

Clojure SPAs with re-frame

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2020

Groundwork

- ▶ ClojureScript
- ▶ Hiccup
- ▶ React
- ▶ Reagent

ClojureScript

- ▶ Mostly Clojure
- ▶ Runs on node
- ▶ Runs in browser
- ▶ Reagent

Hiccup for HTML

```
[:html  
  [:h1 "Hello World"]]
```

- ▶ Supports basic html tags
- ▶ Auto closing tags
- ▶ Lisp syntax

Properties in Hiccup

```
[ :html  
  [ :h1  
    { :class "title" }  
    "Hello World" ] ]
```

```
[ :html  
  [ :h1.title "Hello World" ] ]
```

- ▶ Supports basic html tags
- ▶ Auto closing tags
- ▶ Lisp syntax

Clojure in Hiccup

```
[:ul  
  (for [i (range 1 4)]  
    [:li i])]
```

- ▶ Supports basic html tags
- ▶ Auto closing tags
- ▶ Lisp syntax

React

- ▶ JavaScript framework
- ▶ Component based
- ▶ Highly reusable abstractions
- ▶ Great performance

Clojure in Hiccup

```
(defn hello [name]  
  [:h1 "Hello " name])
```

```
[:html  
 [hello "World" ]]
```

- ▶ Use Hiccup
- ▶ Allows modularizing with components
- ▶ Work just like function

State management

```
(defn click-count (r/atom 0))
```

```
(defn counting-component []  
  [:div  
    "The atom " [:code "click-count"] " has value: "  
    @click-count ". "  
    [:input {:type "button" :value "Click me!"  
             :on-click #(swap! click-count inc)}}]])
```

- ▶ Uses clojure atom syntax
- ▶ Allows for dynamic components
- ▶ Automatically triggers re-render

Local state

```
(defn timer-component []  
  (let [seconds-elapsed (r/atom 0)]  
    (fn []  
      (js/setTimeout #(swap! seconds-elapsed inc)  
                        1000)  
      [:div  
       "Seconds Elapsed: " @seconds-elapsed])))
```

- ▶ Only initializes when needed
- ▶ Isolated to the component
- ▶ Can share as needed
- ▶ Tight re-draw loop

Sharing state

```
(defn atom-input [value]
  [:input {:type "text"
           :value @value
           :on-change #(reset! value
                              (-> % .-target
                                   .-value))}]])
```

```
(defn shared-state []
  (let [val (r/atom "foo")]
    (fn []
      [:div
       [:p "The value is now: " @val]
       [:p "Change it here: " [atom-input val]]]])))
```

Leaky React

```
(defn list [items]
  [:ul
    (for [item items]
      ^{:key item}
      [:li "Item " name])])
```

- ▶ Use Hiccup
- ▶ Allows modularizing with components
- ▶ Work just like function

Passing arguments gotcha

```
(defn timer-component [event]
  (let [seconds-elapsed (r/atom 0)]
    (fn [event]
      (js/setTimeout #(swap! seconds-elapsed inc)
                      1000)

      [:div
       "Seconds Elapsed since "
       event ": "
       @seconds-elapsed])))
```

- ▶ Required in both functions
- ▶ Breaks initial render if missing at top level
- ▶ Breaks subsequent renders if missing in return

Lazy isn't always good

```
(defn list []  
  [:ul  
    (doall  
      (for [i (range 1 4)]  
        [:li i]))))
```

- ▶ Forces update
- ▶ Can cause intermittent bugs

Why re-frame?

- ▶ Data oriented
- ▶ State sharing
- ▶ Less decisions

The six domains

- ▶ Event dispatch
- ▶ Event handling
- ▶ Effect handling
- ▶ Query
- ▶ View
- ▶ DOM

Mental Model

- ▶ Events trigger **dispatchers**
- ▶ Dispatch handlers produce effect maps
- ▶ Effects modify db and external resources
- ▶ **subscribers** listen to changes on the db

Events

- ▶ User interactions
- ▶ Other events
- ▶ Time

Dispatching

```
(defn delete-button [item-id]
  [:button
   {:on-click #(re-frame.core/dispatch
                 [:delete-item item-id])}])
```

- ▶ Just a function
- ▶ Can take extra parameters
- ▶ Every dispatch type must have a handler

Handling a Dispatch

```
(defn delete-item
  [{:keys [db]} [_ item_id]]
  {:db (dissoc-in db [:items item-id]))})

(rf/reg-event-fx
 :delete-item
 delete-item)
```

- ▶ Always return effect maps
- ▶ Effects get automatically triggered
- ▶ Only effects can modify state

Effect handlers

```
(rf/reg-fx  
  :db  
  (fn [val]  
    (reset! app-db val)))
```

- ▶ Performs some side effect
- ▶ Libraries can provide effects

Why?

- ▶ Easy testing
- ▶ Single point of control
- ▶ Force separation of concerns
- ▶ Your own DSL

Creating subscribers

```
(defn query-fn  
  [db v]  
  (:items db))
```

```
(rf/reg-sub  
  :query-items  
  query-fn)
```

- ▶ Works like a view over the db
- ▶ Can combine or modify data
- ▶ Allows the subscriber to get called from anywhere

Using subscribers

```
(defn items-view  
  []  
  (let [items @(rf/subscribe [:query-items])]  
    [:div (map item-render items)]))
```

- ▶ Component automatically updates with subscriber
- ▶ Subscribers can take arguments

Subscribers that subscribe

```
(defn get-item-fn  
  [items [_ id]]  
  (get items id))
```

```
(rf/reg-sub  
  :get-item  
  :<- [:items]  
  query-fn)
```

- ▶ Automatically update when underlying subscribers change
- ▶ Allows incrementally computing computations

Coeffects

```
(rf/reg-cofx
 :now
 (fn [coeffects _]
   (assoc coeffects :now (js.Date.))))
```

```
(rf/reg-event-fx
 :dont-care
 [(inject-cofx :now)]
 (fn [{:keys [db now]}]
   ...))
```

- ▶ Allows getting things from the outside re-frame
- ▶ Keeps re-frame functions pure
- ▶ easy testing

Make testing easier

```
(defmacro reg-sub [id & args]
  `(do
    (def ~(-> id name symbol) ~(last args))
    (rf/reg-sub
     ~id
     ~@args)))
```

- ▶ Automatically creates a function for testing
- ▶ Keeps function and registration together

Always namespace

- ▶ Create with `::event`
- ▶ Reference through named import `:my/event`
- ▶ Clean organization, easy navigation

Database recommendations

- ▶ Keep things in maps by unique id
- ▶ Transform as needed in subscribers
- ▶ Do not copy whole objects, use the ids