# Data Fetching & Caching

# SPA State (Data) - Client

- Client state (aka App State).
  - e.g. Menu selection, UI theme, Text input, logged-in user id.
- Characteristics:
  - Client-owned; Not shared; Not persisted (across sessions); Always up-to-date.
  - Accessed synchronously.
  - useState() hook
  - Management Private to a component or Global state (Context).

# SPA State (Data) - Server

- Server state (The M in MVC).
  - e.g. list of 'discover' movies, movie details, friends.
- Characteristics:
  - Persisted remotely. Shared ownership.
  - Accessed asynchronously → Impacts user experience.
  - Can change without client's knowledge 

    Client can be 'out of date'.
  - useState + useEffect hooks.

#### SPA Server State.

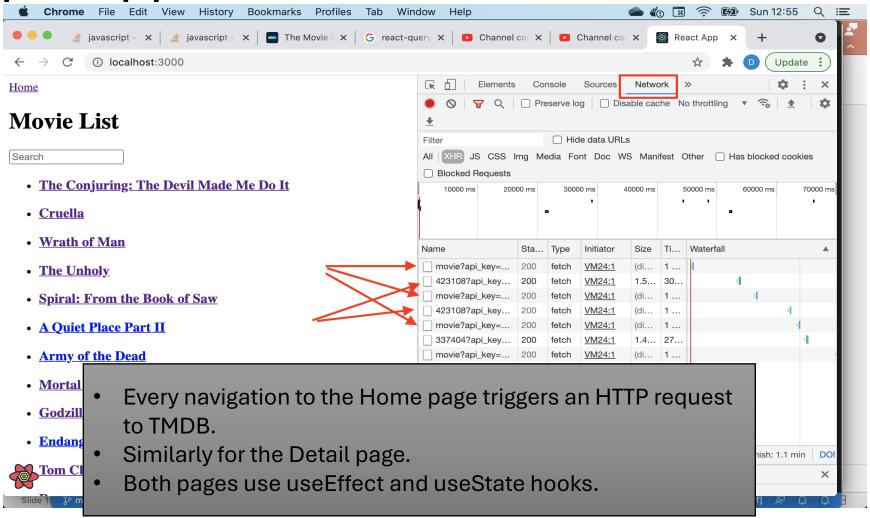
- Server state characteristics (contd.).
  - Management options:
    - 1. Spread across many component.
      - Good separation of concerns.
      - Unnecessary re-fetching.
    - 2. Global state (Context).
      - No unnecessary re-fetching. 🗸
      - Fetching data before its required.
      - Poor separation of concerns.
    - 3. 3<sup>rd</sup> party library e.g. Redux
      - Same as 2 above.
- We want the best of 1 and 2, if possible.

Sample App.

Home Home **Movie Details Movie List** Search "adult": false, "backdrop path": "/6MKr3KgOLmzOP6MSuZERO41Lpkt.jpg", "belongs to collection": { • The Conjuring: The Devil Made Me Do It "id": 837007, "name": "Cruella Collection", "poster path": null, Cruella "backdrop path": null "budget": 200000000, Wrath of Man "genres": [ "id": 35, The Unholy "name": "Comedy" • Spiral: From the Book of Saw "id": 80, "name": "Crime" • A Quiet Place Part II "homepage": "https://movies.disney.com/cruella", Army o Both pages make a HTTP Request to a web API (TMDB) Mortal ck revo Godzill

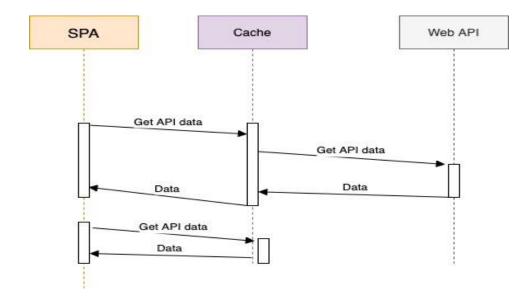
"production companies":

## Sample App – The Problem.



# Sample App – The Solution. .

- Cache (store temporarily) the API data locally in the browser.
- Reduces the workload on the backend for read intensive apps.
- Speeds up the rendering time for revisited pages.



# Caching (General).

- Caches are in-memory datastores with high performance and low latency.
- Simple key-value datastores structure.
  - Keys must be <u>unique</u>.
  - Value can be any <u>serialisable</u> data type Object, Array, Primitive.
- Cache hit The requested data is in the cache.
- Cache miss The requested data is not in the cache.
- Caches have a simple interface:

```
serializedValue = cache.get(key)
cache.delete(key)
cache.purge()
```

• Cache entries have a time-to-live (TTL).

# The react-query library



- 3<sup>rd</sup> party JavaScript (React) caching library.
  - Provides a set of hooks.

e.g. const { data, error, isLoading, isError } = useQuery(key, queryFunction);

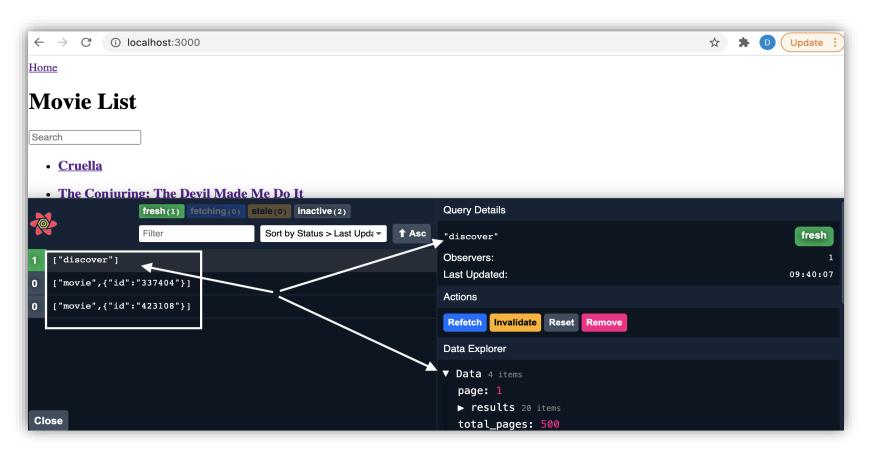
- data from the cache (hit) or returned by the API (miss).
- error error response from API.
- isLoading(boolean) true while waiting for API response.
- isError (boolean) true when API response is an error status.
- Causes a component to re-render on query completion.
- Replaces your useState and useEffect hooks.

# The query key.

• "Query keys can be as simple as a string, or as complex as an array of many strings and nested objects. As long as the query key is serializable, and unique to the query's data ....."

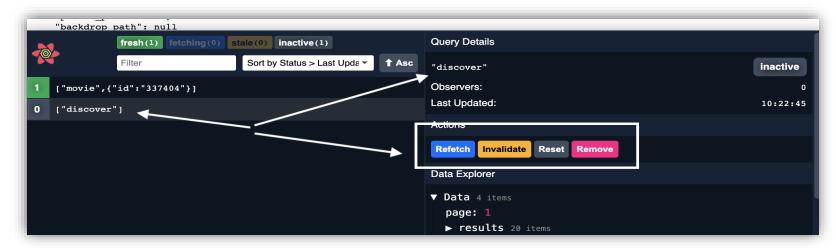
## react-query DevTools.

• Allows us to <u>observe</u> the current state of the cache datastore – great for debugging.



## react-query DevTools.

• Allows us to manipulate cache entries.



- Refresh force an immediate re-request of data from the API.
- Invalidate set entry as 'stale'. Cache will request update from web API when next required by the SPA.
- Reset only applies when app can mutate the API's data.
- Remove remove entry from cache immediately.

# Summary

- State Management The M in MVC
- State:
  - 1. Client/App state.
  - 2. Server state.
- Cache server state locally in the browser.
  - Avoid unnecessary HTTP traffic → Reduce page load time
  - Be aware of cache entry staleness → Use TTL to minimize staleness.
- The react-query library
  - A set of hooks for cache interaction.