React State Management

A common approach for multiple scenarios

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Current problems with State Managers

Different apps use different State Managers

There are multiple State Managers used in the same React app

We don't agree on a common solution

Why I think they aren't problems

- React State Managers' market evolves quickly
 - We must embrace dynamicity
 - We must be able to move quickly to stay up to date

- Developers like greenfield projects
 - It has an impact on developers' retention
 - It has an impact on the kind of developers we attract and hire

Why I think they aren't problems

- Every app have different needs
 - Size of the codebase
 - Performance requirements
 - Abstraction level
 - Complexity

A single tool can't fit all

We must be open-minded

We must weigh advantages and disadvantages, not our own preferences

Props drilling is not evil in the case of shallow trees

React Context is not bad if used where performances aren't critical

Redux offers a great DX if used through Redux Toolkit

My proposal: Decoupling State Managers from the Ul

Doing so, every project looks similar in how it approaches State
Managers

Migrate from one State Manager to another one is easy

Playing with new State Managers is easy

How?

By avoiding spreading the implementation details of the State
Managers across the app

 By exposing custom hooks and functions that hide the implementation details of the different State Managers

Working demo: take a look at books and songs in src/states/

Sharing takeaways

- For every State Manager, we must document
 - Why we try it
 - What APIs we use
 - Pros and Cons for every use case

We can compare new State Managers with our tracked use cases

Sharing our experience with the public attract new developers

There is more to tell

How to keep different State Managers in sync?

 How to face cases where we can't completely hide the implementation details of a State Manager?

Do local states need such boilerplate?

Thank you:)