



React FLUX

December 8, 2016

Agenda

1. FLUX base overview
2. FLUX Structure
3. Dispatcher
4. Actions/Action creators
5. Stores
6. Views

Flux base overview

Flux base overview

What is FLUX?

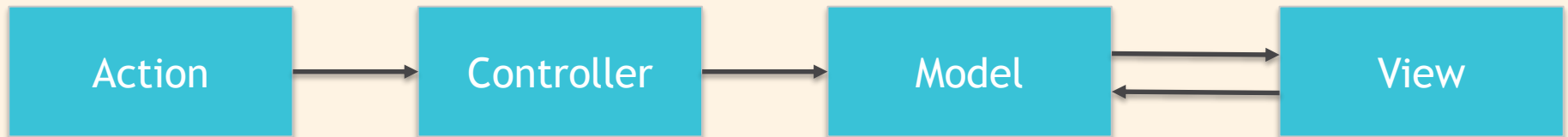
- **Flux** is the application architecture
- Created by Facebook and used for building client-side web applications.
- Complements React's composable view components by utilizing a **unidirectional data flow**.
- Solve problem of scale in MVC (MVVM) design pattern

Flux base overview

What's wrong with MVC / MVVM?

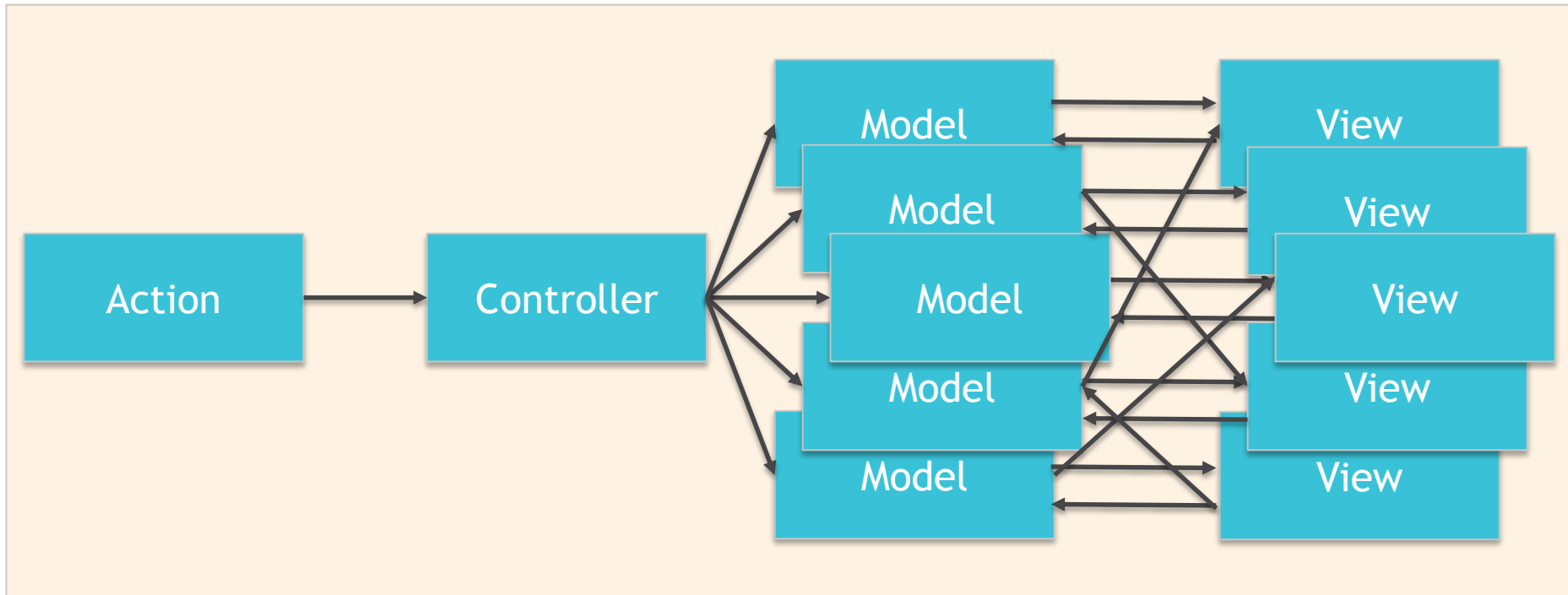
Flux base overview

What's wrong with MVC/MVVM?



Flux base overview

What's wrong with MVC/MVVM?



Flux base overview

What's wrong with MVC/MVVM?

- Good for small projects
- Doesn't have room for the new features
- Two-way data bindings led to cascading updates, where changing one object led to another object changing, which could also trigger more updates.
- Difficult to predict what would change as the result of one user interaction.

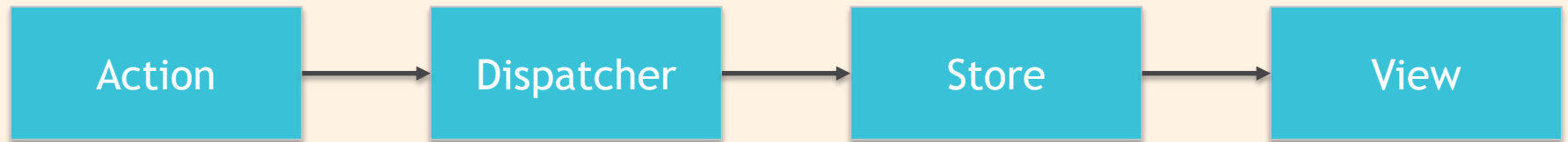
Flux structure

What does Flux suggest?

- Dispatcher
- Action / Action creators
- Store
- View
- Unidirectional data flow

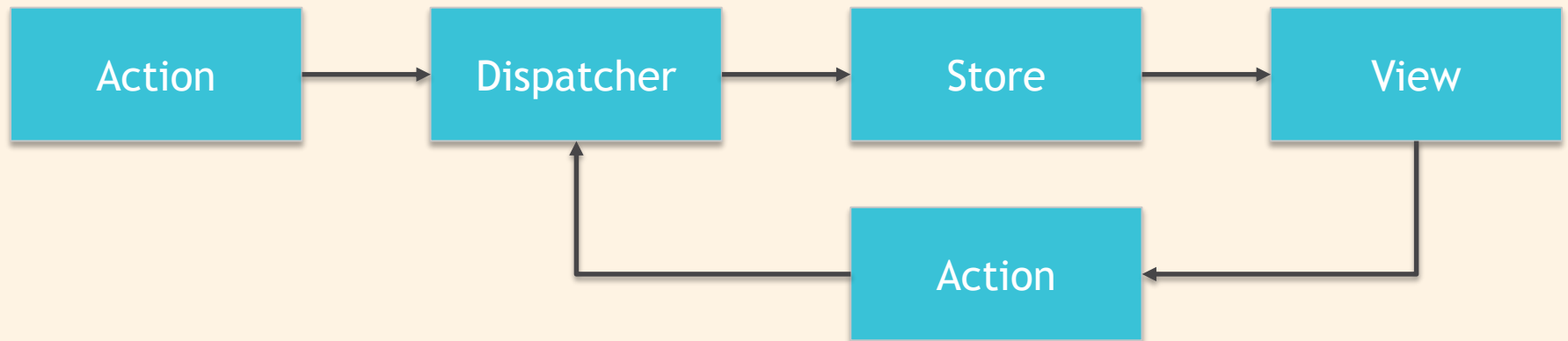
Flux Structure

How does it look like?



Flux Structure

How does it look like?



Flux Structure

Flux data flow

- All data flows through the dispatcher
- Dispatcher invokes callbacks, the store has registered with it
- Stores respond to relevant actions
- Stores emit a change event to registered controller views
- Controller views can listen to these changes via an event handler
- Controller views call `render()` via `setState()`
- Views may cause new actions

What are the benefits

- Added predictability to the system
- Improved data consistency
- Less regression errors
- Easy to pinpoint root of a bug

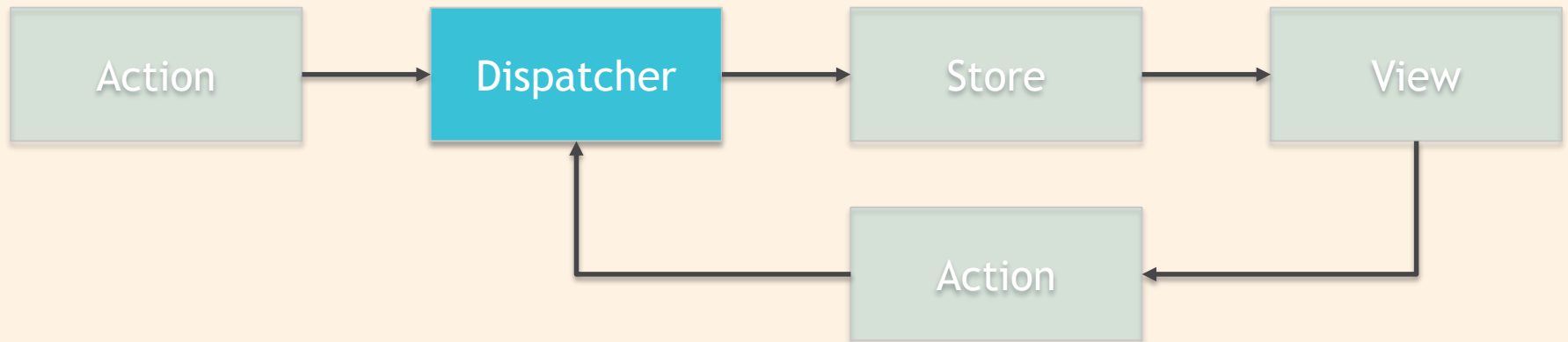
Dispatcher

What is **Dispatcher**?

- Singleton Object that acts as a central hub which manages all application data flow
- Distributes actions to stores
- Each store registers itself with a provided callback
- Until store layer is done, no other actions can come through the system (no cascading updates)

Dispatcher

In Flux scheme



What is **Dispatcher**?

- Singleton Object that acts as a central hub which manages all application data flow
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Simple API

- **register(function callback): string** Registers a callback to be invoked with every dispatched payload. Returns a token that can be used with `waitFor()`.
- **dispatch(object payload): void** Dispatches a payload to all registered callbacks.
- **waitFor(array<string> ids): void** Waits for the callbacks specified to be invoked before continuing execution of the current callback. This method should only be used by a callback in response to a dispatched payload.
- **unregister(string id): void** Removes a callback based on its token.
- **isDispatching(): boolean** Is this Dispatcher currently dispatching.

Dispatcher

Each store registers in **Dispatcher**

```
Dispatcher.register(function (action) {  
  switch (action.type) {  
    case constants.ADD_TODO:  
      TodoStore.addToDo(action.data);  
      TodoStore.emit('change');  
    }  
  });
```

Dispatcher

Each action dispatched to every registered callback

```
let addTodoAction = {  
  type: 'ADD_TODO',  
  data: {  
    title: 'Do something'  
  }  
};  
  
Dispatcher.dispatch(addTodoAction);
```

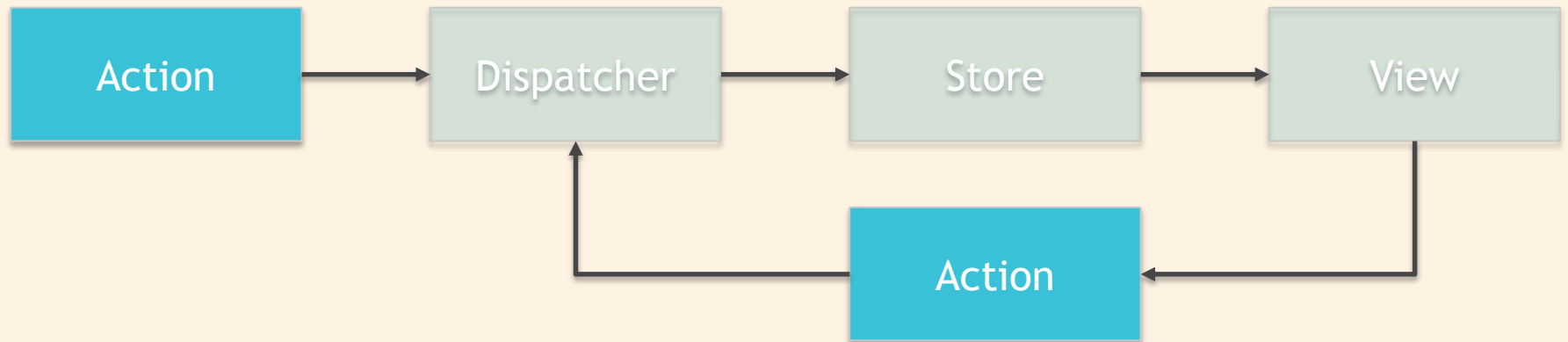
Actions/Action creators

What are Actions?

- Is simple object containing the new data and an identifying *type* property.
- Necessary to inform that new data enters the system
- Necessary to inform that a person interacting with the application

Actions

In Flux scheme



Actions

Example

```
let addTodoAction = {  
  type: 'ADD_TODO',  
  data: {  
    title: 'Do something'  
  }  
};  
  
Dispatcher.dispatch(addTodoAction);
```

What is Action Creators?

- Provides a semantic API for work with logically grouped actions
- Facilitate passing data to the dispatcher
- Pass data to the dispatcher in form of an action

Actions

Example?

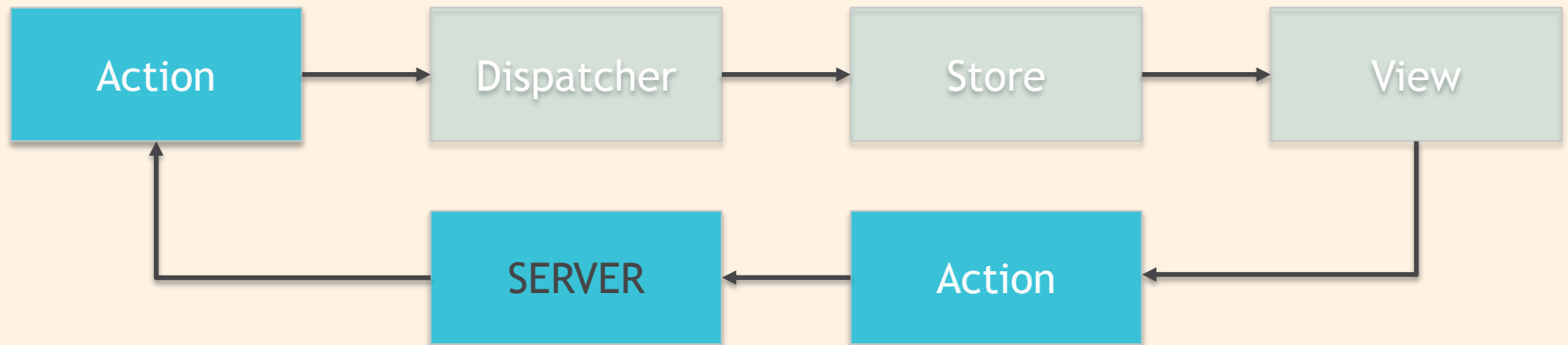
```
const TodoActions = {  
  add(title) {  
    Dispatcher.dispatch({  
      type: 'ADD_TODO',  
      data: {  
        title: title  
      }  
    });  
  },  
  
  update(id, newTitle) {  
    Dispatcher.dispatch({  
      type: 'UPDATE_TODO',  
      data: {  
        id,  
        title: newTitle  
      }  
    });  
  }  
};
```

Server interactions

Hoe do we perform/handle server requests?

Actions

Server interactions



Actions

Example?

```
const TodoActions = {  
  loadTodos() {  
    Dispatcher.dispatch(constants.TODOS_LOADING);  
  
    fetchTodos()  
      .then((data) => Dispatcher.dispatch({ type: constants.TODOS_FETCHED, data }))  
      .catch((error) => Dispatcher.dispatch({ type: constants.TODOS_FAILED, error }));  
  }  
};
```

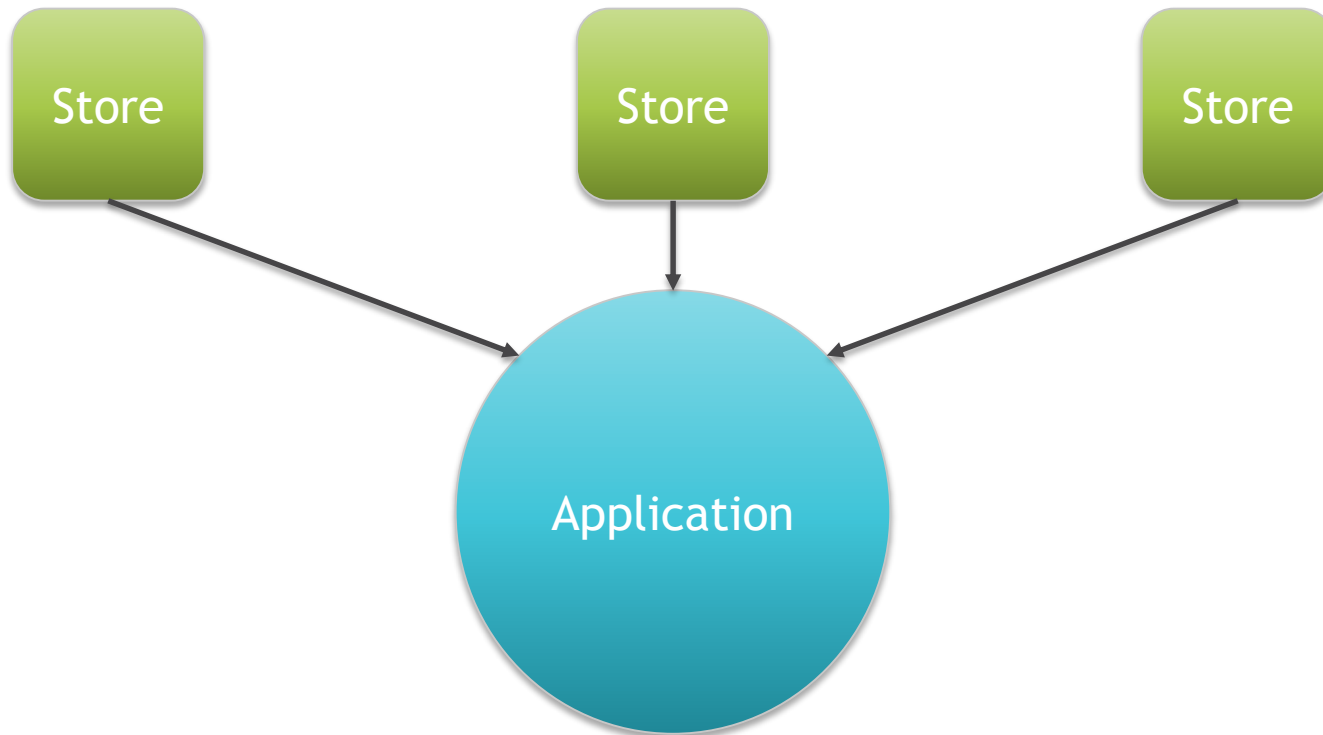
Stores

What is Stores?

- Domain model of the application (or part of app)
- Contain data and business logic
- Register with dispatcher
- Accept and handle updates (actions)
- Have no methods for mutations. Let's consider them as read-only.

Stores

Application get data from the stores



Stores

Application set properties depending on stores state



And let this data flow to the sub-components

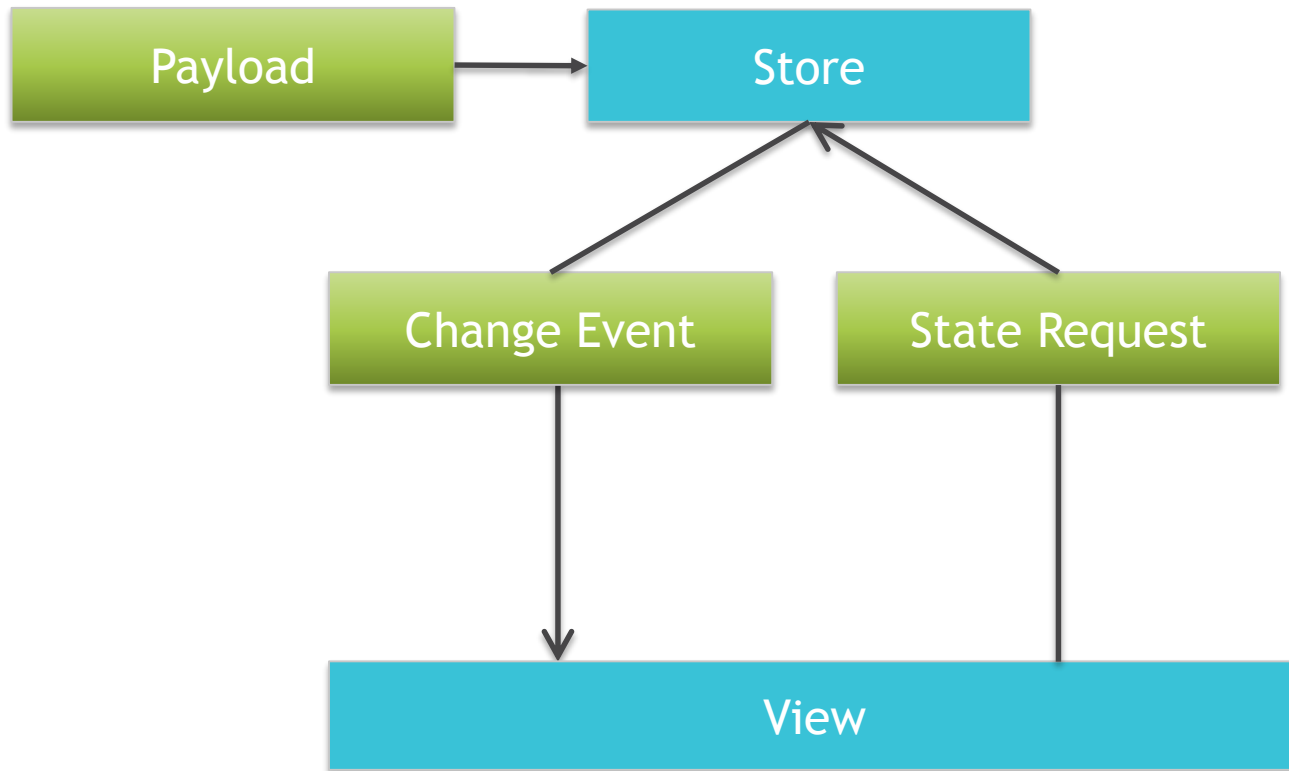
Communication with store

How views understand that stores were changed?

Communication with store

- Stores - are event emitters
- Emit 'change' event when their state changes.
- Views subscribe on store changes

Communication with store




Stores

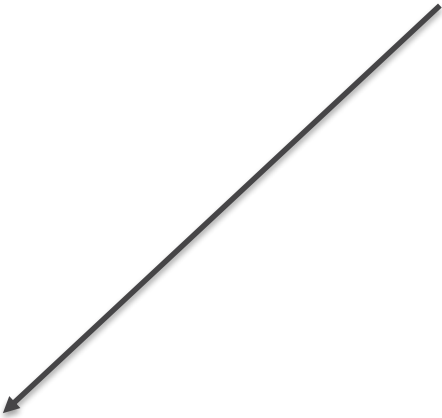
Example?

```
const TodoStore = {  
  .. getTodos() {  
    .. return _todos; // list of todos in state  
  },  
  
  .. subscribe(cb) {  
    .. this.on('change', cb);  
  },  
  
  .. unsubscribe(cb) {  
    .. this.off('change', cb);  
  }  
};
```

Store is event emitter and can emit events



```
Dispatcher.register(function (action) {  
  .. switch (action.type) {  
    .. case constants.ADD_TODO:  
      .. TodoStore.addTodo(action.data);  
      .. TodoStore.emit('change');  
    .. }  
  .. }  
});
```



Actions

Another way how to interact with server?

```
Dispatcher.register(function (action) {  
  switch (action.type) {  
    case constants.TODOS_FETCH:  
      TodoStore.fetchTodos()  
        .then((todos) => {  
        TodoStore.update(todos);  
        TodoStore.emit('change');  
      });  
  }  
});
```

Views

What is View in FLUX?

- Better consider as View-Controllers or state-only or whatever.
- Register with stores to be notified of changes
- Receive state from the store
- Pass data from store to sub-components via props

Example?

```
class Todo extends React.Component {  
  constructor() {  
    this.onChange = this.onChange.bind(this);  
    this.state = {  
      todos: TodoStore.getTodos()  
    }  
  }  
  
  componentDidMount() {  
    TodoStore.subscribe(this.onChange);  
  }  
  
  componentWillUnmount() {  
    TodoStore.unsubscribe(this.onChange);  
  }  
  
  onChange() {  
    this.setState({ todos: TodoStore.getTodos() });  
  }  
  
  render() {  
    // logic of rendering sub components here...  
  }  
}
```

Actions

Who can trigger actions to invoke store changes?

Actions

**This should be handle in View Controllers and passed through
callbacks to the child components**

THANK YOU

QUESTIONS...