



COMPONENT SPLITTING

👉 The 4 criteria for splitting a UI into components:

1. Logical separation of content/layout

2. Reusability

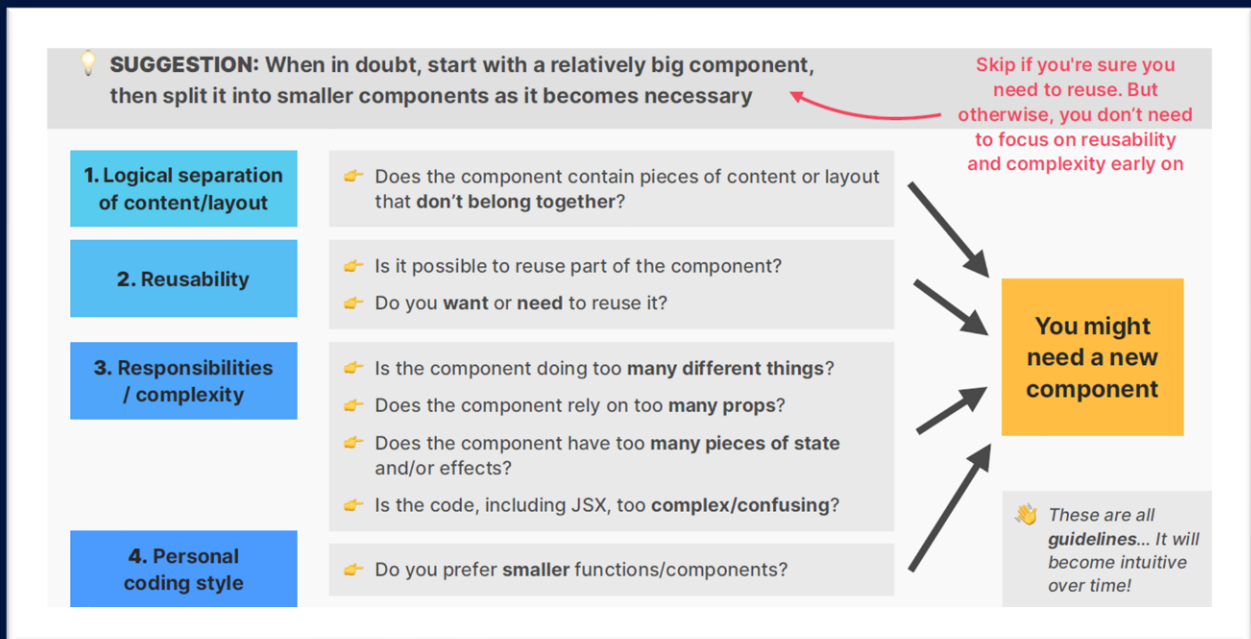
3. Responsibilities / complexity

4. Personal coding style



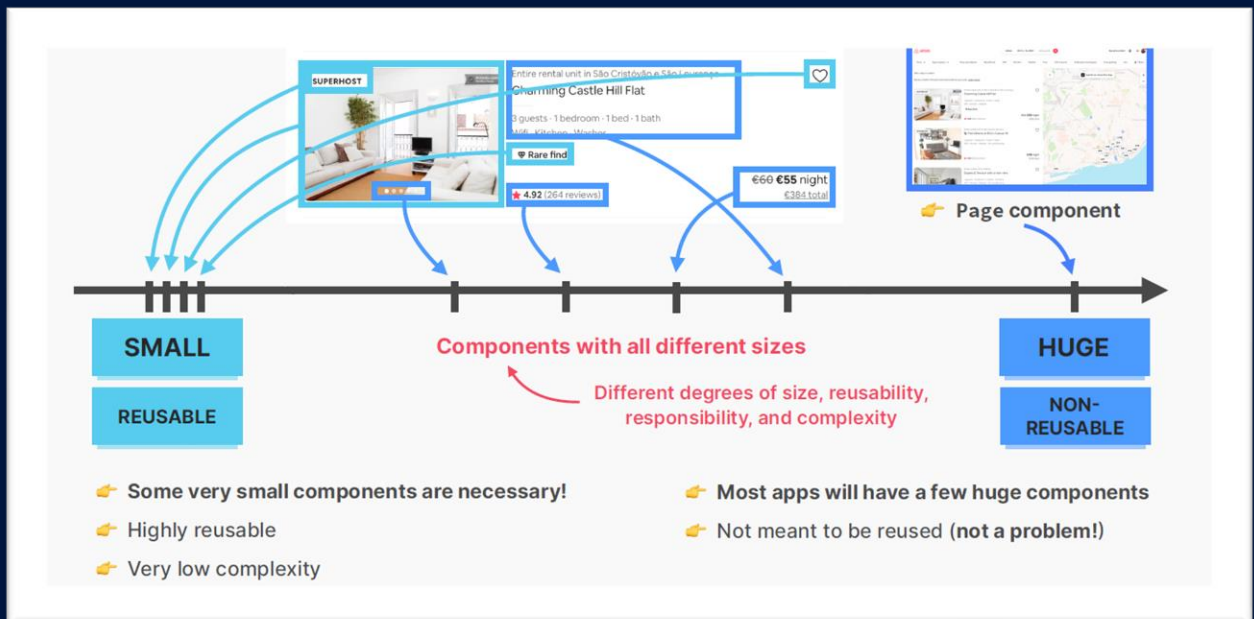
- ✓ Logical separation
- ✓ Some are reusable
- ✓ Low complexity





- Be aware that creating a new component **creates a new abstraction**. Abstractions have a **cost**, because **more abstractions require more mental energy** to switch back and forth between components. So try not to create new components too early
- Name a component according to **what it does** or **what it displays**. Don't be afraid of using long component names
- Never declare a new component **inside another component**!
- Co-locate related components inside the same file**. Don't separate components into different files too early
- It's completely normal that an app has components of **many different sizes**, including very small and huge ones (See next slide...)

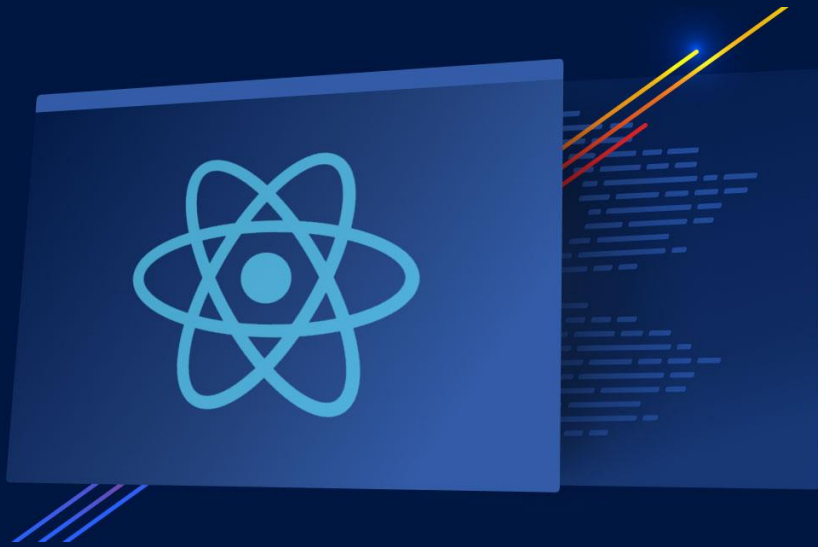






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