第二届

前端开发者年度大会



















React tips

while building facebook-scale application





Flux ReduceStore

Flux ReduceStore

Functional *

MOCE

FooContainer

FooContainer

Foo

FooContainer

Foo

handle data loading / error

render

FooContainer

Foo

to create Container Component

```
class FooContainer extends Component {
  constructor (props) {
    super (props);
    this.state = { data: [] };
  render() {
    return
      <Foo {...this.state} />
```

```
class FooContainer extends Component {
  static getStores() {
   return [FooStore];
  static calculateState() {
    return { data: FooStore.getData() };
  render()
    return
      <Foo {...this.state} />
```


Container Componentmanage data/state

- manage data/state
- UI Logic

- manage data/state
- UI Logic
- reusable

- manage data/state
- UI Logic
- reusable
- needed tests

UI Component

- manage data/state
- UI Logic
- reusable
- needed tests

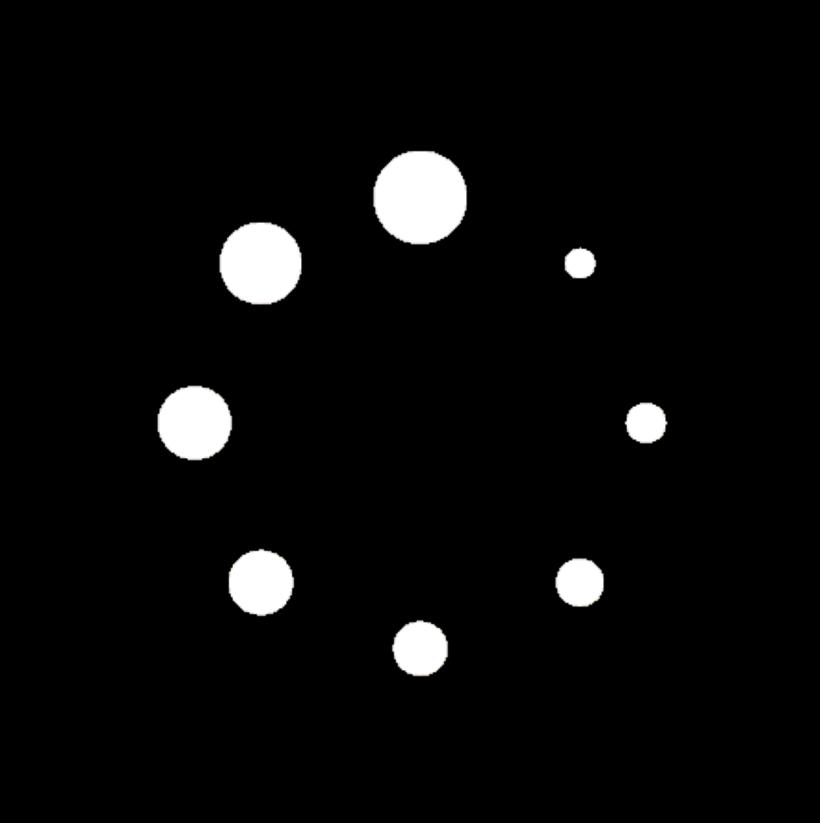
```
class TodoApp extends Component {
  constructor (props) {
    super (props);
    this.state = { todos: [] };
  component DidMount () {
    fetch ('/todos.json').then (todos => {
      this.setState({ todos });
    } ) ;
  render() {
    const todos = this.state.todos
      .map(todo \Rightarrow <Todo {...todo} />);
    return ul>{todos};
```

```
this.state = { todos: [] };
componentDidMount() {
  fetch('/todos.json').then(todos => {
    this.setState({ todos });
  } ) ;
```

```
class TodoApp extends Component {
  componentDidMount() {
   fetch('/todos.json').then(
```

```
class TodoApp extends Component {
  componentDidMount() {
    fetch ('/todos.json').then (
      todos => {
        this.setState({
          error: null,
          todos
        } ) ;
```

```
class TodoApp extends Component {
  componentDidMount() {
    fetch ('/todos.json').then (
      todos => {
        this.setState({
          error: null,
          todos
        } ) ;
      error => {
        this.setState({ error });
```



```
class TodoApp extends Component {
  componentDidMount() {
```

7

```
class TodoApp extends Component {
  componentDidMount() {
    this.setState({ isLoaded: false });
```

```
class TodoApp extends Component {
  component DidMount () {
    this.setState({ isLoaded: false });
    fetch ('/todos.json').then (
      todos => {
        this.setState({
          error: null,
          todos,
          isLoaded: true,
        } ) ;
      error => 
        this.setState({ error });
```

timeout/retry

timeout/retry batch

timeout/retry batch filter by *

(ノ 3 益 3) ノ シー

```
class TodoContainer extends Component {
  componentDidMount()
    this.setState({ isLoading: true });
    fetch ('/todos.json').then (
      todos => {
        this.setState({
          error: null,
          todos,
          isLoading: false
        });
      error => this.setState({ error })
  render() {
```

```
class TodoContainer extends Component {
  componentDidMount()
    this.setState({ isLoading: true });
    fetch ('/todos.json').then (
      todos => {
        this.setState({
          error: null,
          todos,
          isLoading: false
        } ) ;
      error => this.setState({ error })
  render() {
    return < Todo { . . . this . state} />;
```

```
class Todo extends Component {
 render() {
```

```
class Todo extends Component {
  render()
    const { error, isLoading, todos }
      = this.props;
```

```
class Todo extends Component {
  render()
    const { error, isLoading, todos }
      = this.props;
    if (error) { return <ErrorPage />; }
    if (isLoading) { return <Spinner />; }
    if (!todos.length)
      return < EmptyResult />;
```

```
class Todo extends Component {
  render()
    const { error, isLoading, todos }
      = this.props;
    if (error) { return < ErrorPage />; }
    if (isLoading) { return <Spinner />; }
    if (!todos.length)
      return < EmptyResult />;
    const lists = todos.map(todo => {
      return < TodoItem { . . . todo} />;
    });
    return {lists};
```



Store

```
switch (type) {
  case 'ADD_TODO':
    _todos.push(todo);
    break;
  case 'DELETE_TODO':
    _todos.splice(0, index);
    break;
}
```

Store

```
switch (type) {
  case 'ADD_TODO':
    _todos.push(todo);
    break;
  case 'DELETE_TODO':
    _todos.splice(0, index);
    break;
}
```

Store

```
emitchange
emitchange
emitchange
```

```
switch (type) {
  case 'ADD_TODO':
    _todos.push(todo);
    break;
  case 'DELETE_TODO':
    _todos.splice(0, index);
    break;
}
```

```
import {EventEmitter} from 'events';
const TodoStore = Object.assign(
     {}, EventEmitter.propotype
);
```

```
import {EventEmitter} from 'events';
const TodoStore = Object.assign(
    {}, EventEmitter.propotype
);
TodoStore.dispatchToken =
    MyDispatcher.register(action => {
```

```
import {EventEmitter} from 'events';
const TodoStore = Object.assign(
  {}, EventEmitter.propotype
TodoStore.dispatchToken =
  MyDispatcher.register(action => {
    switch (action.type) {
    case 'ADD TODO':
      this. todos.push (action.todo);
      TodoStore.emitChange();
      break;
```

```
import {EventEmitter} from 'events';
const TodoStore = Object.assign (
  {}, EventEmitter.propotype
TodoStore.dispatchToken =
  MyDispatcher.register(action => {
    switch (action.type) {
    case 'ADD TODO':
      this. todos.push (action.todo);
      TodoStore.emitChange();
      break;
    case 'DELETE TODO':
      this. todos.splice(0, action.index);
      TodoStore.emitChange();
      break;
```

A Redux: Atomic Flux with Hot Reloading (github.com)

186 points by monort 238 days ago | past | web | 44 comments

▲ staltz 238 days ago

Redux is a major improvement over Flux libraries because it removes a lot of boilerplate while not removing functionality (in fact, enabling more features). In Flux libraries, it's common for an entity to take inputs and simply produce outputs. That's not the use case for a class. It's the use case for a function, and that's why Redux removes boilerplate.

However, I think it's time we stop calling everything Flux. Just because an architecture is unidirectional doesn't mean it's Flux. Facebook described it clearly as an architecture structured with: Dispatcher, Stores, Actions, Action Creators, and Components (sometimes even with the distinction of View and Controller View). Redux is Flux-inspired, but has significant differences. Maybe we should call it just Flux-inspired architecture. The distinction is important because there are other unidirectional data flow architectures such as in Elm (https://github.com/evancz/...) and Cycle.js (http://cycle.js.org). We might be creating confusion when mentioning "Flux" and meaning different things.

A Redux: Atomic Flux with Hot Reloading (github.com)

186 points by monort 238 days ago | past | web | 44 comments

▲ staltz 238 days ago

Redux is a major improvement over Flux libraries because it removes a lot of boilerplate while not removing functionality (in fact, enabling more features). In Flux libraries, it's common for an entity to take inputs and simply produce outputs. That's not the use case for a class. It's the use case for a function, and that's why Redux removes boilerplate.

However, I think it's time we stop calling everything Flux. Just because an architecture is unidirectional doesn't mean it's Flux. Facebook described it clearly as an architecture structured with: Dispatcher, Stores, Actions, Action Creators, and Components (sometimes even with the distinction of View and Controller View). Redux is Flux-inspired, but has significant differences. Maybe we should call it just Flux-inspired architecture. The distinction is important because there are other unidirectional data flow architectures such as in Elm (https://github.com/evancz/...) and Cycle.js (http://cycle.js.org). We might be creating confusion when mentioning "Flux" and meaning different things.

function

function class

unnecessary intermediate-state

```
import {EventEmitter} from 'events';
const TodoStore = Object.assign (
    switch (action.type) {
case 'ADDUTODO ECESSON')
      this. todos.push (action.todo);
      Todostere emitchange () e - State
      break;
    case 'DELETE TODO':
      this. todos.splice(0, action.index);
      break;
```

What

is ReduceStore

```
switch (type) {
  case 'ADD_TODO':
    return state.merge({
      todos: state.todos.push(todo)
    });
  case 'DELETE_TODO':
    return state.merge({
      todos: state.todos.splice(0, index)
    });
}
```

```
switch (type) {
  case 'ADD_TODO':
    return state.merge({
      todos: state.todos.push(todo)
    });
  case 'DELETE_TODO':
    return state.merge({
      todos: state.todos.splice(0, index)
    });
}
```

ReduceStore

```
switch (type) {
  case 'ADD_TODO':
    return state.merge({
     todos: state.todos.push(todo)
    });
  case 'DELETE_TODO':
    return state.merge({
     todos: state.todos.splice(0, index)
    });
}
```

new state

to use ReduceStore

```
import {ReduceStore} from 'flux/utils';
class TodoReduceStore extends ReduceStore {
   reduce(state, action) {
```

```
import {ReduceStore} from 'flux/utils';
class TodoReduceStore extends ReduceStore {
  reduce(state, action) {
    switch (action.type) {
    case 'ADD_TODO':
      return state.merge({
        isLoading: false,
        todos: state.todos.push(action.todo)
    });
```

```
import {ReduceStore} from 'flux/utils';
class TodoReduceStore extends ReduceStore {
  reduce (state, action) {
    switch (action.type) {
    case 'ADD TODO':
      return state.merge({
        isLoading: false,
        todos: state.todos.push(action.todo)
      });
    case 'DELETE TODO':
      return state.merge ({
        todos: state.todos.delete(action.index)
```

```
import {ReduceStore} from 'flux/utils';
class TodoReduceStore extends ReduceStore {
  reduce (state, action) {
    switch (action.type) {
    case 'ADD TODO':
      return state.merge({
        isLoading: false,
        todos: state.todos.push(action.todo)
      });
    case 'DELETE TODO':
      return state.merge ({
        todos: state.todos.delete(action.index)
      });
    default:
      return state;
```

```
import {Container} from 'flux/utils';
class TodoContainer extends Component {
  static getStores() {
    return [TodoReduceStore];
  static calculateState() {
    return TodoReduceStore.getState();
  render()
    return <Todo {...this.state} />;
```

export default Container.create (TodoContainer);

• ease for Flux migration

- ease for Flux migration
- Functional style



Functional *



_renderXXX as sub-component

```
class Todo extends Component {
  renderItem (todo) {
   return {\todo.title}
 render() {
   const items = this.props.todos
     .map(this. renderItem);
   return {items};
```

Stateless Component

```
function TodoItem (props) {
 return {props.title}
class Todo extends Component {
 render() {
   return
     ul>
       {this.props.todos.map(TodoItem)}
```

why _render is anti-pattern

```
class FooBar extends Component {
    _renderFoo() {
      return foo-{this.props.name}
    _renderBar() {
      return bar-{this.props.name}
}
```

```
class FooBar extends Component {
  renderFoo()
   return foo-{this.props.name}
  renderBar()
   return bar-{this.props.name}
 render ()
   return this.props.isFoo
     ? this. renderFoo()
      : this. renderBar()
```

preserved state

preserved state difficult to bail out

```
function Foo(props) {
  return foo-{props.name}
}
function Bar(props) {
  return bar-{props.name}
}
```

```
function Foo(props) {
 return foo-{props.name}
function Bar (props) {
 return bar-{props.name}
class FooBar extends Component {
 render()
   return this.props.isFoo
     ? <Foo name={this.props.name} />
      : <Bar name={this.props.name} />
```

add a todo

hello

world

hello

```
class TodoItem extends Component {
 render() {
   const { isCompleted, content } = this.props;
   var className = classNames({
     'is-completed': isCompleted
   return (
```

```
class TodoItem extends Component {
 render()
   const { isCompleted, content } = this.props;
   var className = classNames({
     'is-completed': isCompleted
   return
     <input</pre>
         className="toggle"
         type="checkbox"
         checked={isCompleted}
         onChange={this. onChange}
       />
```

```
class TodoItem extends Component {
 render()
   const { isCompleted, content } = this.props;
   var className = classNames({
     'is-completed': isCompleted
   return
     <input</pre>
         className="toggle"
         type="checkbox"
         checked={isCompleted}
         onChange={this. onChange}
       />
       <label>{content}</label>
```

```
class TodoItem extends Component {
 render()
   const { isCompleted, content } = this.props;
   var className = classNames({
     'is-completed': isCompleted
   return
     < input
         className="toggle"
         type="checkbox"
         checked={isCompleted}
         onChange={this. onChange}
       />
       <label>{content}</label>
       <button
         className="delete-todo"
         onClick={this. onDelete}
```



```
function TodoInput(props) {
  return
    <input
      className="toggle"
      type="checkbox"
      checked={props.checked}
      onChange={props.onChange}
function TodoContent (props)
  return
    <label>{props.content}</label>
```

```
function TodoInput(props) {
  return
    <input</pre>
      className="toggle"
      type="checkbox"
      checked={props.checked}
      onChange={props.onChange}
function TodoContent (props)
  return
    <label>{props.content}</label>
function TodoDeleteButton (props) {
  return
    <button
      className="delete-todo"
      onClick={props.onDelete}
```

```
class TodoItem extends Component {
 render() {
   const { isCompleted, content } = this.props;
   var className = classNames({
     'is-completed': isCompleted
   return
     < Todo Input
         checked={isCompleted}
         onChange={this. onChange}
       />
       < TodoContent content = { content } />
       <DeleteButton onDelete={this. onDelete} />
```

Decorator/HOC

```
function MakeCompletable(Child) {
  class Completable extends Component {
    render() {
      const {checked, onChange, ...childProps} = this.props;
      return (
        <div>
          <input</pre>
            className="toggle"
            type="checkbox"
            checked={checked}
            onChange={onChange}
          />
          <Child {...childProps} />
        </div>
  return Completable;
```

```
function MakeDeletable(Child) {
 class Deletable extends Component {
    render() {
      const {onDelete, ...otherProps} = this.props;
      return (
        <div>
          <Child {...otherProps} />
          <button
            className="delete-todo"
            onClick={onDelete}
          />
        </div>
  return Deletable;
```

```
const CompletableItem = MakeCompletable(BaseTodoItem);
const DeletableItem = MakeDeletable(CompletableItem);
class TodoItem extends Component {
 render()
   const { isCompleted, content } = this.props;
   const className = classNames({
      'is-completed': isCompleted
   } );
   return
     <DeletableItem</pre>
         checked={isCompleted}
         content={content}
         onChange={this. onChange}
         onDelete={this. onDelete}
```

Composition over Inheritance

map / filter / reduce


```
var todos = [];
this.props.todos.forEach(todo => {
   todos.push({
      title: todo.title,
      isCompleted: todo.isCompleted,
   });
});
return todos;
```

```
return this.props.todos
  .map(todo => {
    const {title, isCompleted} = todo;
    return {title, isCompleted};
```

filter

```
var todos = [];
this.props.todos.forEach(todo => {
   if (!todo.isCompleted) {
      todos.push(todo);
   }
});
return todos;
```

```
return this.props.todos
  .filter(todo => !todo.isCompleted);
```

reduce

```
var todos = {};
this.props.todos.forEach(todo => {
   todos[todo.id] = todo;
});
return todos;
```

```
this.props.todos.reduce((todos, todo) => {
  todos[todo.id] = todo;
  return todos;
} , { } );
```

```
// find all incomplete tasks
// where title end with `today`
let todos = [];
```

```
// find all incomplete tasks
// where title end with `today`
let todos = [];
this.props.todos.forEach(todo => {
```

```
// find all incomplete tasks
// where title end with `today`
let todos = [];
this.props.todos.forEach(todo => {
    !todo.isCompleted &&
    todo.title.endsWith('today')
```

```
// find all incomplete tasks
// where title end with `today`
let todos = [];
this.props.todos.forEach(todo => {
    !todo.isCompleted &&
    todo.title.endsWith('today')
    const {id, title, isCompleted} = todo;
    todos[id] = {
      title,
      isCompleted,
```

```
// find all incomplete tasks
// where title end with `today`
let todos = [];
this.props.todos.forEach(todo => {
    !todo.isCompleted &&
    todo.title.endsWith('today')
    const {id, title, isCompleted} = todo;
    todos[id] = {
      title,
      isCompleted,
return todos;
```

```
// find all incomplete tasks
// where title end with `today`
return this.props.todos
.filter(todo => !todo.isCompleted)
```

```
// find all incomplete tasks
// where title end with `today`
return this.props.todos
   .filter(todo => !todo.isCompleted)
   .filter(todo => todo.title.endsWith('today'))
```

```
// find all incomplete tasks
// where title end with `today`
return this.props.todos
  .filter(todo => !todo.isCompleted)
  .filter(todo => todo.title.endsWith('today'))
  .reduce((todos, todo) => {
    const {id, title, isCompleted} = todo;
    todos[id] = {title, isCompleted};
    return todos;
  } , { } );
```

why array

```
function process (number) {
  console.log('[number] %s', number);
const zero = [];
zero.forEach (process);
const one = [42];
one.forEach (process);
const multiple = [1, 2, 3, 4];
multiple.forEach (process);
```



GitHub, Inc. [US] https://github.com/ReactiveX/learnrx



<Questions />