



真传X

IT前沿技术在线大学

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React

# Part 1. 快速入门

# 简单的React组件是怎样的

```
class ShoppingList extends React.Component {
  render() {
    return (
      <div className="shopping-list">
        <h1>Shopping List for {this.props.name}</h1>
        <ul>
          <li>Instagram</li>
          <li>WhatsApp</li>
          <li>Oculus</li>
        </ul>
      </div>
    );
  }
}
```

// Example usage: <ShoppingList name="Mark" />

```
return React.createElement('div', {className: 'shopping-list'},
  React.createElement('h1', /* ... h1 children ... */),
  React.createElement('ul', /* ... ul children ... */)
);
```

```
class ShoppingList extends React.Component {
  render() {
    return (
      <div className="shopping-list">
        <h1>Shopping List for {this.props.name}</h1>
        <ul>
          <li>Instagram</li>
          <li>WhatsApp</li>
          <li>Oculus</li>
        </ul>
      </div>
    );
  }
}
```

this.props 是从外部传进来的属性

```
// Example usage: <ShoppingList name="Mark" />
```

```
return React.createElement('div', {className: 'shopping-list'},
  React.createElement('h1', /* ... h1 children ... */),
  React.createElement('ul', /* ... ul children ... */)
);
```

```
class ShoppingList extends React.Component {  
  render() {  
    return (  
      <div className="shopping-list"> className替代class  
        <h1>Shopping List for {this.props.name}</h1>  
        <ul>  
          <li>Instagram</li>  
          <li>WhatsApp</li>  
          <li>Oculus</li>  
        </ul>  
      </div>  
    );  
  }  
}
```

```
// Example usage: <ShoppingList name="Mark" />
```

```
return React.createElement('div', {className: 'shopping-list'},  
  React.createElement('h1', /* ... h1 children ... */),  
  React.createElement('ul', /* ... ul children ... */)  
);
```

# 组件使用 & 传递数据



```
class Square extends React.Component {  
  render() {  
    return (  
      <button className="square">  
        {this.props.value}  
      </button>  
    );  
  }  
}
```

```
class Board extends React.Component {  
  renderSquare(i) {  
    return <Square value={i} />;  
  }  
}
```

<https://codepen.io/gaearon/pen/aWWQOG?editors=0010>

```
class Square extends React.Component {  
  render() {  
    return (  
      <button className="square">  
        {this.props.value}  
      </button>  
    );  
  }  
}
```

```
class Board extends React.Component {  
  renderSquare(i) {  
    return <Square value={i} />;  
  }  
}
```

# 绑事件

```
class Square extends React.Component {  
  constructor(props) {  
    super(props);  
    this.state = {  
      value: null,  
    };  
  }  
  
  render() {  
    return (  
      <button className="square" onClick={() => this.setState({value: 'X'})}>  
        {this.state.value}  
      </button>  
    );  
  }  
}
```

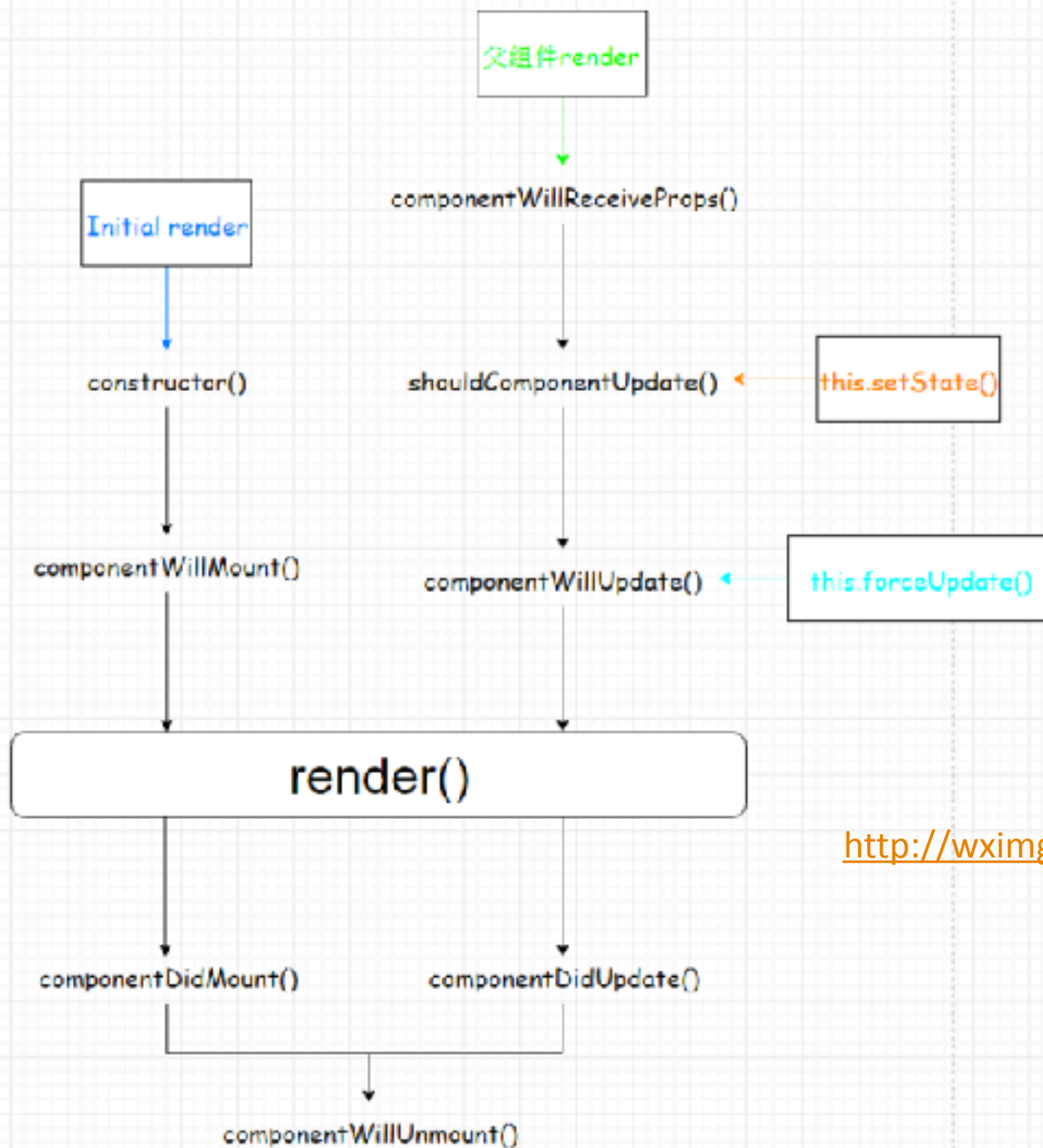
<https://codepen.io/gaearon/pen/VbbVLg?editors=0010>

```
class Square extends React.Component {
  constructor(props) {
    super(props);
    this.state = {
      value: null,
    };
  }

  render() {
    return (
      <button className="square" onClick={() => this.setState({value: 'X'})}>
        {this.state.value}
      </button>
    );
  }
}
```

剩下的大家自己看着办～

## Part 2. 生命周期

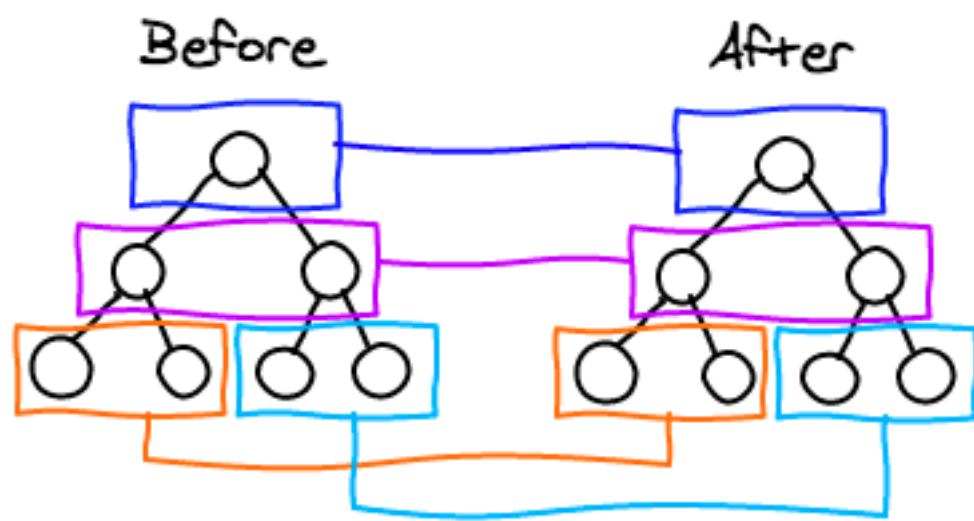


[http://wximg.gting.com/shake\\_tv/test/lifeCycle2113.html](http://wximg.gting.com/shake_tv/test/lifeCycle2113.html)

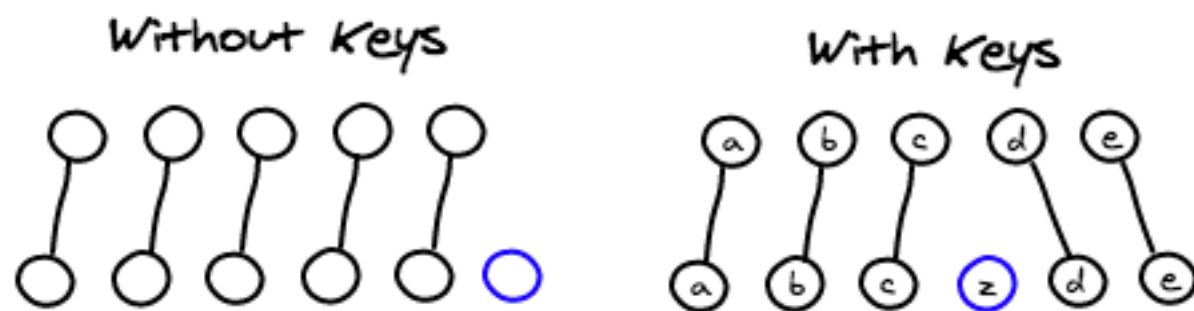


# Part 3. diff算法取巧

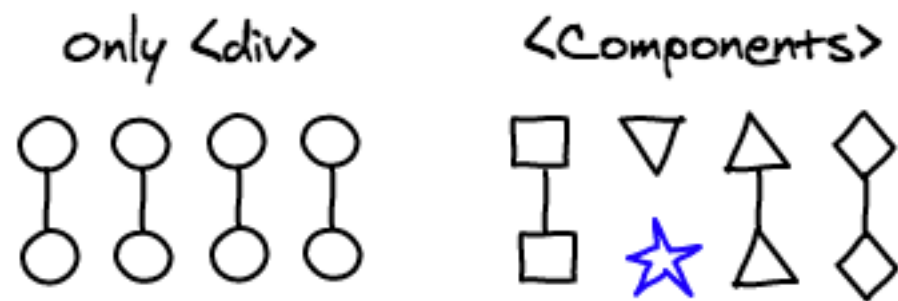
## 分层对比



## 基于key匹配



## 基于自定义组件优化



# Part 4. 渲染逻辑

- 首次渲染

对一个虚拟DOM遍历并创建相应的DOM，并append到容器中

- 再次渲染

对比两个虚拟DOM，生成patch，然后一次性执行完所有patch

# Part 4. key

```
// 旧v-dom
<ul>
  <li key="1">first</li>
  <li key="2">second</li>
</ul>
// 新v-dom
<ul>
  <li key="0">zero</li>
  <li key="1">first</li>
  <li key="2">second</li>
</ul>
```

React 会怎么操作呢？



```
<ul>{list.map((v,idx)=><li key={idx}>{v}</li>)}</ul>
// ['a','b','c']=>
<ul>
  <li key="0">a</li>
  <li key="1">b</li>
  <li key="2">c</li>
</ul>
// 数组重排 -> ['c','a','b'] =>
<ul>
  <li key="0">c</li>
  <li key="1">a</li>
  <li key="2">b</li>
</ul>
```

React 会怎么操作呢?

其实不仅仅是列表才能用key!

```
1 // 旧
2 <div>
3   <div>hello</div>
4   <p>User: Daniel</p>
5   <div>
6     <input>
7   </div>
8 </div>
9
10 // 新
11 <div>
12   <div>hello</div>
13   <div>
14     <input>
15   </div>
16 </div>
```

React 会怎么操作呢?

# Part 5. Pure Component

```
... 225     if (ctor.prototype && ctor.prototype.isPureReactComponent) {  
226         return (  
227             !shallowEqual(oldProps, newProps) || !shallowEqual(oldState, newState)  
228         );  
229     }  
230
```

<https://github.com/facebook/react/blob/0f2f90bd9a9daf241d691bf4af3ea2e3a263c0e3/packages/react-reconciler/src/ReactFiberClassComponent.js#L225-L229>

...

```
39 function shallowEqual(objA: mixed, objB: mixed): boolean {
40   if (is(objA, objB)) {
41     return true;
42   }
43
44   if (typeof objA !== 'object' || objA === null ||
45       typeof objB !== 'object' || objB === null) {
46     return false;
47   }
48
49   const keysA = Object.keys(objA);
50   const keysB = Object.keys(objB);
51
52   if (keysA.length !== keysB.length) {
53     return false;
54   }
55
56   // Test for A's keys different from B.
57   for (let i = 0; i < keysA.length; i++) {
58     if (
59       !hasOwnProperty.call(objB, keysA[i]) ||
60       !is(objA[keysA[i]], objB[keysA[i]])
61     ) {
62       return false;
63     }
64   }
65
66   return true;
67 }
```

由于Pure Component的实现原理，  
其跟不可变数据搭配味道更佳～

如果不跟不可变数据搭配有啥问题？



```
{this.props.items.map(i =>  
  <Cell data={i} options={this.props.options || []} />  
)}
```

在Pure Component中，这会有啥问题？

# Part 6. Stateless Component

```
import React from 'react';
const Button = ({
  day,
  increment
}) => {
  return (
    <div>
      <button onClick={increment}>Today is {day}</button>
    </div>
  )
}

Button.propTypes = {
  day: PropTypes.string.isRequired,
  increment: PropTypes.func.isRequired,
}
```

大家觉得Stateless Component用途是啥？

## Component vs Stateless Functional component

---

1. `Component` 包含内部state, 而 `Stateless Functional Component` 所有数据都来自props, 没有内部state;
2. `Component` 包含的一些生命周期函数, `Stateless Functional Component` 都没有, 因为 `Stateless Functional component` 没有 `shouldComponentUpdate`, 所以也无法控制组件的渲染, 也即是说只要是收到新的props, `Stateless Functional Component` 就会重新渲染。
3. `Stateless Functional Component` 不支持Refs

对了, 理论上他可以做性能优化, 虽然现在 (至少v15) 根本没有, 反而更慢。。。

# Part 7. Container & Presentational components

大家来对比一下呗~

# Part 8. HOC



```
function ppHOC(WrappedComponent) {  
  return class PP extends React.Component {  
    constructor(props) {  
      super(props)  
      this.state = {  
        name: ''  
      }  
  
      this.onNameChange = this.onNameChange.bind(this)  
    }  
    onNameChange(event) {  
      this.setState({  
        name: event.target.value  
      })  
    }  
    render() {  
      const newProps = {  
        name: {  
          value: this.state.name,  
          onChange: this.onNameChange  
        }  
      }  
      return <WrappedComponent {...this.props} {...newProps}/>  
    }  
  }  
}
```

```
@ppHOC
class Example extends React.Component {
  render() {
    return <input name="name" {...this.props.name}/>
  }
}
```

input 这样就可以快速变成受控组件了

```
function ppHOC(WrappedComponent) {  
  return class PP extends React.Component {  
    render() {  
      return (  
        <div style={{display: 'block'}}>  
          <WrappedComponent {...this.props}/>  
        </div>  
      )  
    }  
  }  
}
```

```
function iiHOC(WrappedComponent) {  
  return class Enhancer extends WrappedComponent {  
    render() {  
      if (this.props.loggedIn) {  
        return super.render()  
      } else {  
        return null  
      }  
    }  
  }  
}
```

渲染劫持

```
export function IIHOCDEBUGGER(WrappedComponent) {  
  return class II extends WrappedComponent {  
    render() {  
      return (  
        <div>  
          <h2>HOC Debugger Component</h2>  
          <p>Props</p> <pre>{JSON.stringify(this.props, null, 2)}</pre>  
          <p>State</p><pre>{JSON.stringify(this.state, null, 2)}</pre>  
          {super.render()}  
        </div>  
      )  
    }  
  }  
}
```

开启debug的模式

但HOC有些坑～

```
1  render() {  
2      // 显然EnhancedComponent1 !== EnhancedComponent2  
3      const EnhancedComponent = enhance(MyComponent);  
4      // 导致组件每次都unmount/remount  
5      return <EnhancedComponent />;  
6  }
```

不要在render里面写HOC

```
1  WrappedComponent.staticMethod = function() { /*...*/ }
2  // apply to HOC
3  const EnhancedComponent = enhance(WrappedComponent);
4
5  typeof EnhancedComponent.staticMethod === 'undefined' // true
```

```
1  function enhance(WrappedComponent) {
2    class Enhance extends React.Component { /*...*/ }
3    Enhance.staticMethod = WrappedComponent.staticMethod;
4    return Enhance;
5  }
```

静态方法不会被继承



```
1 function enhance(WrappedComponent) {
2   return class Enhance extends React.Component {
3     /*...*/
4     getWrappedInstance() {
5       return this.wrappedInstance;
6     }
7
8     render() {
9       return <WrappedComponent ref={(el) => this.wrappedInstance = el} />
10    }
11  }
12 }
13
14 /*...*/
15 const EnhancedComponent = enhance(WrappedComponent);
16
17 <EnhancedComponent ref={(el) => {
18   this.enhancedComponent = el;
19 }}/>
20
21 console.log(this.enhancedComponent.getWrappedInstance())
```

无法获得ref



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