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Declarative & Manageable State Management with XState

Hello.



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State Management Pitfalls



Sample fetch without state machines

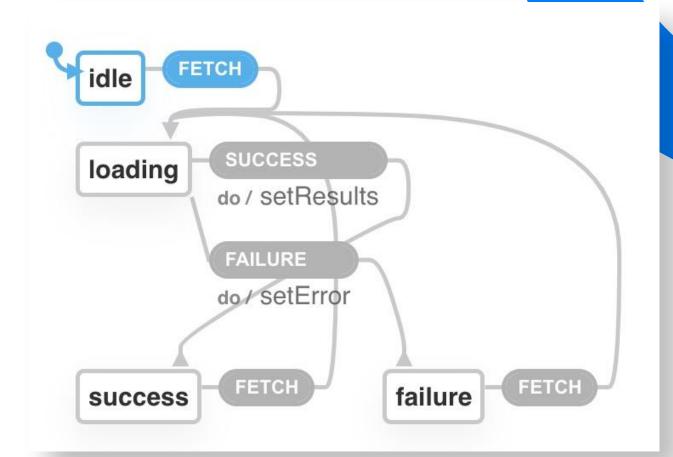
```
const [isLoading, setIsLoading] = useState(false)
const [error, setError] = useState('')
const [results, setResults] = useState([])
const fetchQuestions = async () => {
 setIsLoading(true)
  try {
   const results = await fetch(/* *** */)
   setResults(results)
   setIsLoading(false)
  } catch (e) {
   setError(e.message)
return (
 <div>
    {isLoading && <div>Loading data...</div>}
   {results.map((result) => (
      <div key={result}>{result}</div>
    ))}
   {error && <div>{error}</div>}
   <button type="button" onClick={fetchQuestions}>
      Get fresh questions
   </button>
 </div>
```

Combinatorial Explosion

The Solution: State Machines

- **01.** Enumerate potential states
- O2. Declare events to transition between states
- o3. Store additional data in context





State Machine Visualization

Using a State Machine

```
. .
const RandomTriviaQuestions = () => {
 const [state, send] = useMachine(triviaMachine)
  const fetchQuestions = async () => {
    send('FETCH')
    trv {
      const results = await fetch(/* *** */)
    } catch (e) {
      send({ type: 'FAILURE', message: e.message })
  return (
      {state.matches('loading') && <div>Loading data...</div>}
      {state.matches('success') &&
       state.context.results.map((result) => <div key={result}>{result}</div>)}
      {state.matches('failure') && <div>{state.context.errorMessage}</div>}
      <button type='button' onClick={fetchQuestions}>
       Get fresh questions
     </button>
```

State Machine Benefits

- Deterministic and declarative
- Business logic is not directly tied to a UI framework/library
- Scale between small and complex implementations
- Extend or adapt a state machine with future requirements
- Optionally, configure context when starting a machine



Thank you.



