# Deploy remote code to your app

without submitting a new build

bonus: some other ways to add functionality to your app remotely

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# Improving Accessibility in ReactNative

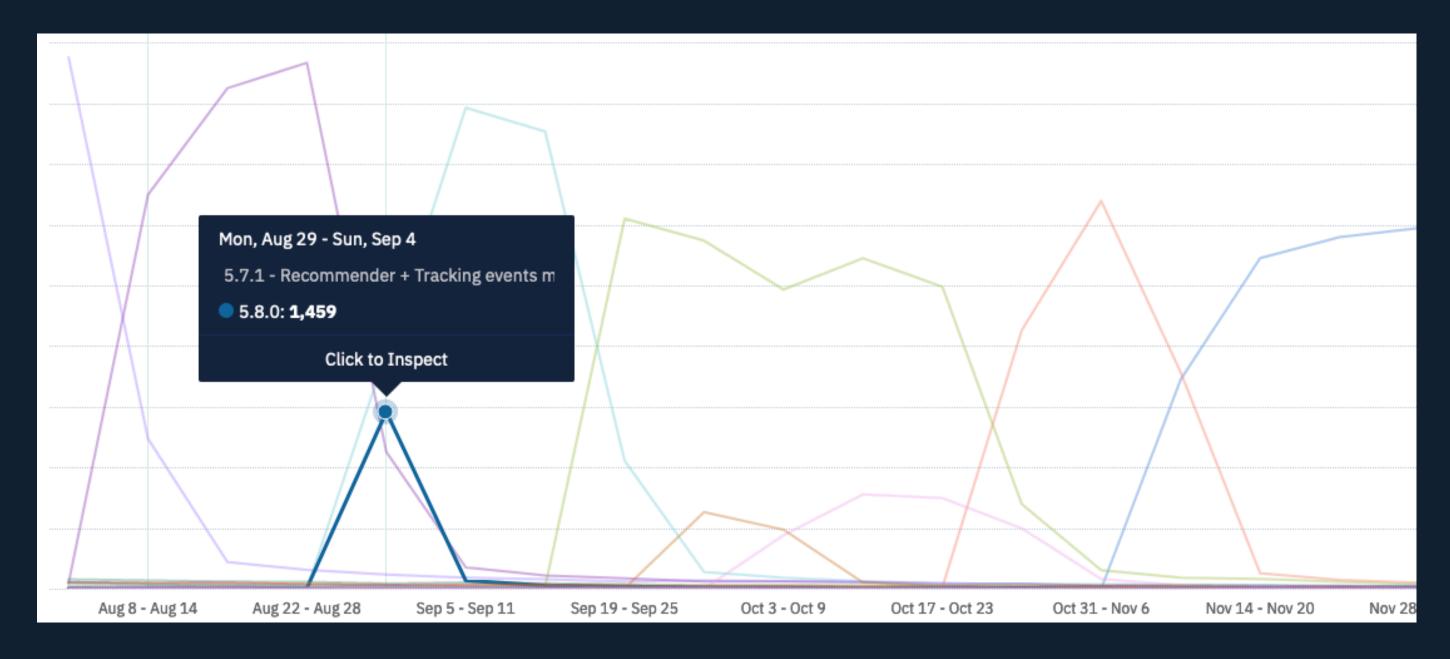
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# Deploying remote features to your app

## Why?

- Long store review process (between 1 day and 2 weeks)
- Easy to push hot-fixes (Apple allows an expedite review but don't over-react)
- New versions adoption takes time (unless forced, not recommended)
- Deploy "ephemeral" features



## Why not?

- Depends on 3rd party or (complicated) own infrastructure
- The app needs to be prepared to receive this kind of updates
- Sometimes Apple/Google might not be happy about it (don't mess with the app purpose and structure)

### How?

Over-The-Air updates (OTA)

The app is able to download a whole bundle (JS + assets) from a remote server

Server hosted components

Part of the app is hosted on a remote server and it can be downloaded and executed

- Server Driven UI (SDUI)

The app only receive some "instructions" about what it shows and how it acts but everything is built on the device.

#### OTA - How does this work?

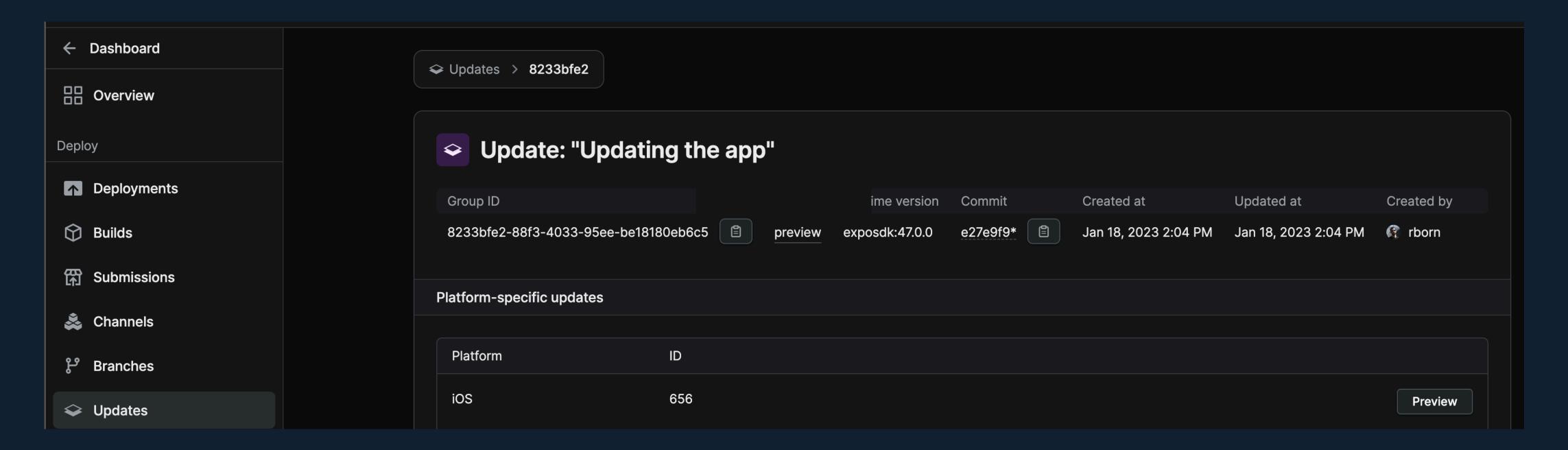
- An external service that takes care of hosting/versioning/etc for the bundles
- The app has some modules that check with the service for new updates
- A local (as in local computer or CI) deployment tool that bundles the updated code and assets and uploads them to the service

Expo Application Services (EAS) - <a href="https://expo.dev/eas">https://expo.dev/eas</a>
Microsoft App center CodePush - <a href="https://appcenter.ms/">https://appcenter.ms/</a>

PS. Only JS and assets can be updated this way, any native change (new module, upgrades) will require a new build

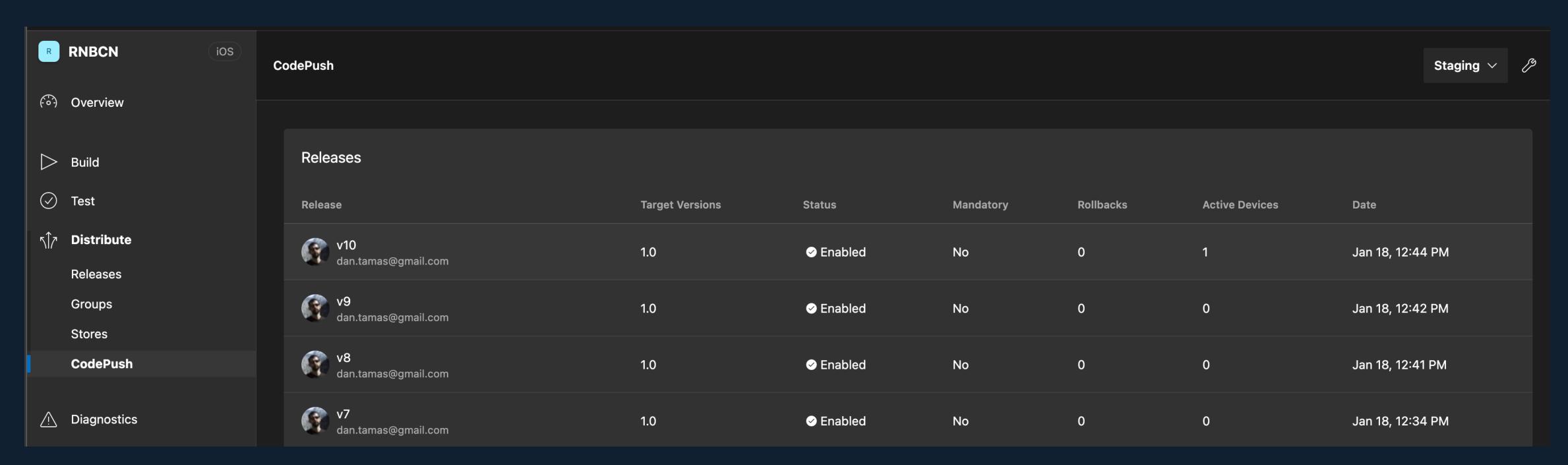
## Expo Applications Services

https://docs.expo.dev/eas-update/getting-started/



## App Center Codepush

https://learn.microsoft.com/en-us/appcenter/distribution/codepush/rn-overview



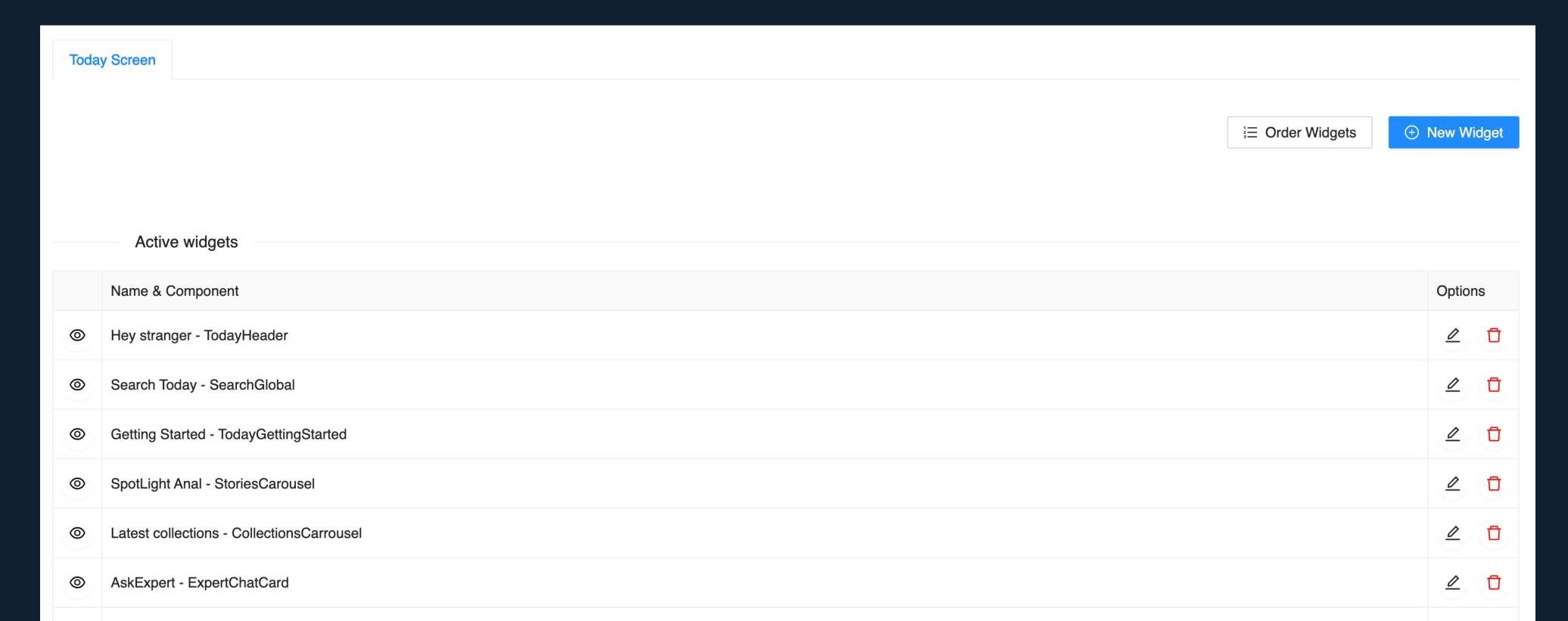
### Server hosted components

React-native-wormhole is a tiny module(pure JS) which allows you to host your components on the server and let the app consume it as they were bundled with the app. It also have some utilities, like preloading and verifying the downloads to be sure they are legit. It doesn't support assets currently.

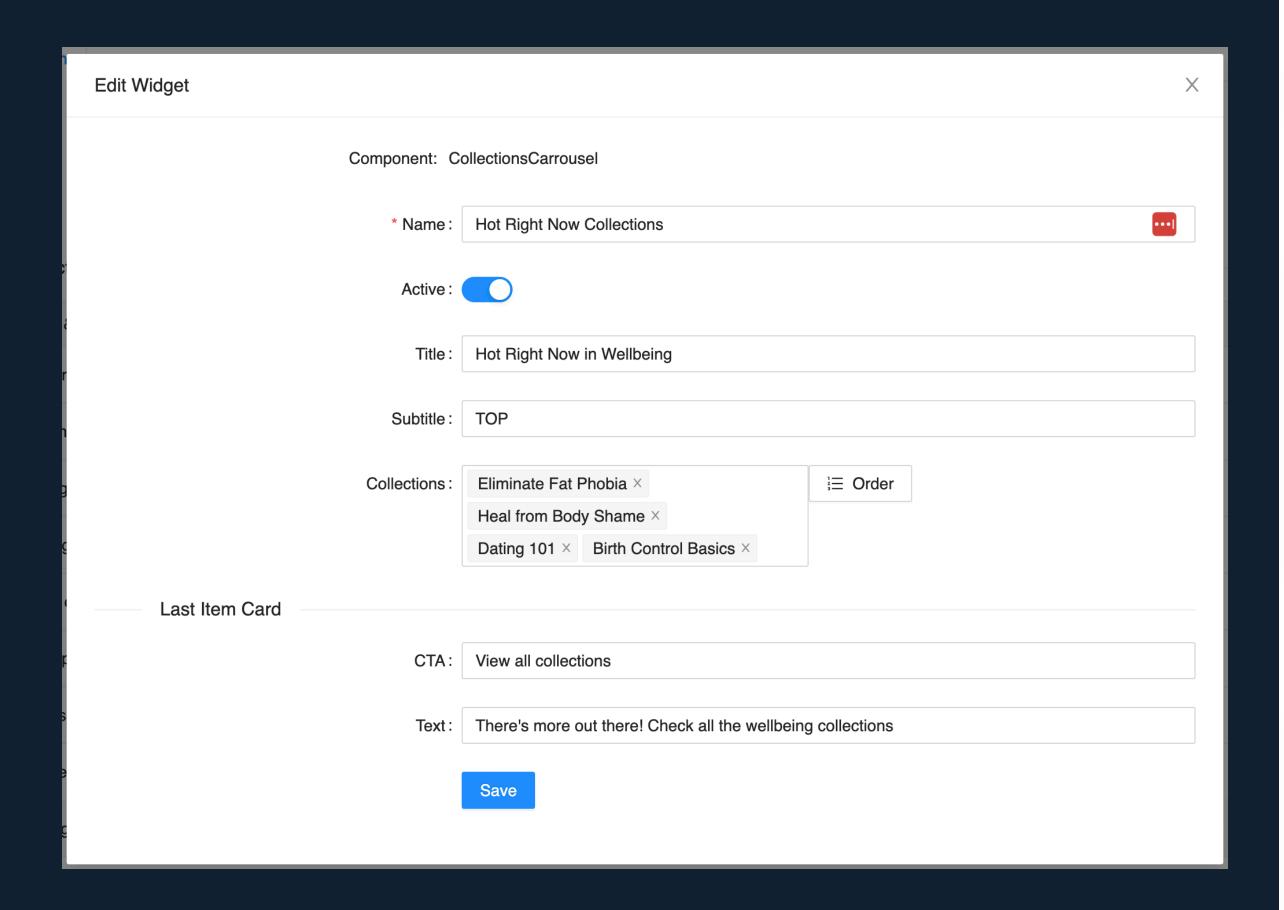
Working with this module is pretty easy, you would develop normally and when ready to hot the app, you'd need to transpile them (the js engine in the app doesn't really know about JSX, TS, etc) and upload to the server.

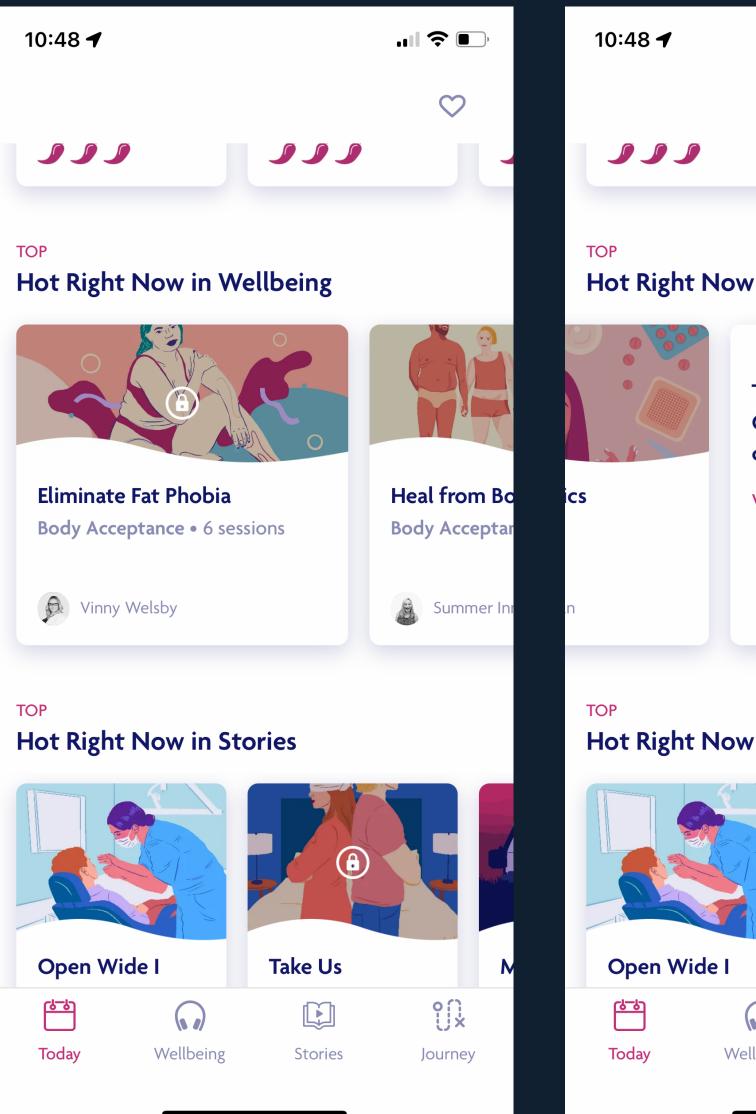
### SDUI

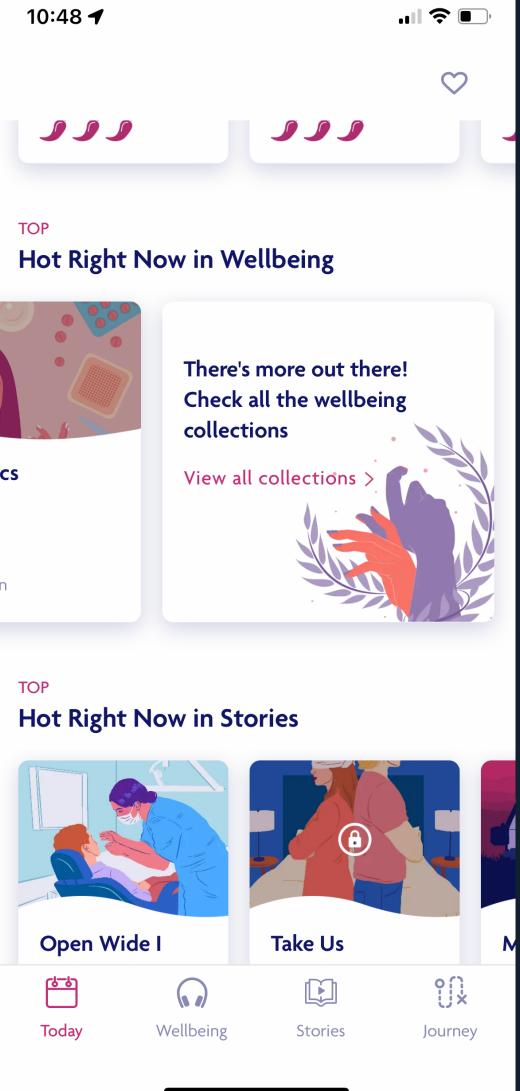
The app has pre-defined components ready in the bundle, and they are used and configured based on the information received from the server. (read more - even if it's not RN <a href="https://medium.com/airbnb-engineering/a-deep-dive-into-airbnbs-server-driven-ui-system-842244c5f5">https://medium.com/airbnb-engineering/a-deep-dive-into-airbnbs-server-driven-ui-system-842244c5f5</a>)



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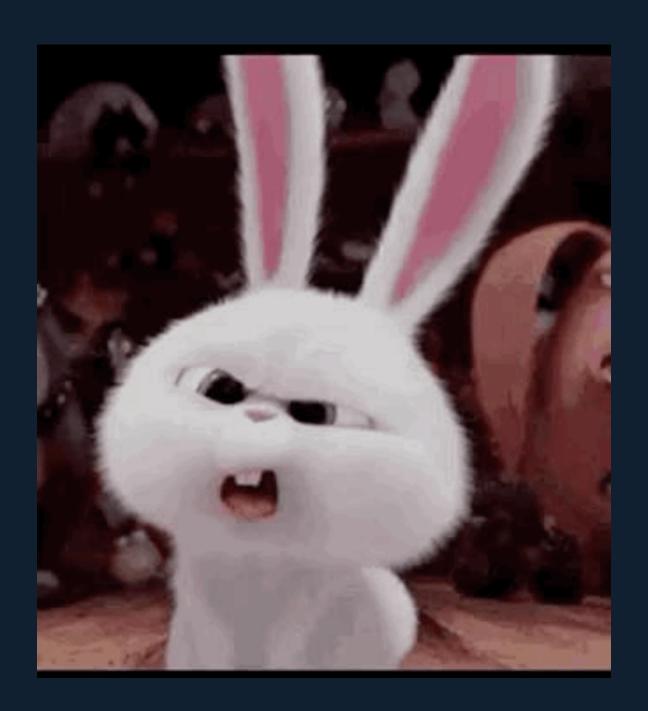


#### A word of caution

Both Apple and Google are extremely cautious with what your app is doing so use this techniques only to enrich the user's experience and stick 100% to the purpose of your app. Doing otherwise will probably get you banned.

Another aspect to be aware is that you can only update the JS part of your app, a new native module would still need you to upload a new version in the stores.

# Q/A



#### Links

Expo Application Services (EAS) - <a href="https://expo.dev/eas">https://expo.dev/eas</a>
Microsoft App center CodePush - <a href="https://appcenter.ms/">https://appcenter.ms/</a>
react-native-wormhole - <a href="https://github.com/cawfree/react-native-wormhole">https://github.com/cawfree/react-native-wormhole</a>
SDUI at Airbnb - <a href="https://medium.com/airbnb-engineering/a-deep-dive-into-airbnbs-server-driven-ui-system-842244c5f5">https://medium.com/airbnb-engineering/a-deep-dive-into-airbnbs-server-driven-ui-system-842244c5f5</a>)
XML driven UI - <a href="https://hyperview.org/">https://hyperview.org/</a>

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