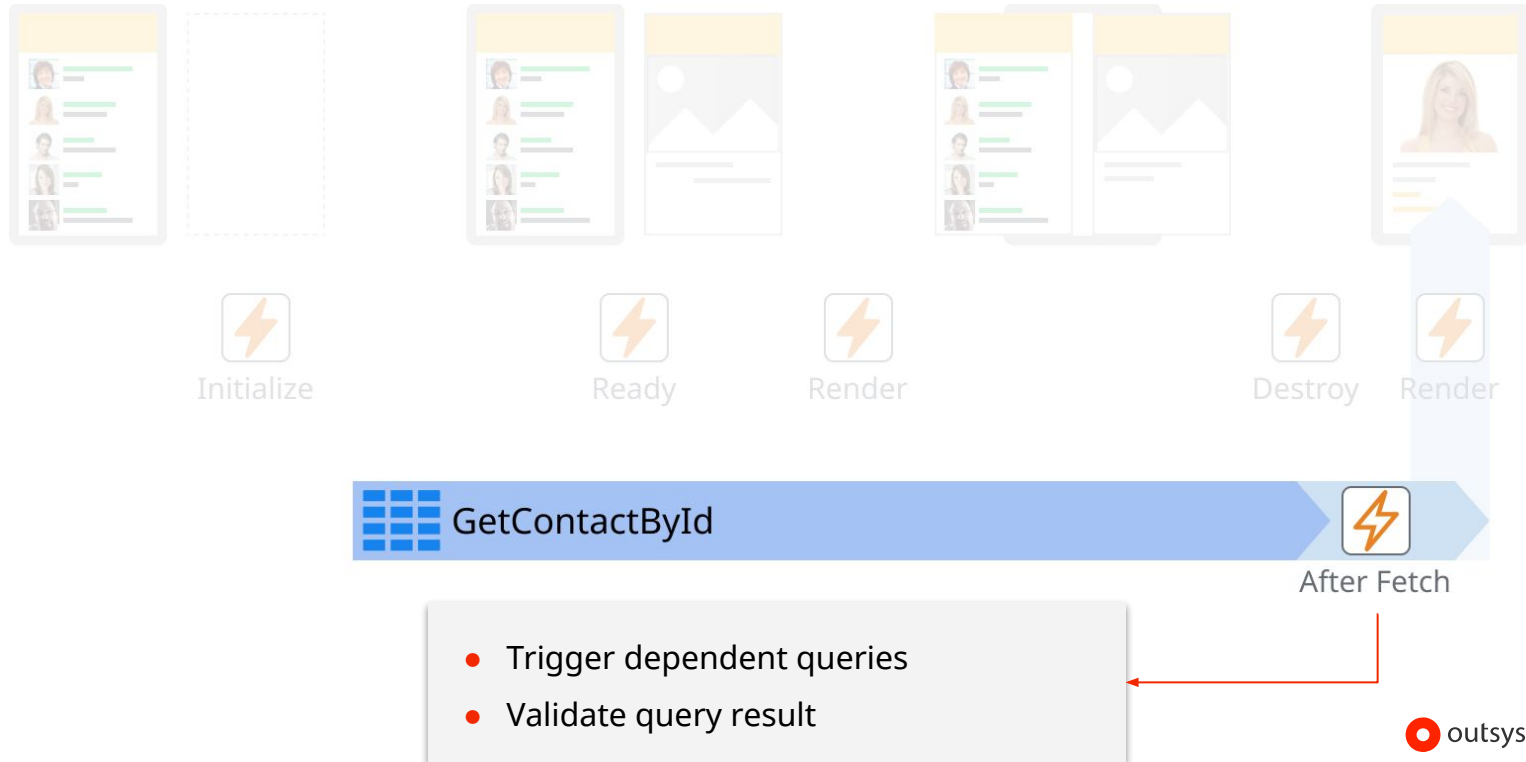
Common Use Cases - Render



Common Use Cases - Destroy



Common Use Cases - After Fetch



Questions?



Thank You!

