

@DARCAR31



DARIA CARAWAY

HOW TO HAVE AN AMICABLE BREAKUP WITH A JAVASCRIPT LIBRARY

@DARCAR31

Software
Engineer at
 workday®

Living in

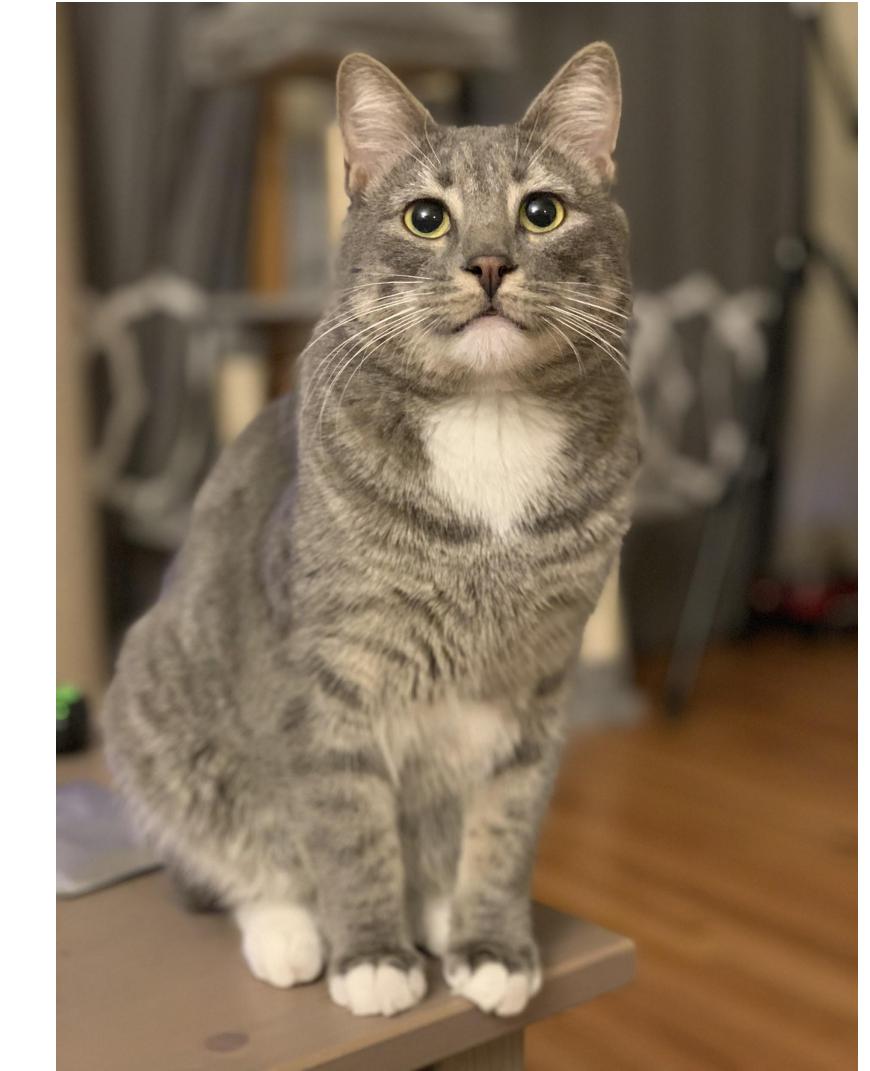


Boulder, CO

DARIA CARAWAY

ABOUT ME

My cat



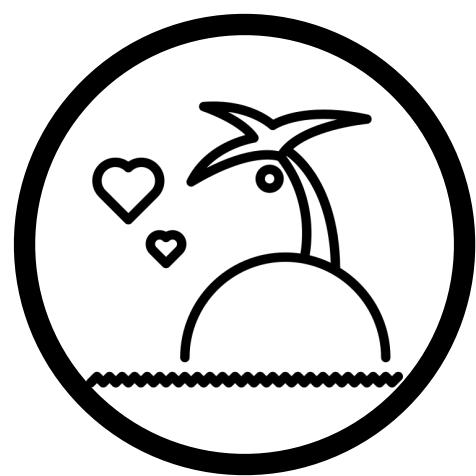
Odin

DATING AND JAVASCRIPT LIBRARIES

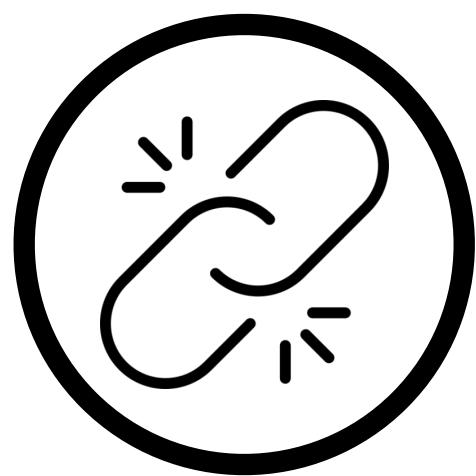
CHOOSING A JAVASCRIPT LIBRARY IS A LOT
LIKE DATING: THE LONGER YOU COMMIT
YOURSELF, THE MESSIER IT IS WHEN YOU
DECIDE TO BREAK UP.

COMMON RELATIONSHIP

Honeymoon
Phase



Attached at
the Hip



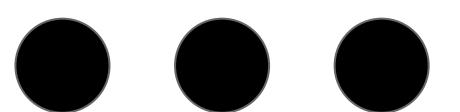
Opened a Joint
Banking Account



**Everything is great,
they make your life so easy.**

**You start using the
library everywhere.**

**You are dependent on
The library.**



**They broke your heart:
Library is deprecated**

**There is someone else:
Found a more feature rich library**

THE BREAKUP

**You come with too much baggage:
Library bundle is too large**

**It's not you it's me:
Product needs change**

POST-BREAKUP WHAT NOW?

Completely Move On: Remove all references to the old library and start clean.

Ghost Them: Ignore the usages in the code exist and build up tech debt.

Remain friends: Remove references piece by piece while implementing the new solution.

HOW TO PREPARE FOR THE INEVITABLE FUTURE BREAKUP?

Speed dating

Prototype multiple libraries early

Easily bail on bad relationships

Quickly switch out libraries without sacrificing code clarity or maintainability.

Prevent future mistakes

Write useful tests that won't break when you change the underlying implementation

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PROTOTYPE OUT MULTIPLE POTENTIAL LIBRARIES,
IN AN INTEGRATED ENVIRONMENT.

SPEED DATING

GETTING TO KNOW THE DATING POOL AND EACH LIBRARY

- ▶ How do you interface with the library?
- ▶ How does each library compare and differ from others?
- ▶ Learn about design and coding styles in the community.

GETTING TO KNOW YOURSELF

- ▶ What are your expectations for customization, performance, etc...
- ▶ What feature set does your app need now? And in the future?
- ▶ Share prototypes with team members and stakeholders.

YOU THINK YOU'VE FOUND “THE ONE”

SPEED DATING ALLOWS YOU TO FEEL MORE
CONFIDENT IN YOUR DECISION, AND
MAKES THE LIBRARY USEFUL FOR LONGER.

QUICKLY SWITCH OUT LIBRARIES WITHOUT
SACRIFICING CODE CLARITY OR MAINTAINABILITY.

PREPARE TO BAIL ON BAD
RELATIONSHIPS

...with wrapper components

THE PRENUPTIAL AGREEMENT & WRAPPER COMPONENTS

- ▶ Create a contract to fit our application's use cases
- ▶ Normalize that interface with a wrapper component

THE PRENUPTIAL AGREEMENT & WRAPPER COMPONENTS

- ▶ Create a contract to fit our application's use cases
- ▶ Normalize that interface with a wrapper component

WHAT IS THE CONTRACT?

TypeScript/Flow

React Prop Types

JSDoc

DEMO APP INTRO

Discover Adoptable Pets In Seattle!

Fetch Random Pet

Favorite

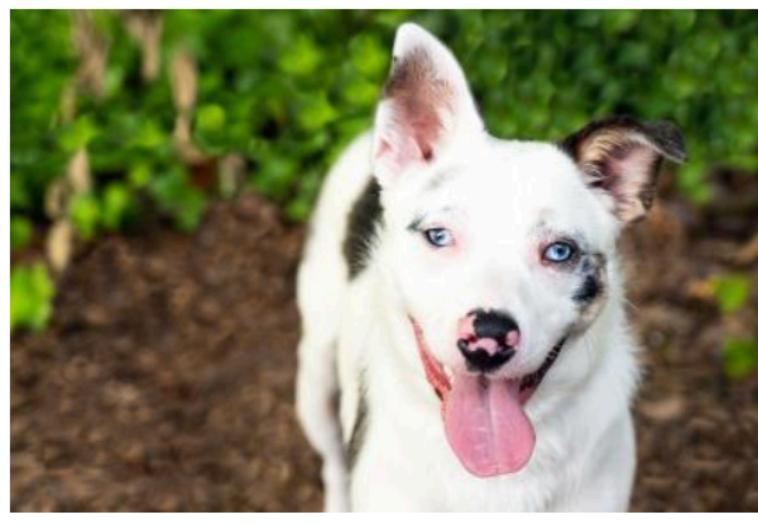
Clear Favorites



Meet Puma!



Meet Kitty Toldeo!



Meet Robin!



Meet Lindsay!



Meet Ele Ele!



Meet Your Highness Gracie!



Meet Bruno!

WRAPPER EXAMPLE - BUTTON

```
import { Button as GrommetButton } from 'grommet'

interface ButtonProps {
  icon?: React.ReactElement
  label?: string
  primary?: boolean
  testId?: string
  onClick: ((evt: React.MouseEvent) => void)
}
```

```
export class ButtonComponent extends React.Component<ButtonProps> {
  render() {
    const { icon, label, onClick, primary, testId } = this.props

    return (
      <GrommetButton
        onClick={onClick}
        icon={icon}
        label={label}
        primary={primary}
        data-testid={testId}>
        />
      )
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export class ButtonComponent extends React.Component<ButtonProps> {  
  render() {  
    const { icon, label, onClick, primary, testId } = this.props  
  
    return (  
      <GrommetButton  Favorite  
        onClick={onClick}  
        icon={icon}  
        label={label}  
        primary={primary}  
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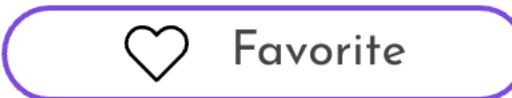
WRAPPER COMPARISON - GROMMET VS MATERIAL UI

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```
import MaterialUIButton from '@material-ui/core/Button'

interface ButtonProps {
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  onClick: ((evt: React.MouseEvent) => void)
}

export class ButtonComponent extends React.Component<ButtonProps> {
  render() {
    const { icon, label, onClick, primary, testId } = this.props

    return (
      <MaterialUIButton
        onClick={onClick}
        color={primary ? 'primary' : 'secondary'}
        data-testid={testId}
      >
        {icon}
        {label}
      </MaterialUIButton>
    )
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}
```



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      >
        {icon}
        {label}
      </MaterialUIButton>
    )
  }
}
```



WRAPPER EXAMPLE - API UTILITY

```
import * as superagent from 'superagent'

export const ApiUtility = {
  get<ResolveType>(url: string): Promise<ResolveType> {
    return superagent
      .get(url)
      .then(response => response.body)
  },
  post<PayloadType, ResolveType>(url: string, payload: PayloadType) : Promise<ResolveType> {
    return superagent
      .post(url)
      .send(JSON.stringify(payload))
      .then(response => response.body)
  }
}
```

WRAPPER EXAMPLE - CUSTOM COMPONENT

```
interface CardProps {  
  imgUrl: string  
  text: string  
  width: number  
}
```

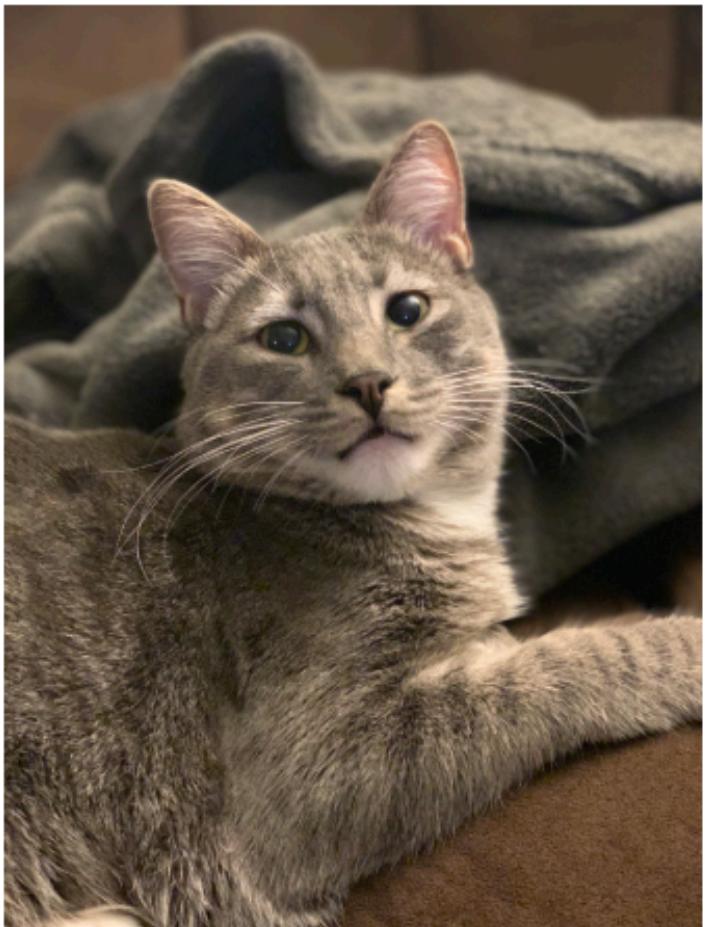


Odin's closeup #1

```
export class CardComponent extends React.Component<CardProps> {  
  render() {  
    const { imgUrl, text, width } = this.props  
  
    return (  
      <div className="card" style={{width}}>  
        <img alt="Card" src={imgUrl}/>  
        <div className="card-title">{text}</div>  
      </div>  
    )  
  }  
}
```

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interface CardProps {  
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        <img alt="Card" src={imgUrl}/>  
        <div className="card-title">{text}</div>  
      </div>  
    )  
  }  
}
```

WRITE TESTS THAT DO NOT RELY ON
IMPLEMENTATION DETAILS.

PREVENT FUTURE MISTAKES

WRAPPER USAGE - BUTTON

```
export class ButtonSidebar extends React.Component<ButtonSidebarProps> {
  render() {
    const { getRandomPet, favoritePet, clearFavorites } = this.props

    return (
      <div className='button-sidebar-container'>
        <Fetch Random Pet> <ButtonComponent testId='button-get-pet' primary={true} label='Fetch Random Pet' onClick={getRandomPet} />
        <div className='button-sidebar-favorite-container'>
          <Favorite> <ButtonComponent testId='button-favorite-pet' icon={<HeartIcon/>} label='Favorite' onClick={favoritePet} />
          <Clear Favorites> <ButtonComponent testId='button-clear' label='Clear Favorites' onClick={clearFavorites} />
        </div>
      </div>
    )
  }
}
```

WRAPPER USAGE - BUTTON

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    return (
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        <div className='button-sidebar-favorite-container'>
          <Favorite> <ButtonComponent testId='button-favorite-pet' icon={<HeartIcon/>} label='Favorite' onClick={favoritePet} />
          <Clear Favorites> <ButtonComponent testId='button-clear' label='Clear Favorites' onClick={clearFavorites} />
        </div>
      </div>
    )
  }
}
```

TEST EXAMPLE - BUTTON

```
it('renders the button sidebar', () => {
  const { getByTestId } = render(
    <ButtonSidebar
      getRandomPet={getRandomPetMock}
      favoritePet={favoritePetMock}
      clearFavorites={clearFavoritesMock}
    />
  )
  expect(getByTestId('button-get-pet')).toBeDefined()
  expect(getByTestId('button-favorite-pet')).toBeDefined()
  expect(getByTestId('button-clear')).toBeDefined()
})
```

```
it('calls the getCat click function', () => {
  const { getByTestId } = render(
    <ButtonSidebar
      getRandomPet={getRandomPetMock}
      favoritePet={favoritePetMock}
      clearFavorites={clearFavoritesMock}
    />
  )
  fireEvent.click(getByTestId('button-get-pet'))
  expect(getRandomPetMock).toHaveBeenCalled()
})
```

DEMO - BREAKING UP WITH GROMMET AND SUPERAGENT

**WHAT DOES THIS
MEAN?**

**BREAKUPS
DON'T HAVE
TO BE MESSY**

**Remain nimble in this
ever changing
environment**

**Don't be tied down to
your past decisions**

Contain library
interactions into
wrapper components
and control the
wrapper interface

LIBRARY OPINIONS
DON'T HAVE TO AFFECT
YOUR CODE DECISIONS

@DARCAR31

TRY THIS TECHNIQUE AND SEE IF IT CAN HELP SAVE
YOUR CODE FROM SOME MESSY BREAKUPS.

CAN THIS WORK FOR YOU?

@DARCAR31

THANK YOU

<https://v2.grommet.io/>

<https://material-ui.com/>

<https://github.com/visionmedia/superagent>

<https://www.seattlehumane.org>