

REDOUX

Episode IV: A New Hope

Vi i SpareBank1 lager sabla mange skjermbilder. Hva består egentlig en frontendapplikasjon av?

DATA :

DATA:

kontoer

betalinger

DATA :

kontoer

betalinger

sortering

filter

Skjemadata

DATA :

kontoer } app state
betalinger }

sortering } view state
filter }

Skjemadata }

VIEW:

VIEW:

utseende
vishningslogikk

ACTIONS

ACTIONS:

brukerinteraksjon

forårsløscher data-
endring

DATA:

kontoer } app state
betalinger

sortering } view state
filter

Skjemadata }

VIEW:

utseende
visningslogikk

Data.

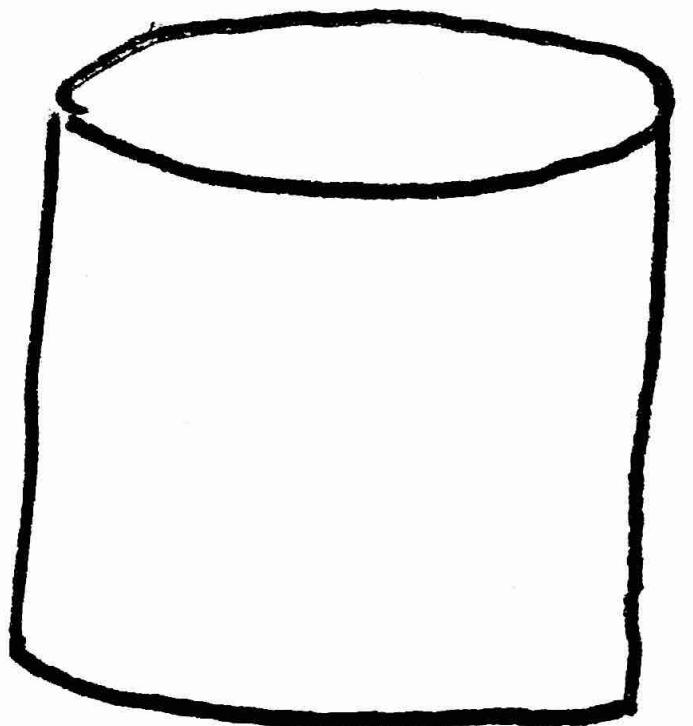
Views.

Actions.

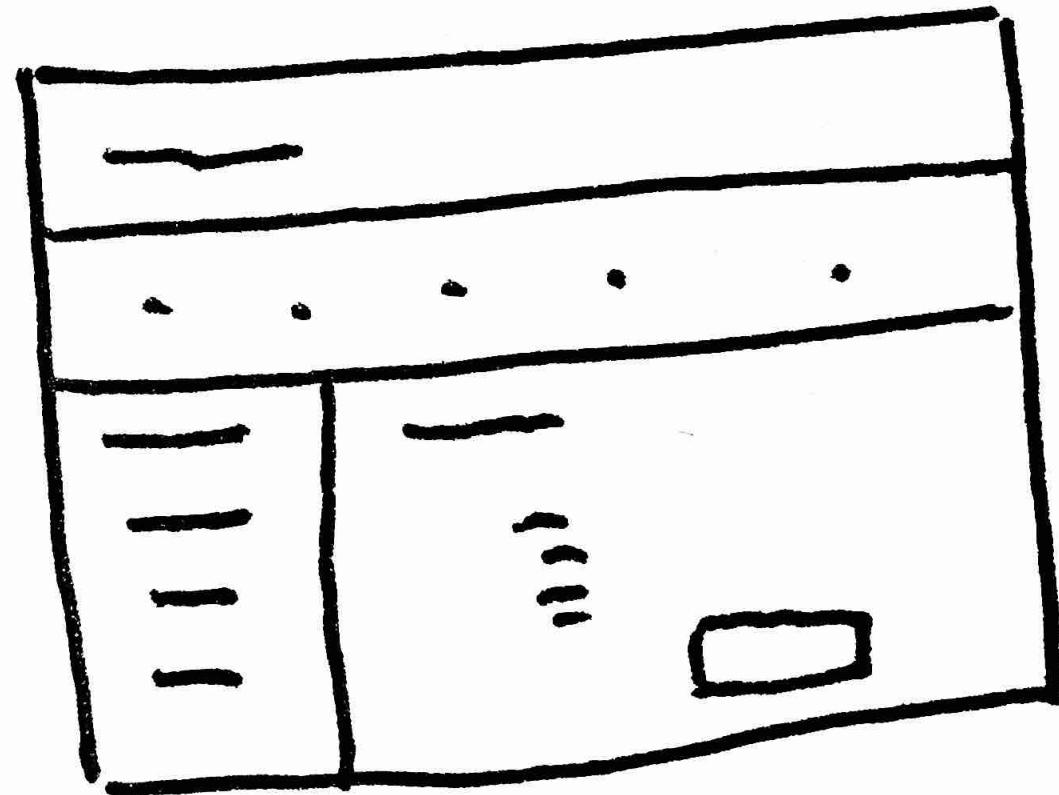
ACTIONS:

brukerinteraksjon
forårsaker dataendring

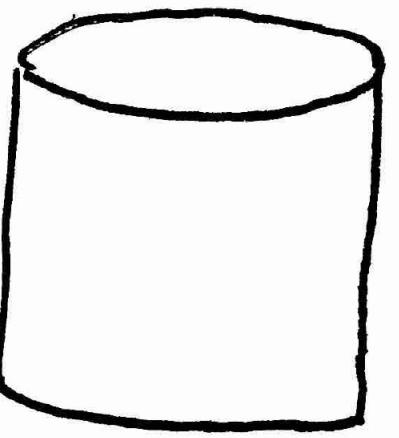
Model



View

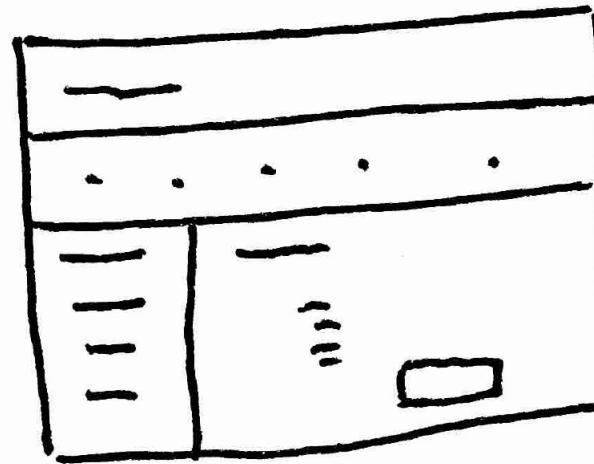


Model



app state

View



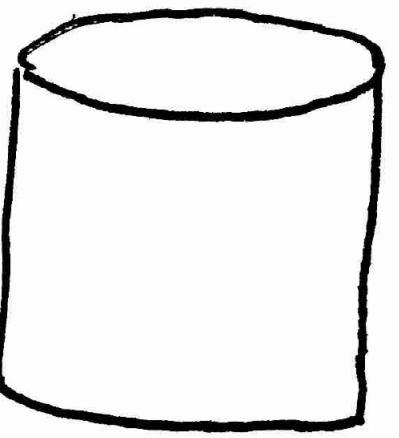
view state

actions

vishingslogikk

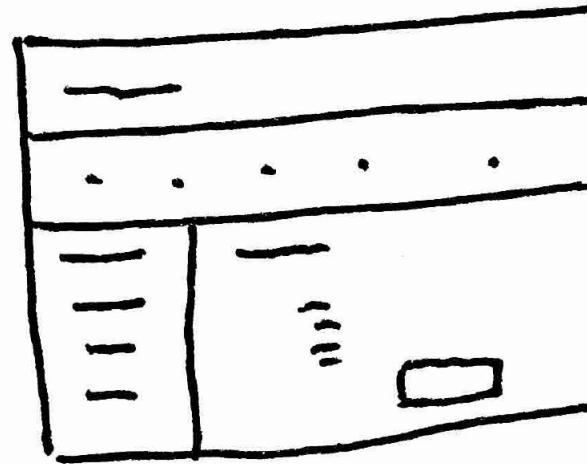
utseende

Model



app state

View

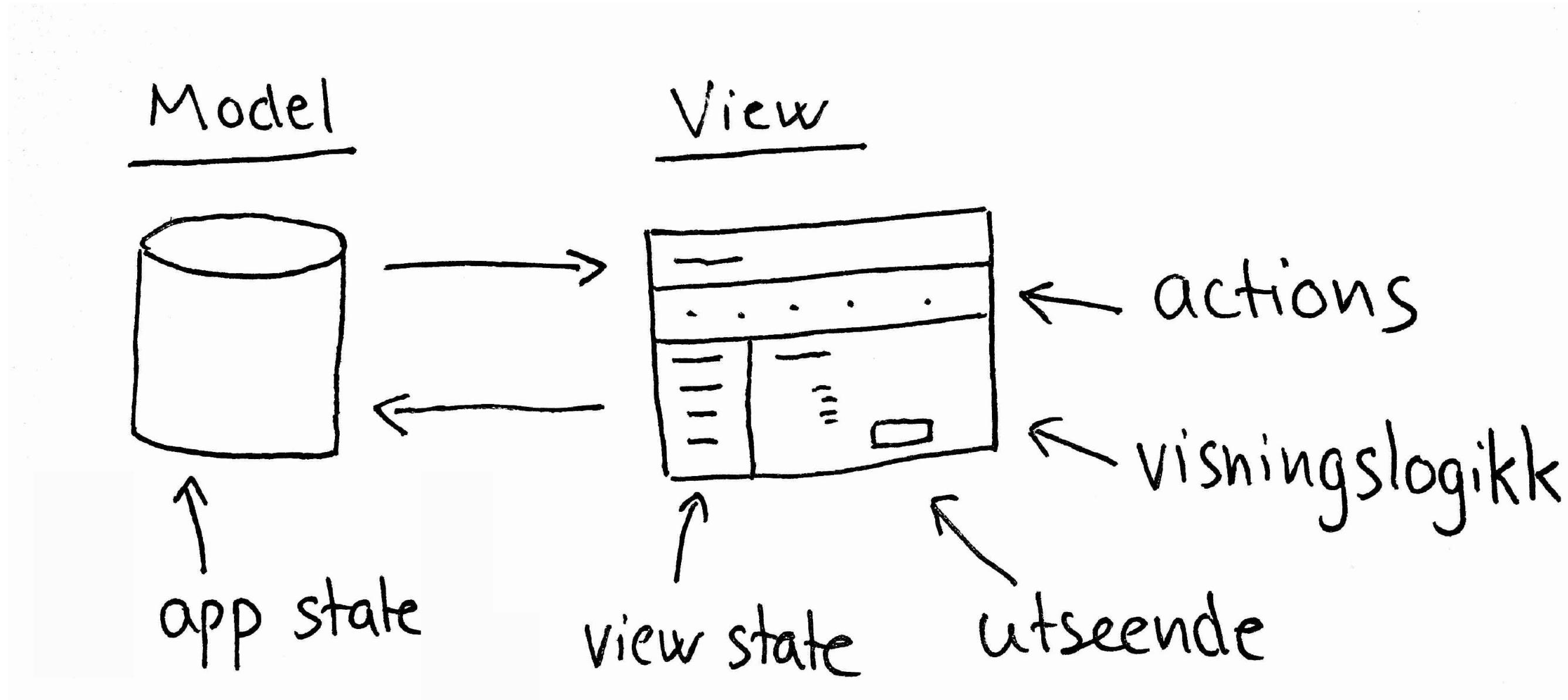


view state

actions

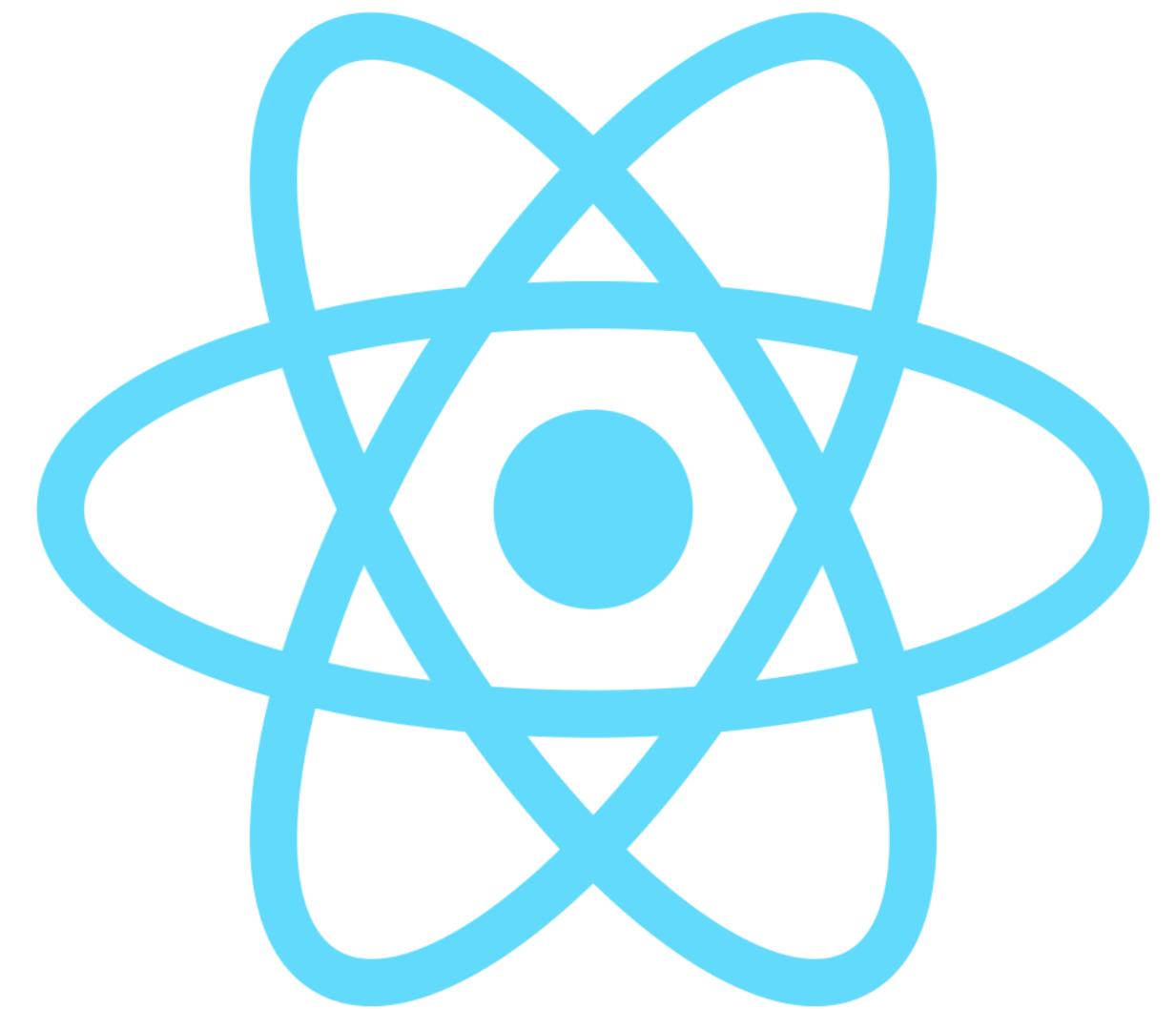
vishingslogikk

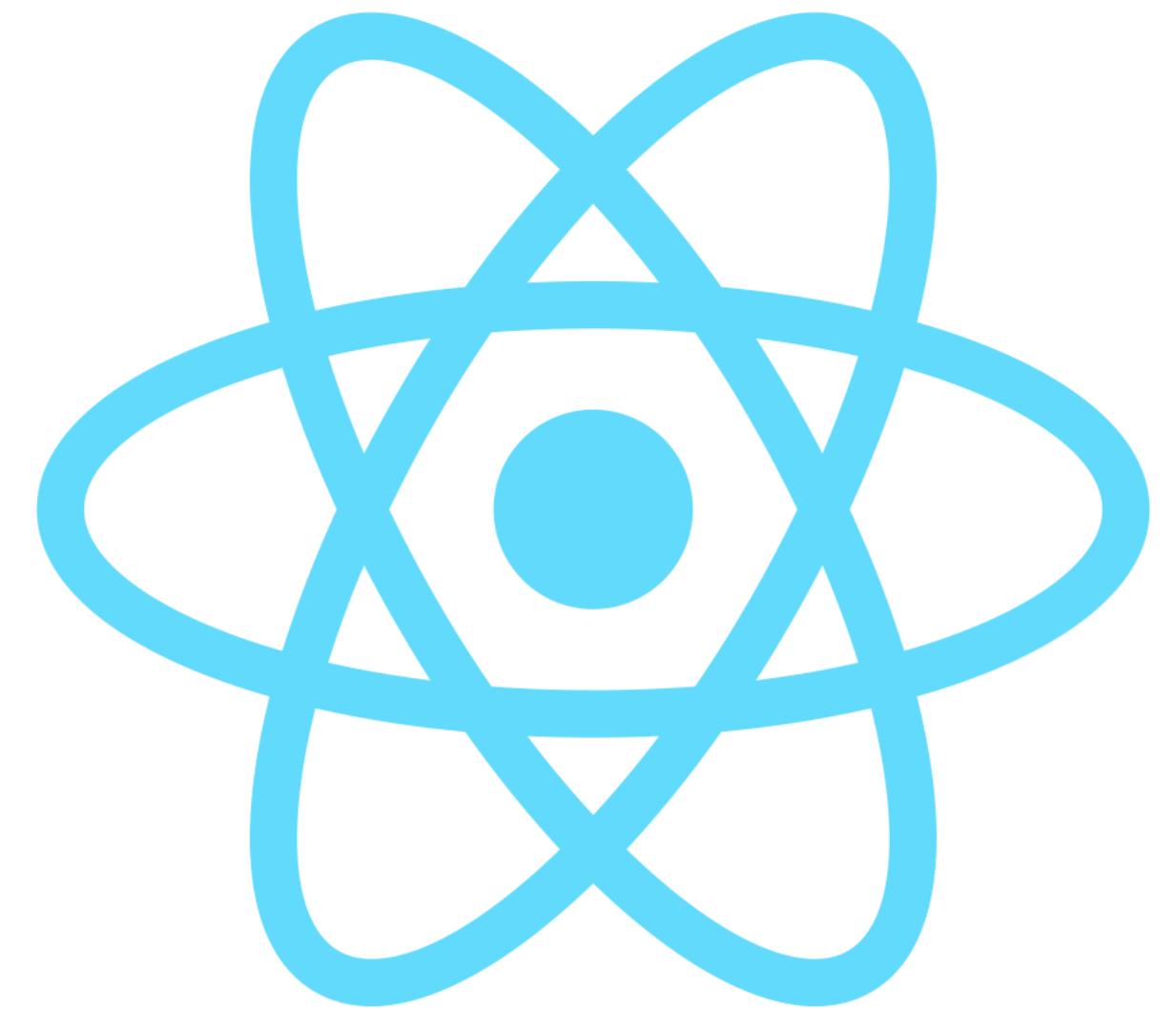
utseende



En utfordring.

Bruker trykker på KID/Melding, deler av viewet skal endre seg.
Vi må enten 1) detaljert gå inn å endre de delene som nå skal oppdatere
seg (errorprone, tidkrevende, skalerer dårlig) eller 2) re-rendre hele
viewet (da mister vi f.eks de verdiene som brukeren har skrevet inn,
hvis man lager et nytt tekstfelt).





RE-RENDER

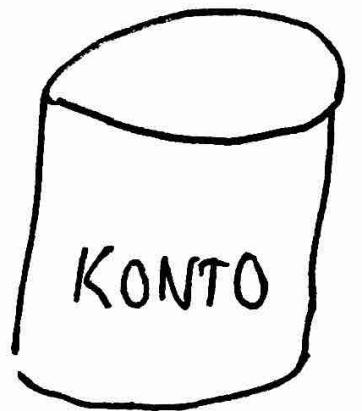


ALL THE THINGS



^Da har vi kutta to ansvarsområder fra viewene våre. App state er borte, handlingene er borte, men utseende og visningslogikk består.

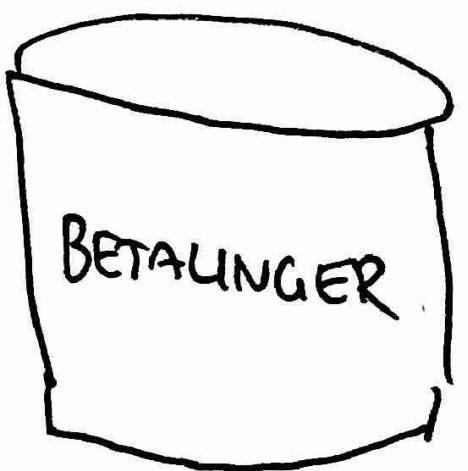
Backbone



Models

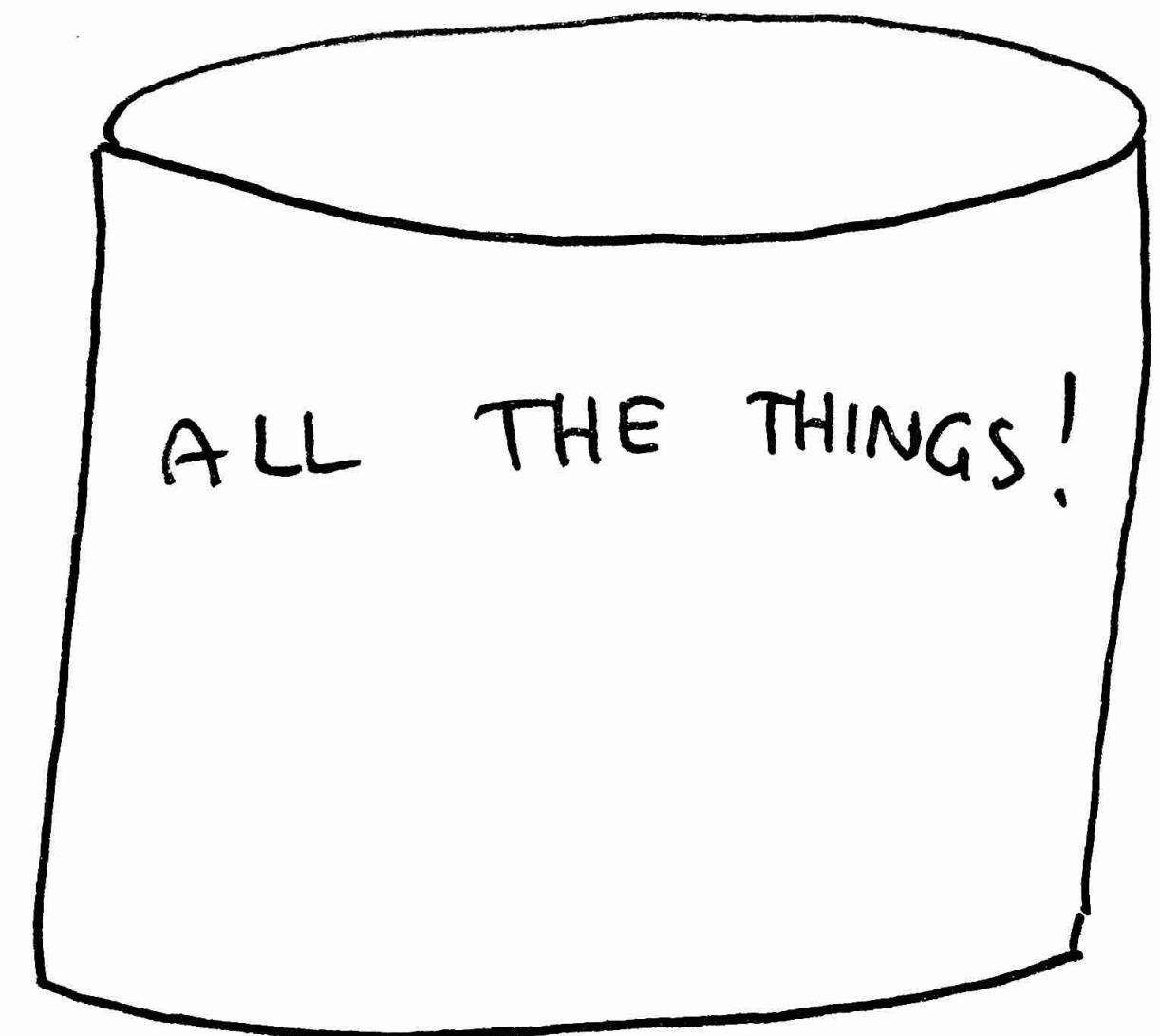


Flux (facebook)

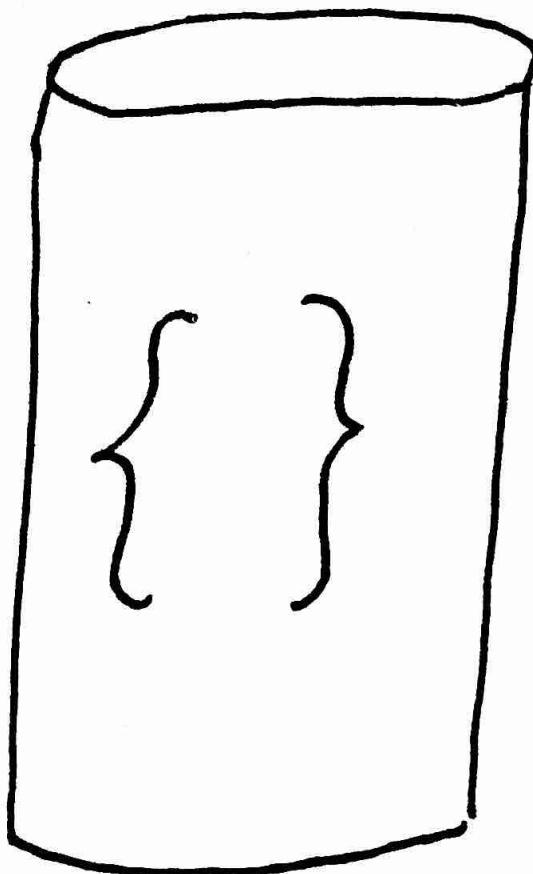


Stoves

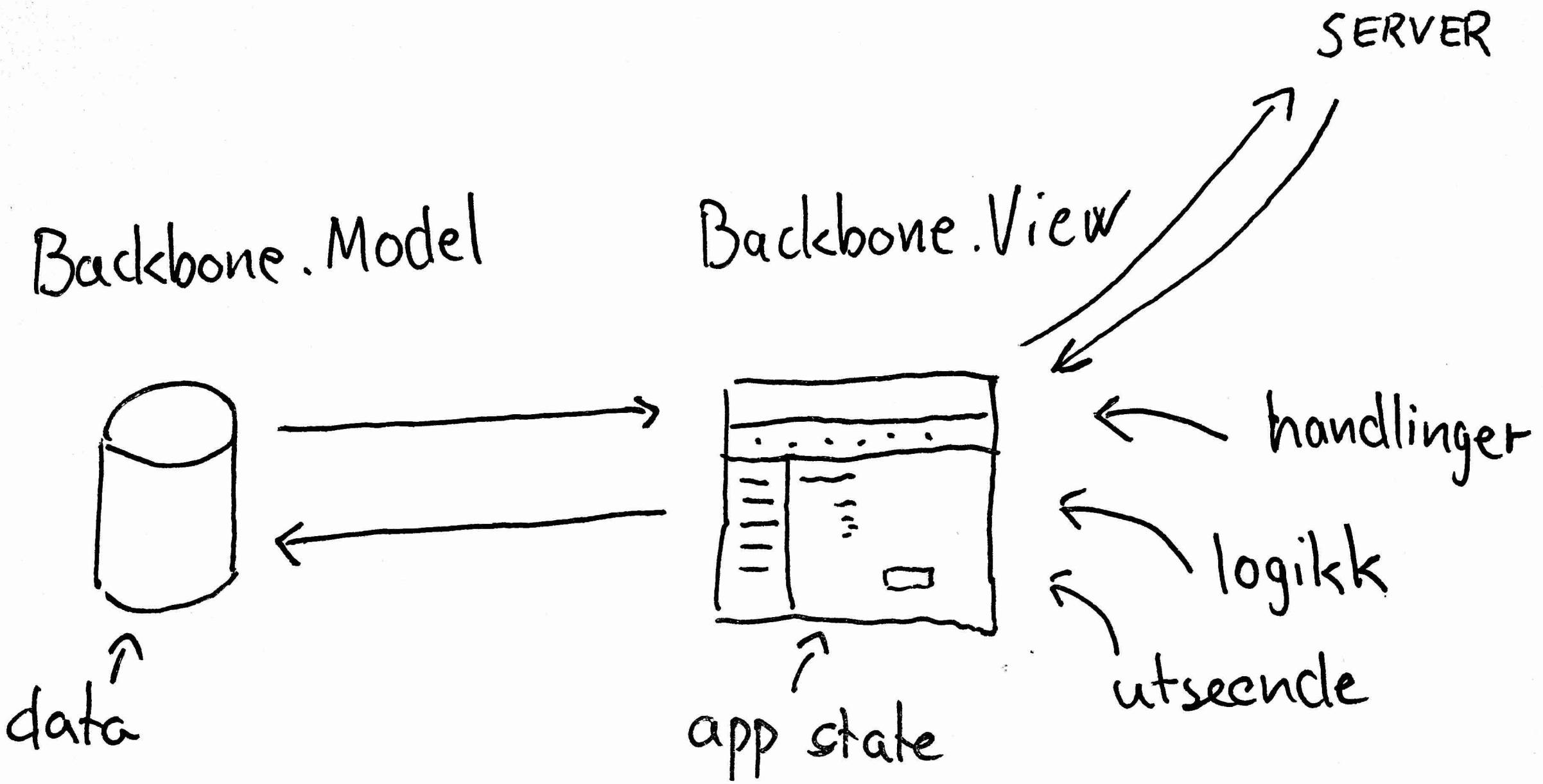
Redux



```
const state = {  
    accounts: [...],  
    creditCards: [...],  
    debitCards: [...],  
    savingAgreements: [...],  
    userDetails: {...},  
    ...  
}
```

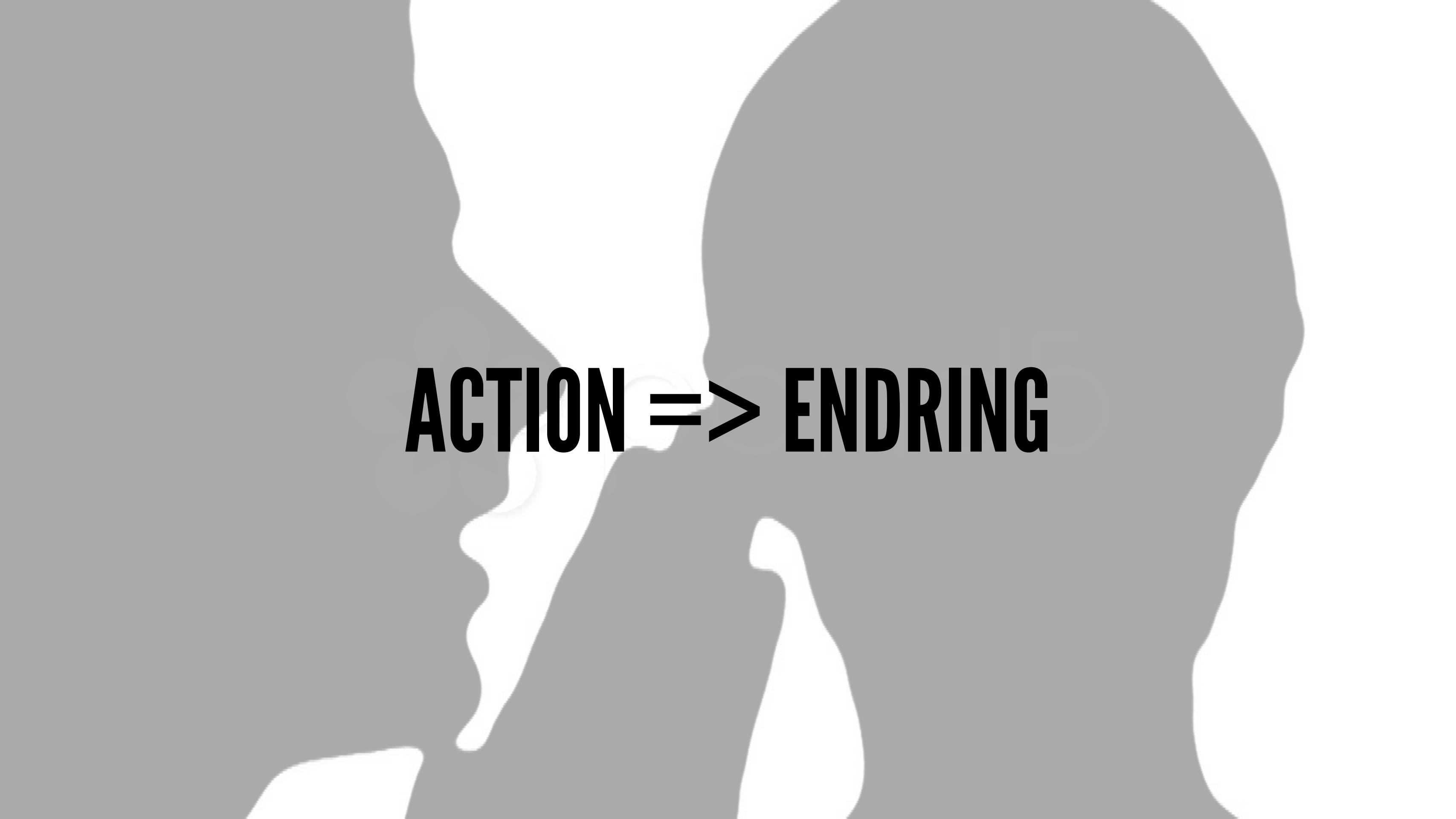


Actions





pond5



ACTION => ENDING

ACTION -> ENDRING

```
// action:  
{  
  type: 'DELETE_PAYMENT',  
  paymentId: '123058572'  
}
```

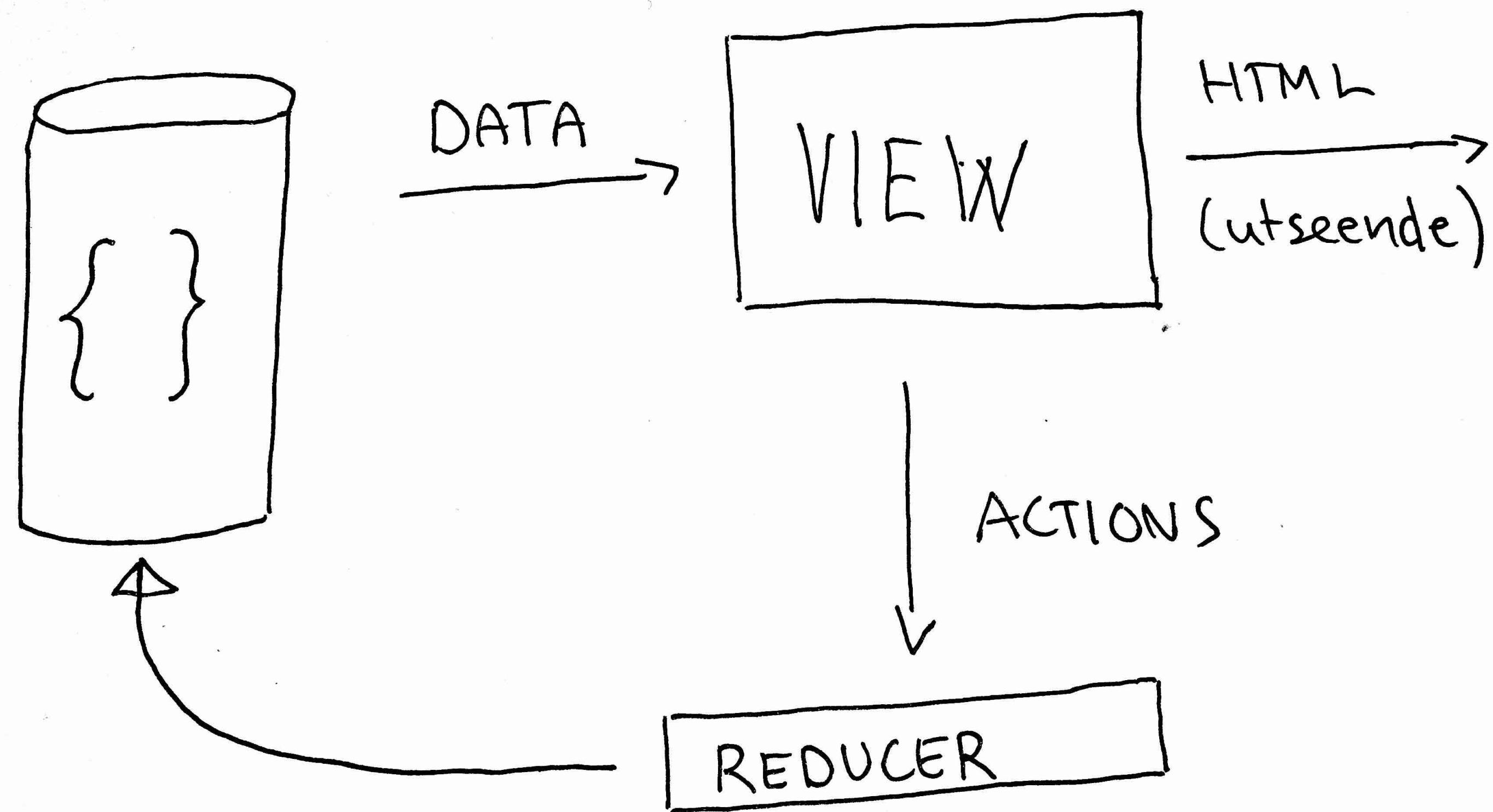
ACTION -> ENDRING

```
// action:  
dispatch({  
  type: 'DELETE_PAYMENT',  
  paymentId: '123058572'  
})
```

STATE, ACTION => STATE

STATE, ACTION => STATE

```
function deletePayment(state, action) {  
  if (action.type === 'DELETE_PAYMENT') {  
    // slett betaling  
    return newState;  
  }  
}
```



REDUCERS:

Smaå funksjoner + testing = <3

elm

the best of functional programming in your browser

writing great code should be easy ... now it is

[try](#) or [install](#)

Hello HTML

```
main = span [class "welcome-message"] [text "Hello, World!"]
```

Writing HTML apps is super easy with [start-app](#). Not only does it render **extremely fast**, it also quietly guides you towards **well-architected code**.

ARKITEKTURFORDELER:

- ▶ enkle funksjoner gjør endringer
- ▶ kun ett sted å spore for endringer
 - ▶ hot reloading
 - ▶ debug panel
- ▶ tydelig ansvarsfordeling
- ▶ testing er enklere

Spørsmål?

@ewndl