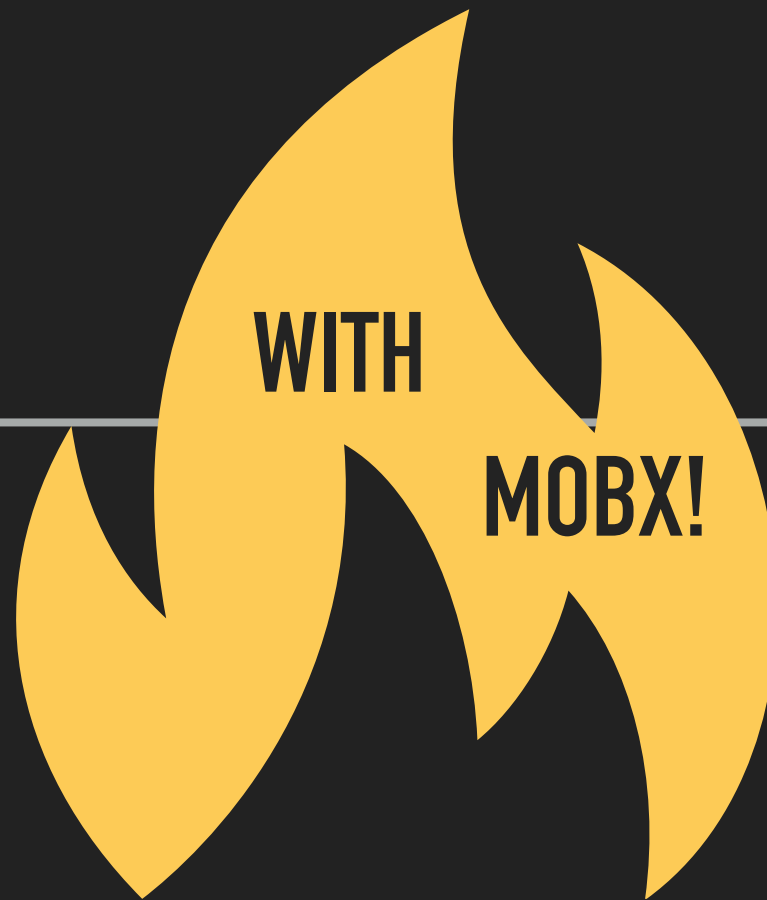


INTRODUCTION TO

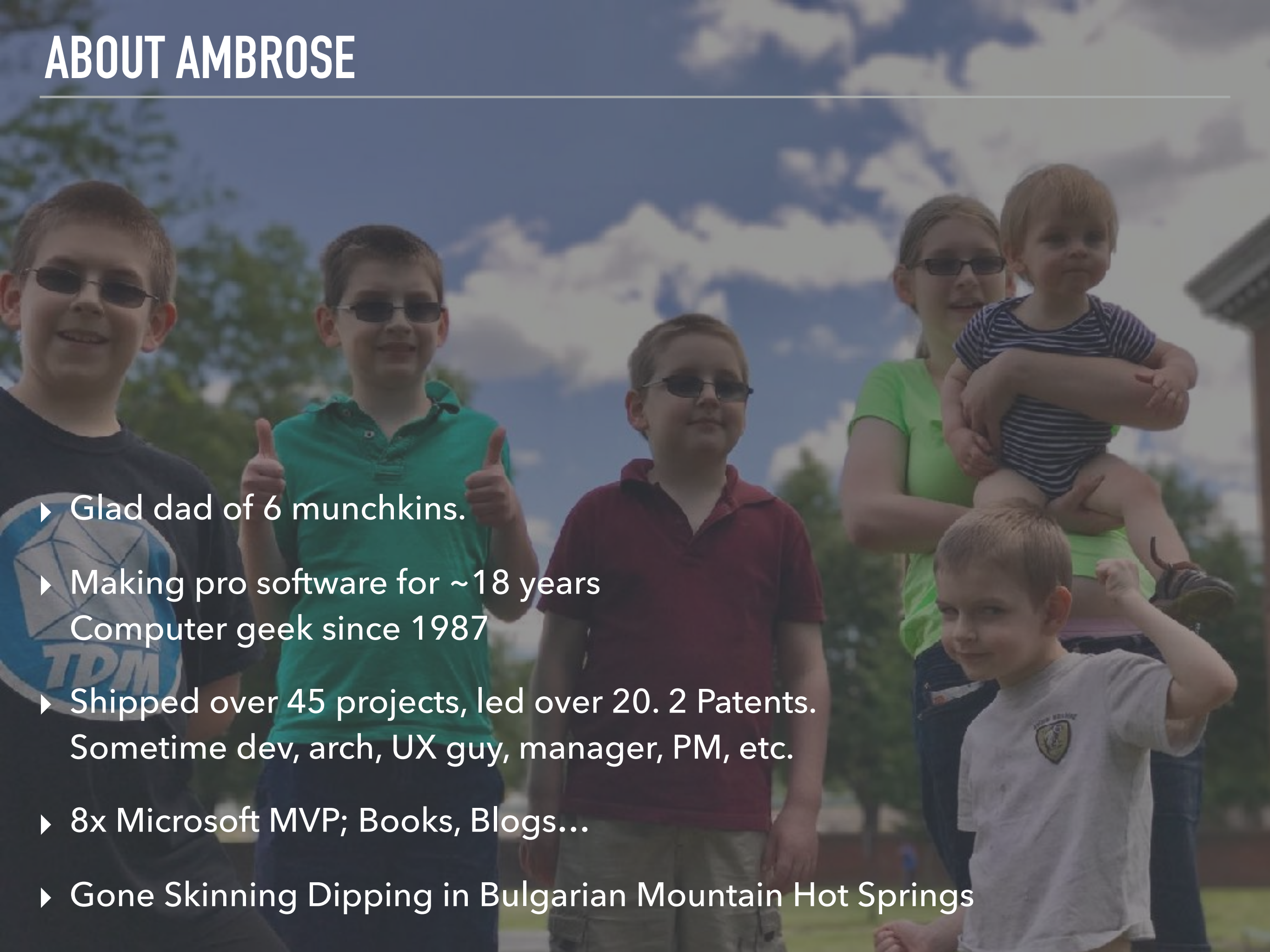
REACT

WITH

MOBX!



ABOUT AMBROSE

- 
- A family of six is shown outdoors against a backdrop of a blue sky with white clouds. On the left, a young boy in a black t-shirt with a 'TDM' logo and sunglasses gives a thumbs up. Next to him, another boy in a green polo shirt and sunglasses also gives a thumbs up. In the center, a boy in a maroon polo shirt and sunglasses looks towards the camera. To the right, a woman in a bright green shirt holds a young child in a striped shirt. In the foreground on the right, another young boy in a white t-shirt is looking down. The overall scene is a candid family portrait.
- ▶ Glad dad of 6 munchkins.
 - ▶ Making pro software for ~18 years
Computer geek since 1987
 - ▶ Shipped over 45 projects, led over 20. 2 Patents.
Sometime dev, arch, UX guy, manager, PM, etc.
 - ▶ 8x Microsoft MVP; Books, Blogs...
 - ▶ Gone Skinning Dipping in Bulgarian Mountain Hot Springs

THE PLAN

- ▶ Why MobX?

In Which I Cover the Complete History of Functional State Management (j/k)

- ▶ Key Concepts

A Bit Mind-bending but Easy to Use

- ▶ With the Showing of Some Examples

Someone just told me these are the BEST examples!

ABOUT YOU?

- ▶ Front End or Full Stack Dev
- ▶ Comfy with JavaScript, ideally ES2015+.
- ▶ You went to my last session or already are familiar with React.
- ▶ You are not a MobX expert.



WHY MOBX?

- ▶ It Just Feels Right
- ▶ Easy to Use*
- ▶ Less Trouble than setState
- ▶ Simpler/Less Dogmatic
then Redux
- ▶ Widely Used
<https://github.com/mobxjs/awesome-mobx>

PREFACE: GETTING MOBX

- ▶ <https://reactjs.org/> <- First Get React
- ▶ <https://mobx.js.org/> - Then Get MobX

```
npm i mobx mobx-react --save
```

KEY CONCEPT #1

“UNIDIRECTIONAL DATA FLOW”

COMPONENT COMMUNICATION

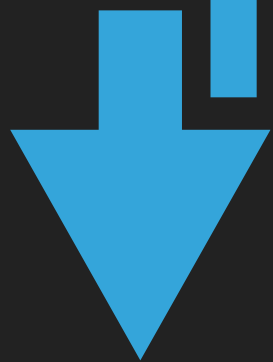
 **PROPS DOWN**
EVENTS UP 

MOBX

STATE  ACTIONS



PROPS DOWN



EVENTS UP



KEY CONCEPT #2

OBSERVABLE

JUST ADD WATER!

- ▶ Add MobX to your project.
- ▶ Start decorating!

```
export default class Person {  
  @observable type = "employee";  
  @observable name = "";  
  @observable belongsWith = "";  
}
```



KEY CONCEPT #2.5

DECORATORS

DECORATE YOUR CLASSES (FUNCTIONS) AND PROPERTIES

- ▶ Declarative way to augment your code. (Similar to .NET Attributes)
- ▶ Syntax*: prefix thing:
`@[decorator] [(options)] [thing]`
- ▶ Very common for MobX:
 - ▶ `@observable myProp;`
 - ▶ `@observer class MyComponent {}`

*Syntax is subject to change as this is a Stage 2 proposal.

NB: USING DECORATORS WITH VS CODE

- ▶ Unless you like this:

```
export default class Person {  
  @observable type = "employee";  
  @observable name = "";  
  @observable belongsWith = "";  
}
```

- ▶ Add a `tsconfig.json` to your project root like this:

```
{  
  "compilerOptions": {  
    "experimentalDecorators": true,  
    "allowJs": true  
  },  
  "include": ["src/**/*.js*"]  
}
```


BACK TO JUST ADDING WATER!

- ▶ Add MobX to your project.
- ▶ Start decorating!

```
export default class Person {  
  @observable type = "employee";  
  @observable name = "";  
  @observable belongsWith = "";  
}
```

**DON'T FORGET ABOUT
@COMPUTED!**

Ambrose

CAUTION: MOBX AND CREATE-REACT-APP

- ▶ **CRA - Does not allow build config. Does not allow decorators (Stage 2).**
- ▶ Option: Use without decorators
https://github.com/benawad/simple-mobx/tree/1_counter
- ▶ Option: Use `npm run eject`
<https://swizec.com/blog/mobx-with-create-react-app/swizec/7158>
- ▶ Option: Use custom-react-scripts
<https://medium.com/@kitze/configure-create-react-app-without-ejecting-d8450e96196a>
- ▶ More on with/without decorators: <https://mobx.js.org/best/decorators.html>

CONVERTING CREATE-REACT-APP

- ▶ `yarn remove react-scripts && yarn add custom-react-scripts`
- ▶ Add `.env` file with `REACT_APP_DECORATORS = true;`
- ▶ `npm i mobx mobx-react --save`

KEY CONCEPT #3

OBSERVER

KEY CONCEPT #4

MODIFY THROUGH “ACTIONS”

STOOOOOOOOORE...



KEY CONCEPT #5

THE “STORE”

<https://mobx.js.org/best/store.html>

KEY CONCEPT #6

OTHER “DERIVATIONS” AND GOODIES

More at: <https://mobx.js.org/intro/concepts.html>

COMPUTED

HEY, I PROBABLY
HAVE A NEW VALUE!



ONE OF MY
OBSERVABLES
CHANGED

REACTION



```
@action
moveTheThing = () => {
  const thing = getTheThing();
  thing.move();
  // and that other thing! move it!
}
```

ONE OF MY
OBSERVABLES
CHANGED

OTHER GOODIES

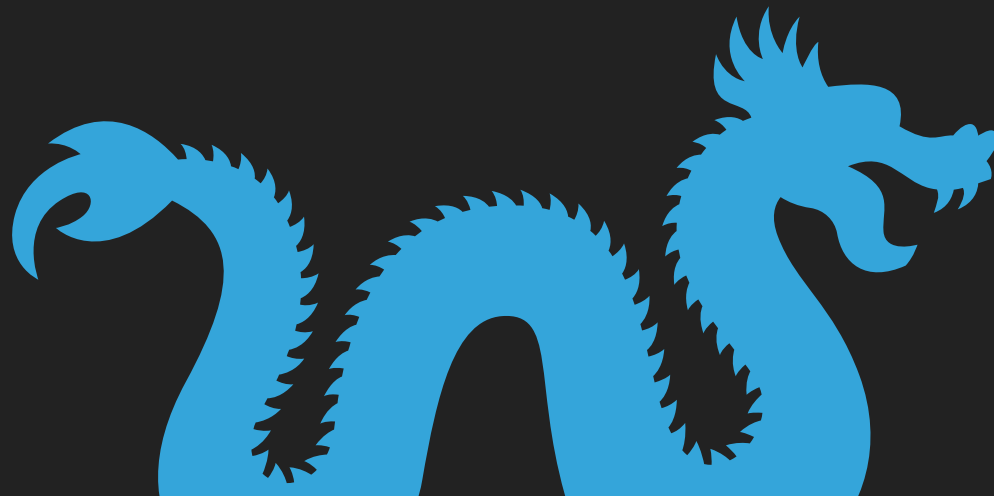
<https://mobx.js.org/refguide/api.html>

Scroll down to Utilities

isArrayLike!

WARNING:

THERE BE DRAGONS



THAT'S IT! YOU'VE SEEN...

- ▶ What MobX is All About
- ▶ Unidirectional Data Flow
- ▶ Decorators:
 - ▶ @observable
 - ▶ @observer
 - ▶ @computed
- ▶ How to Get More Reactive
- ▶ Modifying State with Actions
- ▶ Fancypants "Stores"
- ▶ Other Goodies

**REPETITIO MATER STUDIORUM
EST.**

Ancient Dude

**REPETITION IS THE MOTHER OF
ALL LEARNING.**

Dude What Speaks Modern English

