Modern web application development



I didn't know how to do it so I tried, failed, failed, failed and then got it right.

@happy__trader



Blim Mark Quotes was Geckeld Fig.

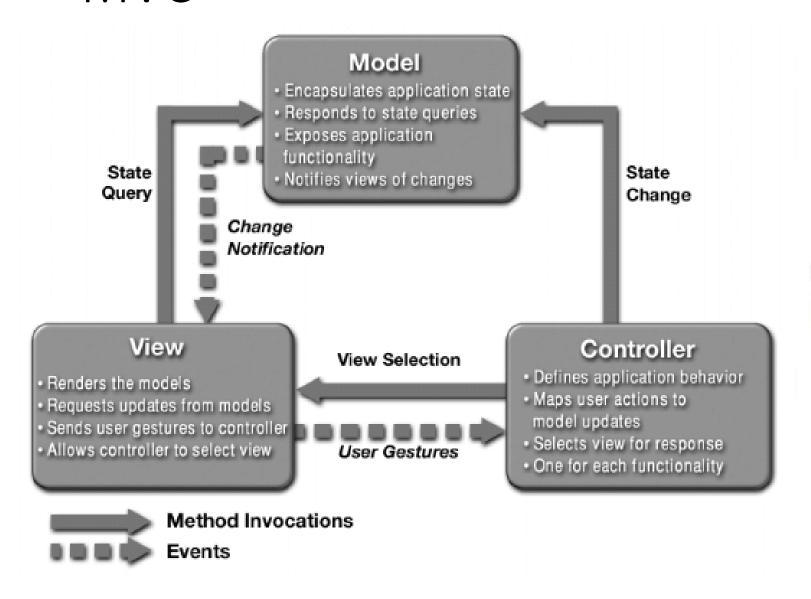
Web evolution

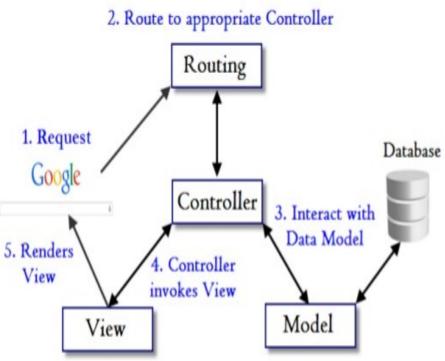
Web has evolved from simple static pages to COMPLEX

real time pages

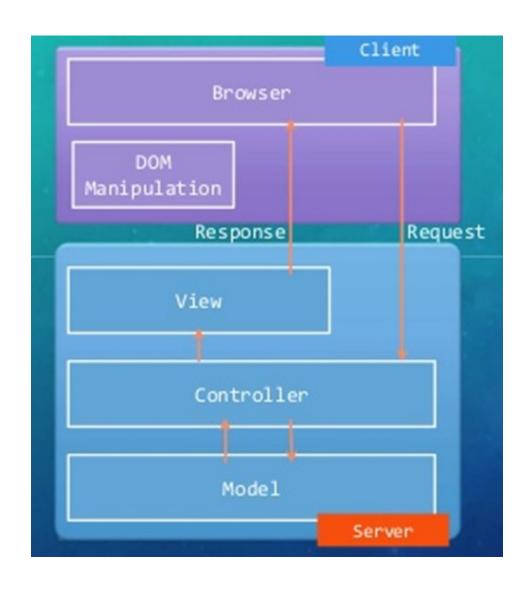


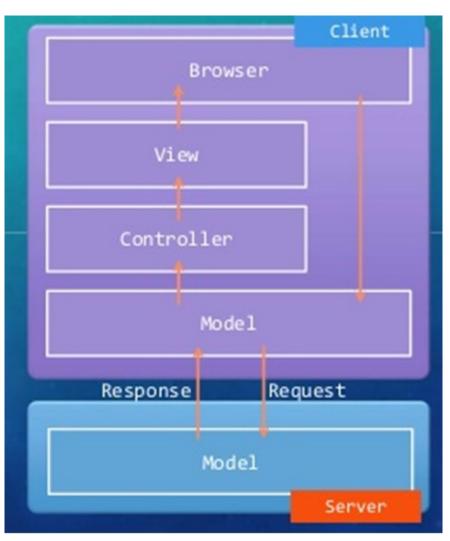
MVC





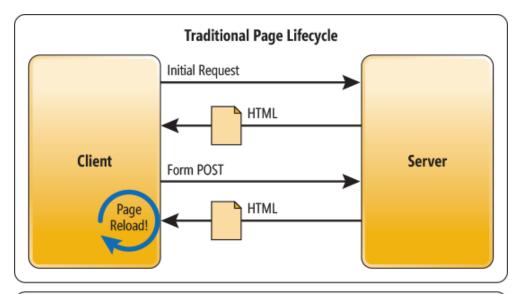
Server side MVC and Client side MVC

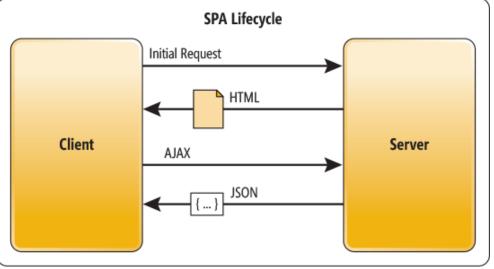




Single Page Application (SPA) vs MPA

- SPA interacts with the user by dynamically rewriting the current page rather than loading entire new pages from a server
- appropriate resources are dynamically loaded and added to the page as necessary, usually in response to user actions
- SPA needs a Client-side routing that allows you to navigate around a web page
- SPA offers native application like experience





Single Page Application

Advantage

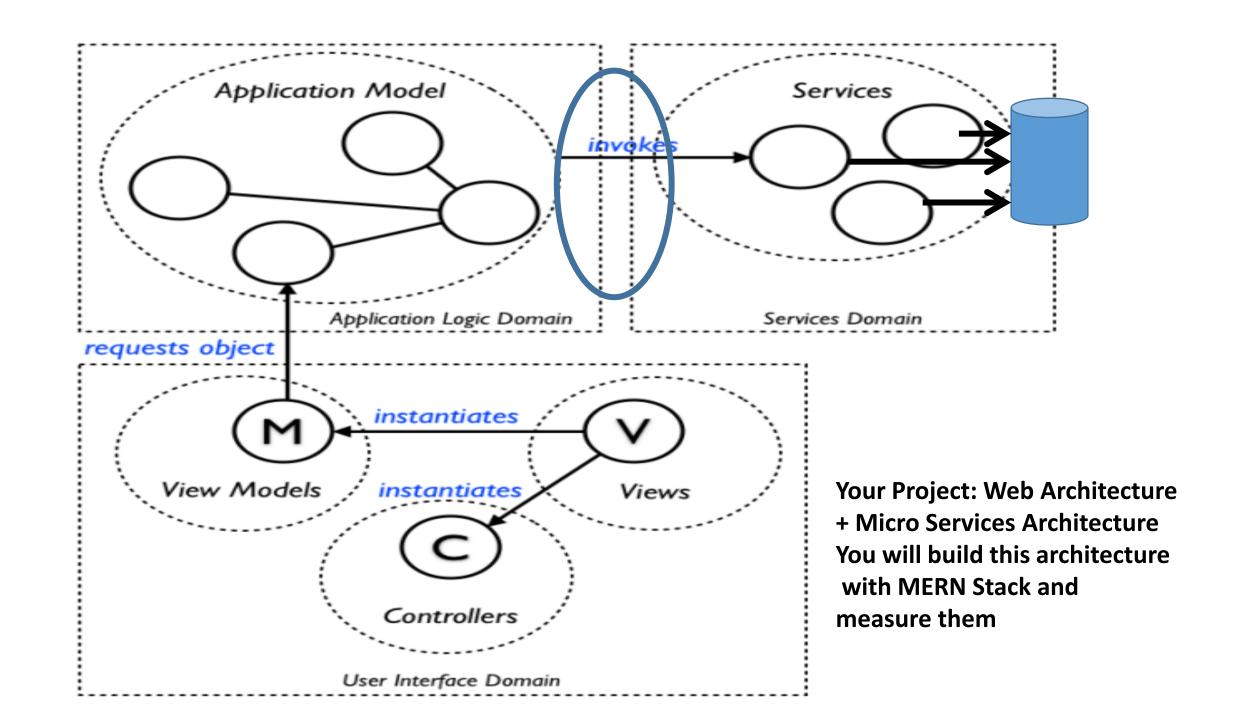
- Single Page Apps are smooth and fast.
- They are easier to develop, deploy and debug.
- Can be transited to mobile apps by reusing the same backend code.

Disadvantages

- SPAs perform poor on the search engine. But now, with isomorphic rendering/server-side rendering even SPAs can be optimized for search engine too.
- They are less secure compared to traditional multi-page apps because of its cross-site scripting.

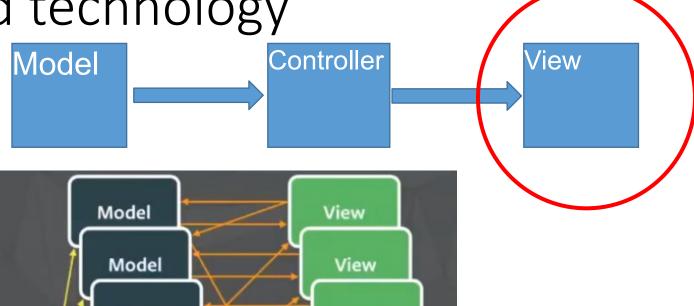
SPA and Client side framework

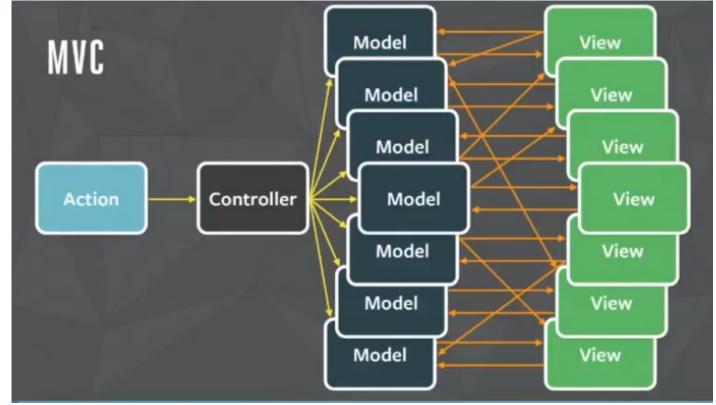
- Framework can manage large complex application
- Client-side frameworks
- React, AngularJS, Backbone, Ember, ExtJS, Knockout, MetroJS, Vue.JS etc.
- React
 - UI building library developed by Facebook
 - Using Virtual Dom for Dom manipulation
 - Create the new concepts such as Flux
- AngularJS
 - All-in-one web application framework developed by Google
 - Data binding, Directive, Routing, Security etc





- MVC does not scale
- Typical MVC architecture

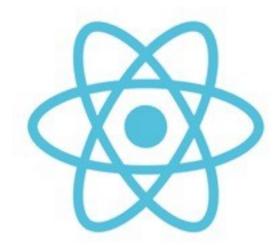




Problems with old technology (Contd)

- Complexity of two-way data binding
- Bad UX from using "cascading updates" of DOM tree
- A lot of data on a page changing over time
- Complexity of Facebook's UI architecture

Client side frameworks



- ReactJS https://facebook.github.io/react/
- https://reactjs.org/
- Javascript library for building user interfaces
- Components (collection of HTML, CSS, JS) are the building blocks of React
- Developed and maintained by facebook
- Key Features
 - Virtual DOM
 - JSX
 - Components
 - Unidirectional data flow

Most Forked Repos (Click to View Repo Link on GitHub)

2015

tensorflow/tensorflow	Open source software library for numerical computation using data flow graphs.	4,355	1
facebook/react-native	A framework for building native apps with React.	4,198	2
NARKOZ/hacker-scripts	Based on a true story	3,553	3
apple/swift	The Swift Programming Language	3,068	4

Who uses React?

https://github.com/facebook/react/wiki/Sites-Using-React















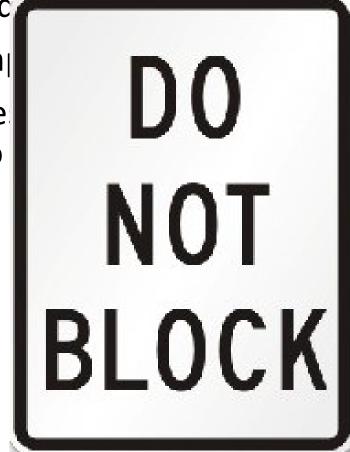


Why use React?

Easy to read and

Concept of complex

• If your page use is the way to go



web development

lata or real time data - React

Data Mutation is problem

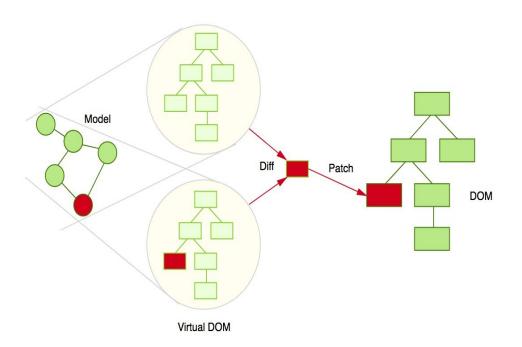
- When data changes, refresh
- When data changes,
 React re-renders the component
- But Stateful Browser DOM
- Reacts builds a new virtual DOM subtrees
- Computes the minimal set of DOM mutations and put them in a queue and Batch executes all updates



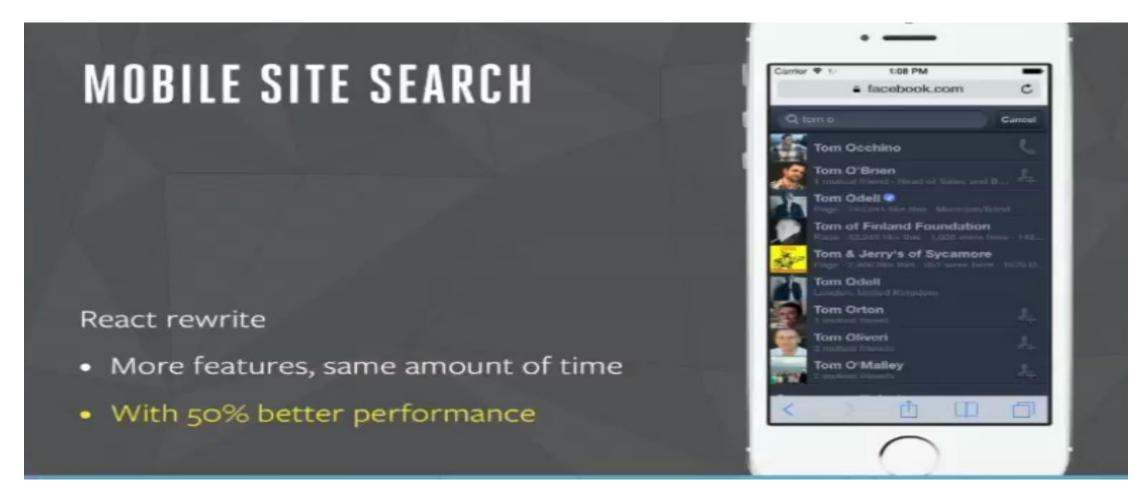
Source: Facebook

ReactJS

- Virtual DOM. Keeping state of DOM is hard
- Efficient diff algorithm
- Batched update operations
- Efficient update of sub tree only
- Uses observable instead of dirty checking to detect change
- AngularJS uses dirty checking runs in cycle after a specified time checking the whole model reduces the performance and thus makes the application slow.



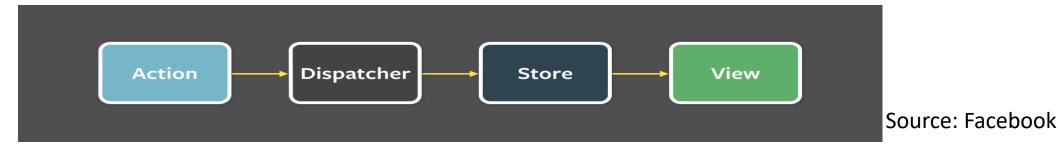
React: 50% better performance



Source: Facebook

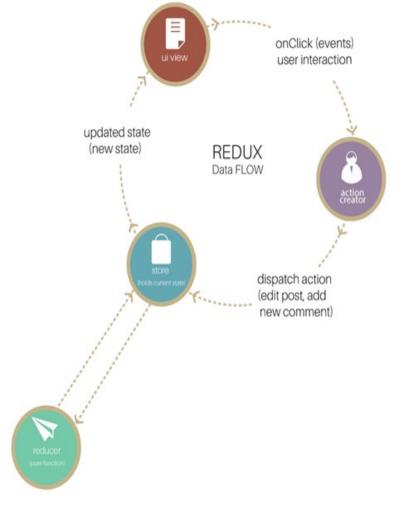
Two way vs. Unidirectional data flow

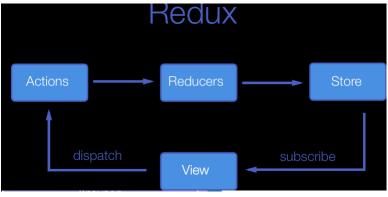
- In two way data binding
 - the view is updated when the state changes, and vice versa.
 - For example, when you change a model in AngularJS the view automatically reflects the changes.
 - it can lead to cascading updates and changing one model may trigger more updates.
 - View State
- Unidirectional data flow
 - Mutation of data is done via actions. So, new data always enters into the store through actions.
 - View components subscribe to the stores and automatically re-render themselves using the new data. So, the data flow looks like this:



Redux

- Redux is a state container for JavaScript apps, often called a Redux store. It stores the whole state of the app in an immutable object tree.
- Actions: Actions are how the application interacts with the store. The application sends an action with some attached data. These actions are than handles by a so called **reducer**.
- Store: This structure stores the complete state of our application. Given only the content of the store, the application should be able to save and recover the current state of the application
- Reducer: The Reducer is a function that takes the current state and an action and transforms it to a new state.





Redux

- The state is read-only: The state of the application can only be changed via actions. This is very useful for debugging, since the changing state flow is much more clear.
- The Redux store API is tiny and has only four methods:
 - store.getState() Returns the current state object tree.
 - store.dispatch(action) Dispatch an action to change the state.
 - store.subscribe(listener) Listen to changes in the state tree.
 - store.replaceReducer(nextReducer) Replaces the current reducer with another. This method is used in advanced use cases such as code splitting

Simple Redux Tutorial: https://appdividend.com/2017/08/23/redux-tutorial-example-scratch/

JSX (JavaScript eXtension)

- JavaScript eXtension, or more commonly JSX, is a React extension that allows us to write JavaScript that *looks like* HTML.
- JSX is a preprocessor step that adds XML syntax to JavaScript
 - Not mandatory to use with React
 - Makes React more elegant

```
class HelloWorld extends React.Component {
render() {
  return
    React.createElement(
      'h1',
      {className: 'large'},
      'Hello World'
```

https://reactjs.org/tutorial/tutorial.html



Docs

Tutorial

Community Blog Q Search docs...

GitHub v15.6.1

TUTORIAL

Before We Start

What We're Building

Prerequisites

How to Follow Along

Help, I'm Stuck!

Overview

What is React?

Getting Started

Passing Data Through Props

An Interactive Component

Developer Tools

Lifting State Up

Why Immutability Is Important

Functional Components

Taking Turns

Declaring a Winner

Storing A History

Tutorial: Intro To React

Edit on GitHub

Before We Start

What We're Building

Today, we're going to build an interactive tic-tac-toe game.

If you like, you can check out the final result here: Final Result. Don't worry if the code doesn't make sense to you yet, or if it uses an unfamiliar syntax. We will be learning how to build this game step by step throughout this tutorial.

Try playing the game. You can also click on a link in the move list to go "back in time" and see what the board looked like just after that move was made.

Once you get a little familiar with the game, feel free to close that tab, as we'll start from a simpler template in the next sections.

Prerequisites

We'll assume some familiarity with HTML and JavaScript but you should be able to follow along aron if you harrant road than before

Composition of Components

