RSC & Streaming in Next.js 13

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Agenda

- 1. Next.js
- 2. Client Components
- 3. Server Components
- 4. Server-Side Rendering (SSR)
- 5. Streaming with Suspense



What is Next.js?

- A React Framework with building blocks to create web applications
- Handles the tooling and configuration needed for React
- Provides additional structure, features, and optimizations
- Next.js 13 with App Router builds on Server Components, Suspense and more





Code Example





Client Components



«React components that are fetched and rendered on the client.»

What are Client Components?



Benefits of Client Components

- Interactivity
 - Support state management, effects, and event listeners
 - Enables real-time user feedback and UI updates
- Browser APIs
 - Can leverage browser APIs, e.g., geolocation and localStorage
 - Enables the creation of UI tailored to specific use cases



Before 'use client'

```
layout.js
      import { MobileNav } from './mobile-nav'
      export default function Layout() {}
   mobile-nav.js
      import { Toggle } from './toggle'
      export function MobileNav() {}
LOCAL DEVELOPMENT ERROR!
`onClick` event handler in a Server Component
`useState` import in a Server Component
   toggle.js
      import { FancyButton } from './fancy-button'
      import { useToggle } from './use-toggle'
      export function Toggle({ children }) {}
   use-toggle.js
      import { useState } from 'react'
      export function useToggle(initialState) {}
   fancy-button.js
      export function FancyButton(props) {}
```

After 'use client'

```
layout.ts
  import { MobileNav } from './mobile-nav'
 export default function Layout() {}
mobile-nav.ts
 import { Toggle } from './toggle'
 export function MobileNav() {}
toggle.ts
  'use client'
  import { FancyButton } from './fancy-button'
  import { useToggle } from './use-toggle'
  export function Toggle({ children }) {}
use-toggle.ts
  import { useState } from 'react'
 export function useToggle(initialState) {}
fancy-button.ts
  export function FancyButton(props) {}
```





Server Components



«React components that are fetched and rendered on the server.»

What are Server Components?

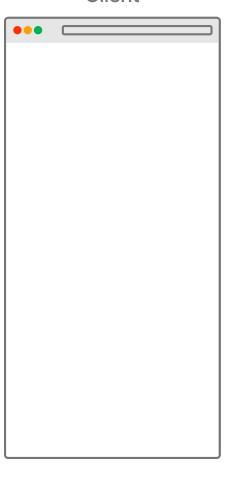


Benefits of Server Components

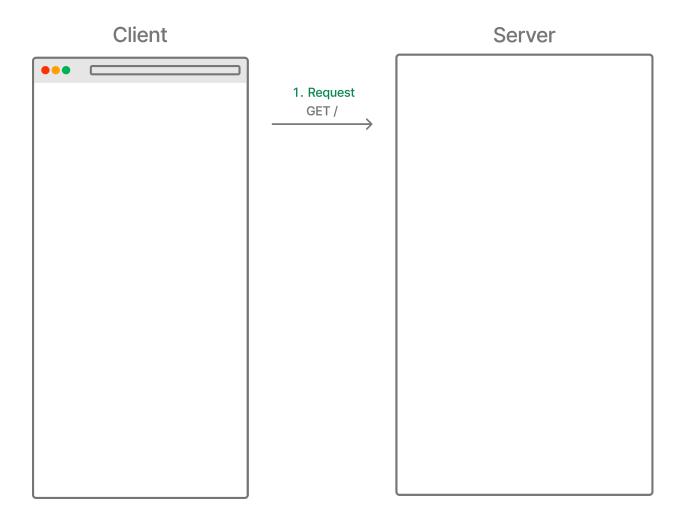
- Data Fetching
 - Facilitate data fetching on the server
 - Reduces data fetching time and number of client requests
- Security
 - Keep sensitive data and logic on the server
- Bundle Size
 - Reduce the impact of large dependencies on client JavaScript bundles
- Initial Page Load & First Contentful Paint (FCP)
 - Eliminates the need for clients to download, parse, and execute JavaScript
- Streaming
 - Enable chunked rendering and streaming to clients



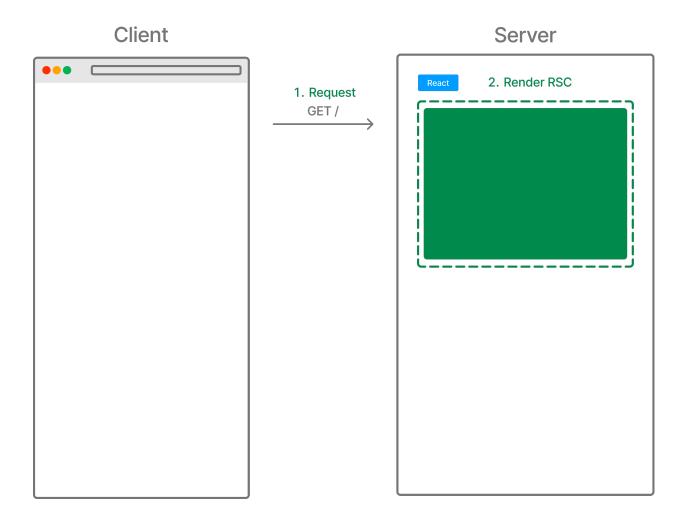
Client



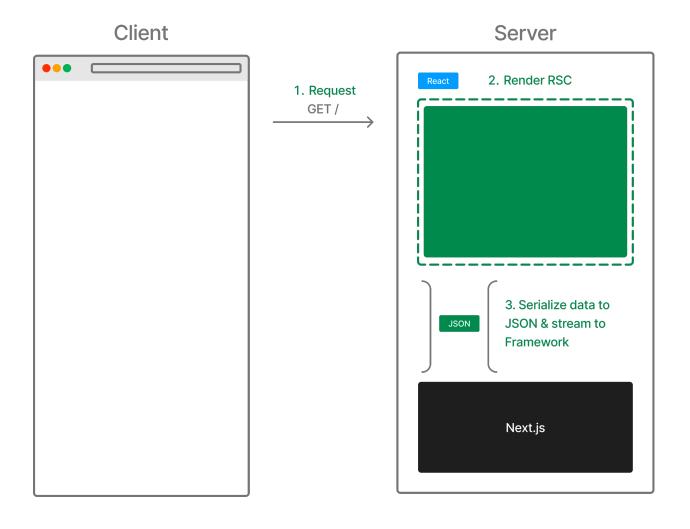




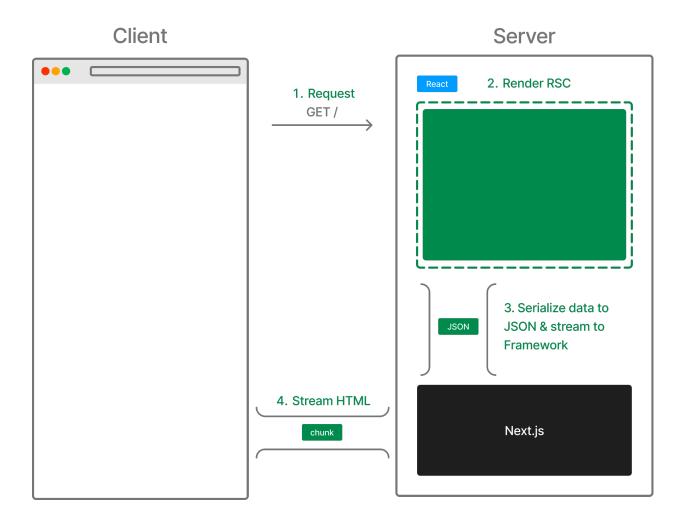




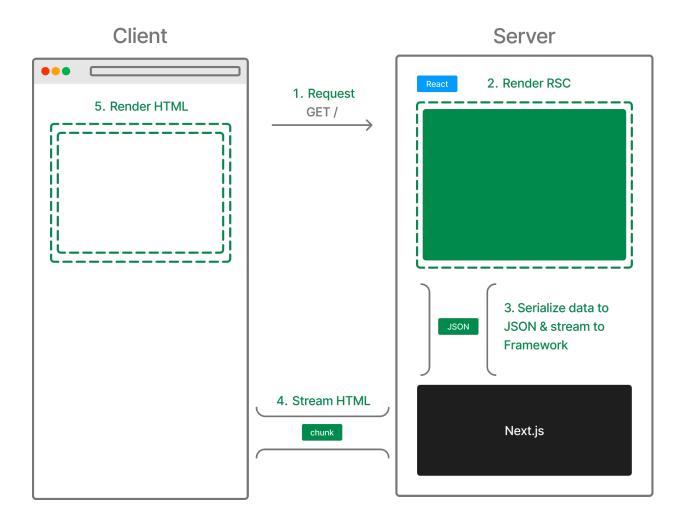




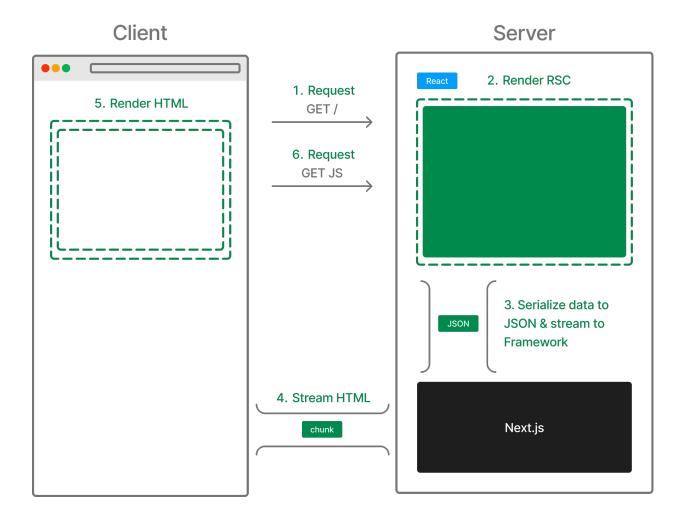




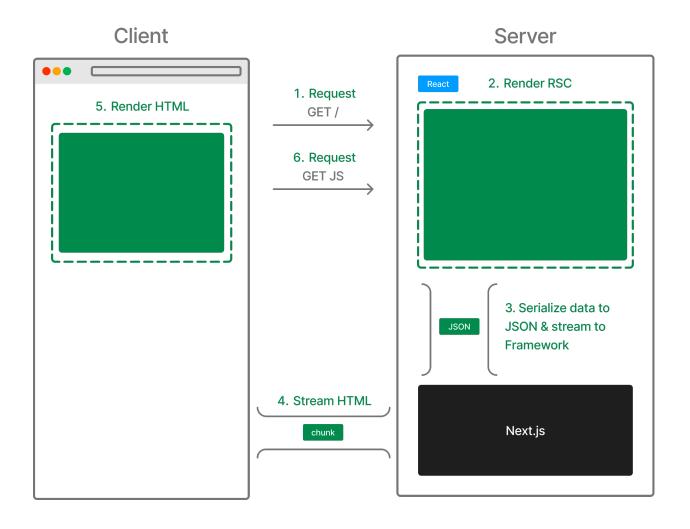




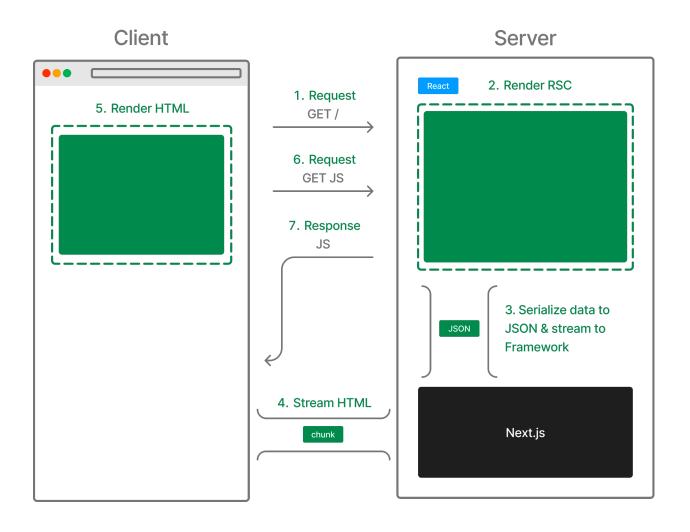




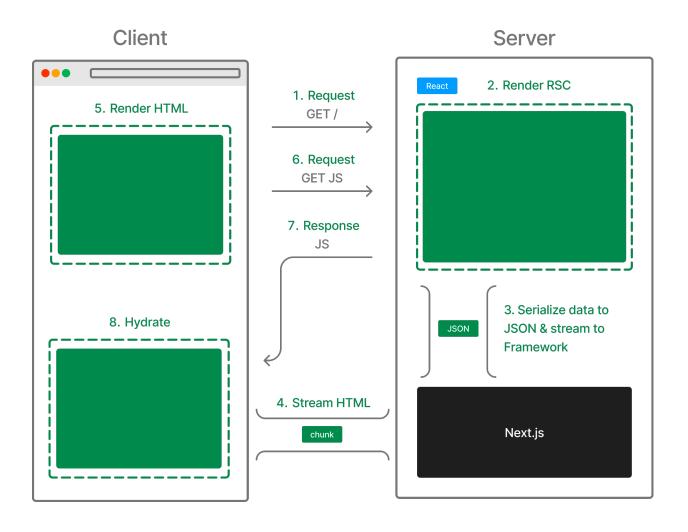




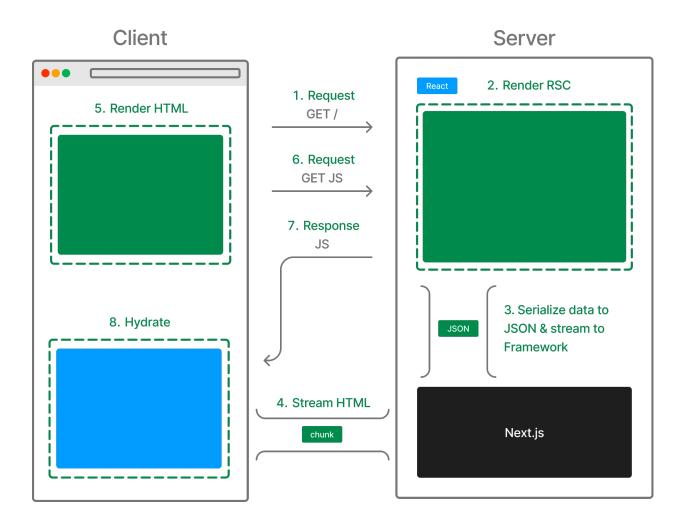














When are Server and when are Client Components used?

What wants to be done?	Server Component	Client Component
Fetch data	⊙	×
Access backend resources (directly)	⊙	×
Keep sensitive information on the server	\odot	×
Keep large dependencies on the server / Reduce client-side JavaScript	⊙	×
Add interactivity and event listeners	×	©
Use State and Lifecycle Effects	×	⊙
Use browser-only APIs	×	⊘
Use custom hooks that depend on state, effects, or browser-only APIs	×	©
Use React Class components	×	⊘





Server-Side Rendering (SSR)



"The process of rendering the complete HTML page on the server in response to a request and returning it to the client."

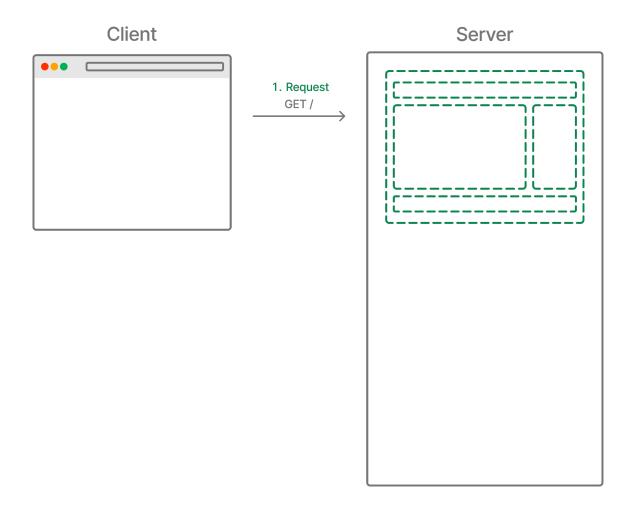
What is Server-Side Rendering (SSR)?



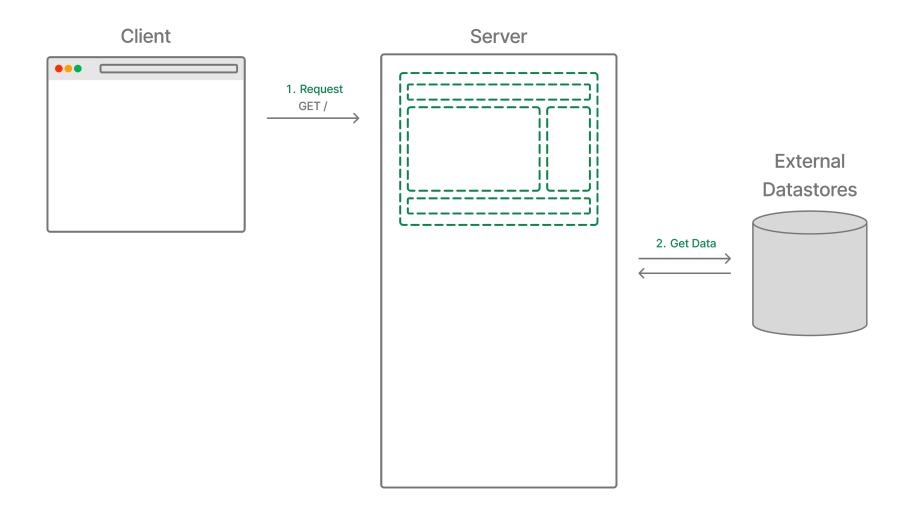
Client



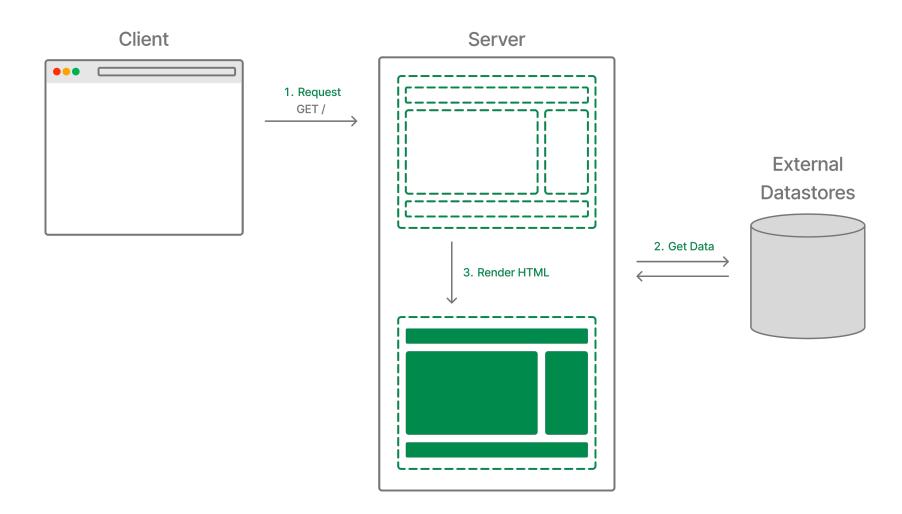




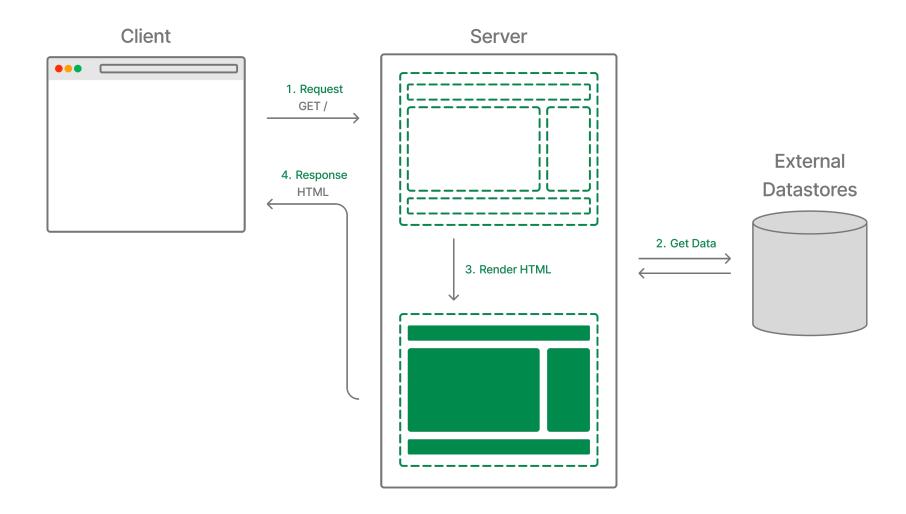




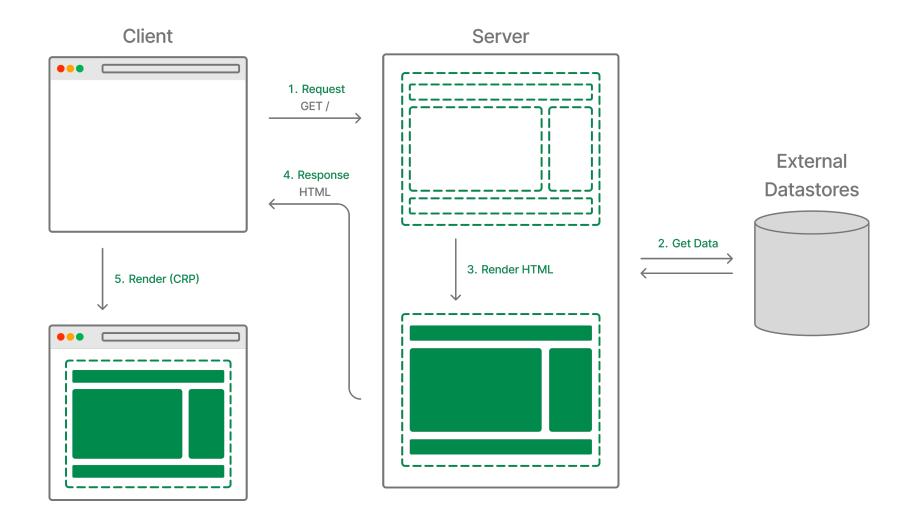




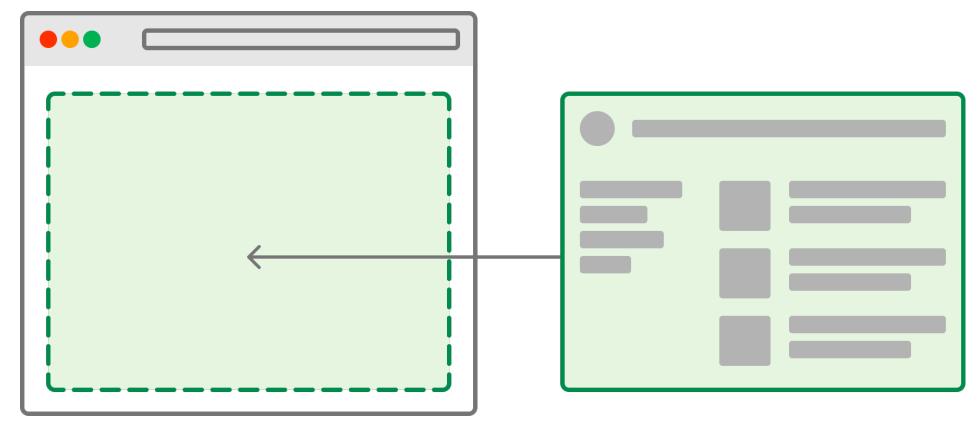








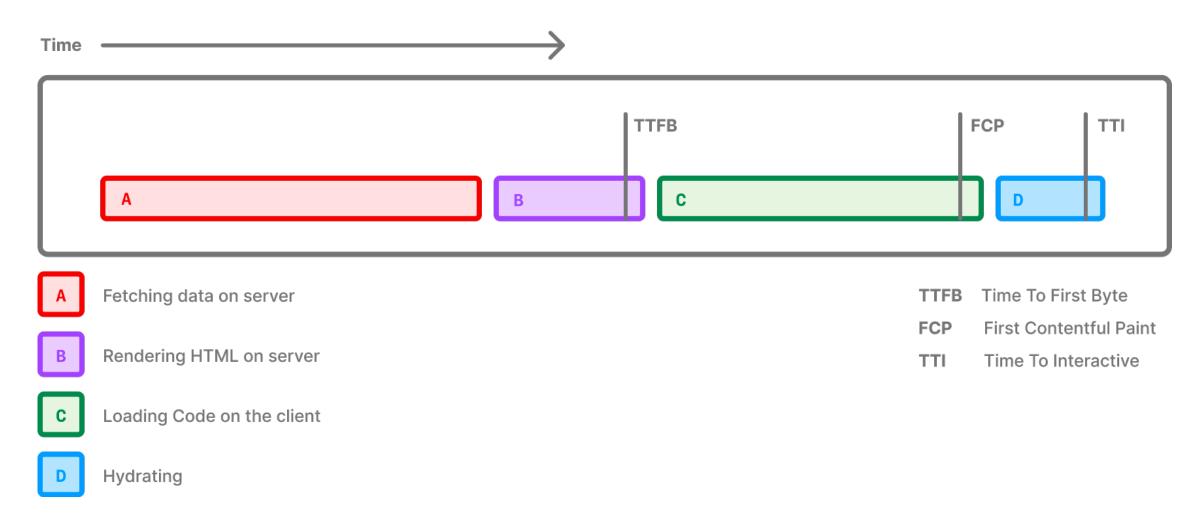




No content in the browser while content is being rendered on the server

Server-rendered page sent to the client once all components are ready







Benefits of Server-Side Rendering (SSR)?

- Faster First Contentful Paint (FCP) & Time to Interactive (TTI)
- Additional budget for client-side JavaScript
- Client computation and bandwidth offloaded to the server



When should Server-Side Rendering (SSR) be used?

- When initial load times are more important than subsequent ones
- When JavaScript and heavy interactivity is not required on the client
- When client-side routing is not required
- When computation and bandwidth are to be offloaded from the client to the server





Streaming with Suspense

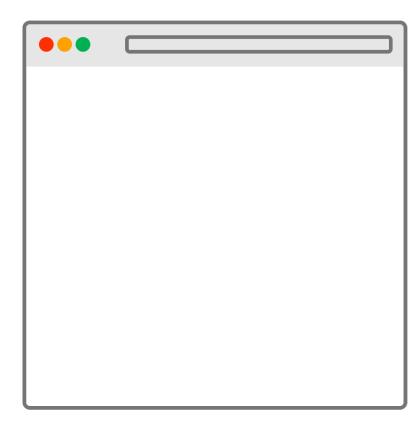


"The process of streaming a complete HTML page one chunk at a time instead of sending it in a single large response."

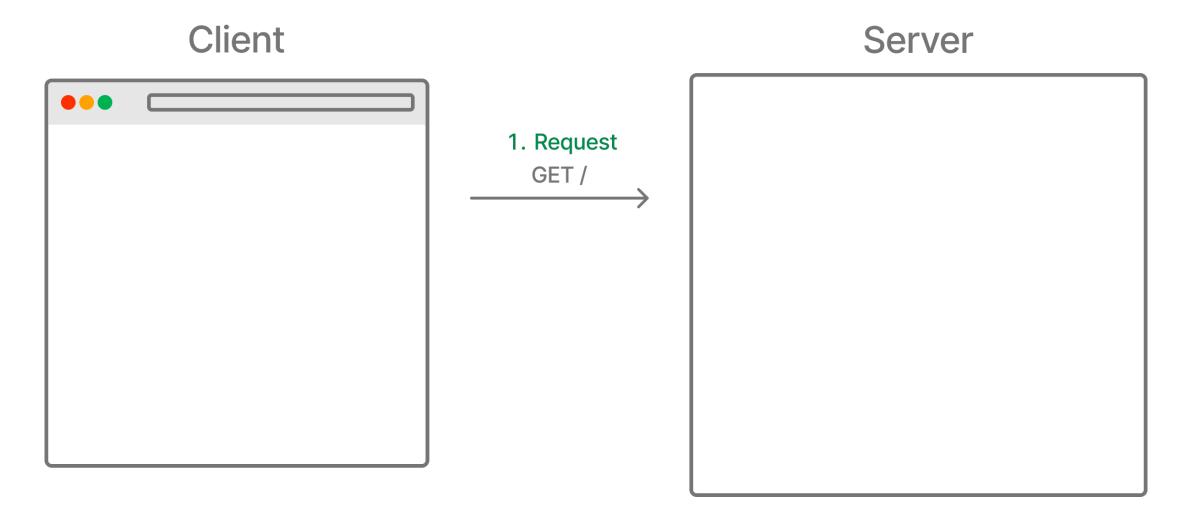
What is Streaming with Suspense?



Client









Client Server 2. Render HTML 1. Request GET /



Client Server 2. Render HTML 1. Request GET / 3. Stream page HTML chunk









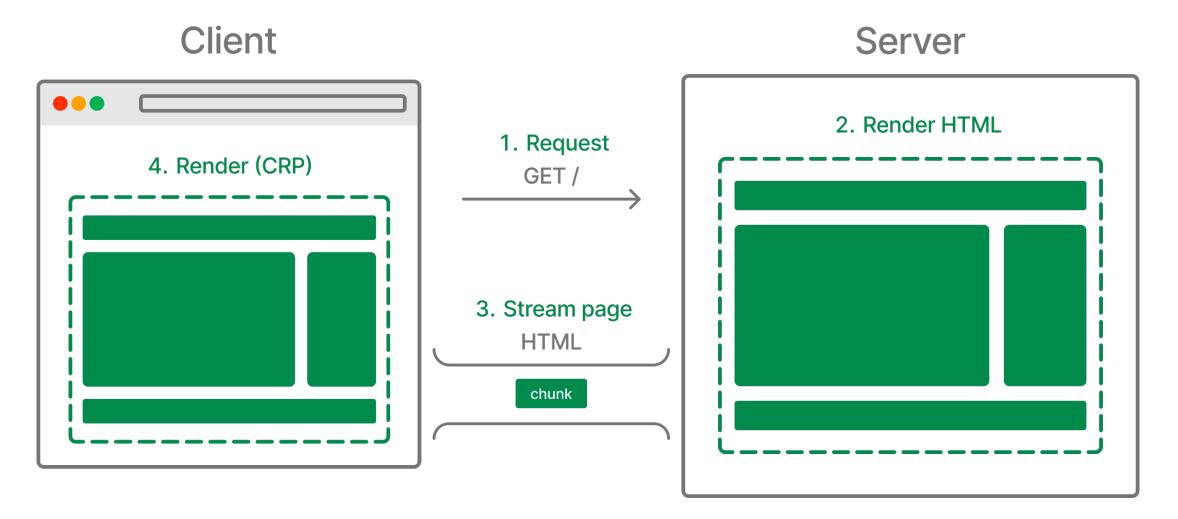




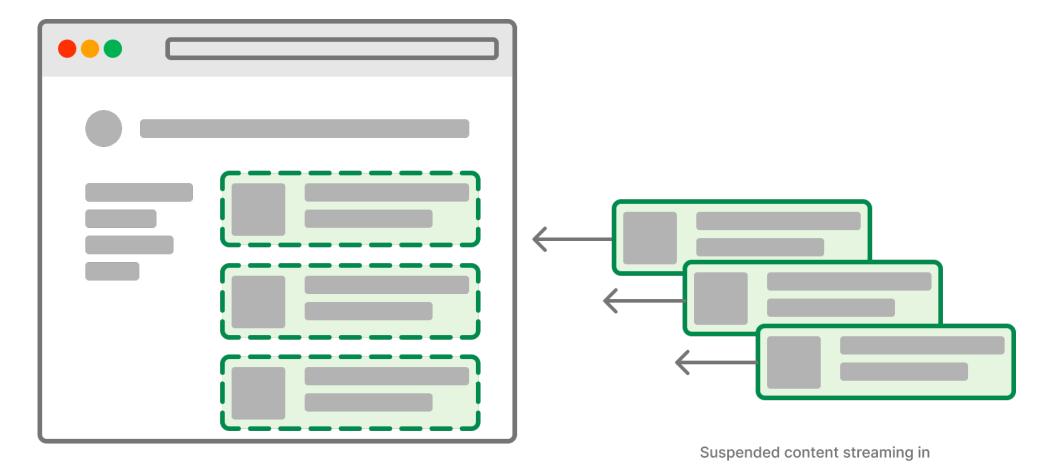






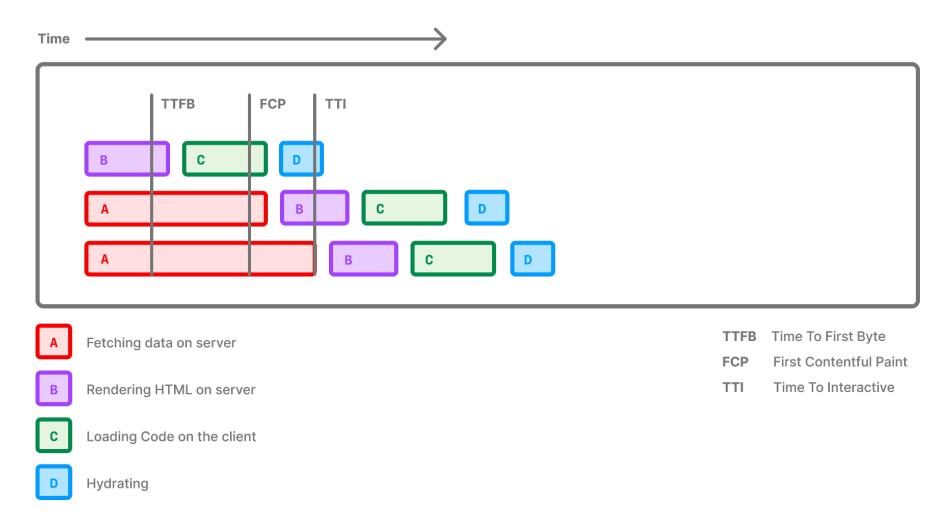






Partial content with loading state







Benefits of Streaming with Suspense

- Performance improvement over SSR
 - Reduced Time To First Byte (TTFB) and First Contentful Paint (FCP)
 - Improves Time To Interactive (TTI), especially on slower devices
- Better backpressure handling
 - Responsive websites even under challenging conditions



When should Streaming with Suspense be used?

- When an easy transition from SSR into Streaming with Suspense is possible
- When a better Time To First Byte (TTFB), First Contentful Paint (FCP) or Time To Interactive (TTI) is required
- When server components are already in use, but there are difficulties in processing all incoming requests





Thank you for your attention.

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