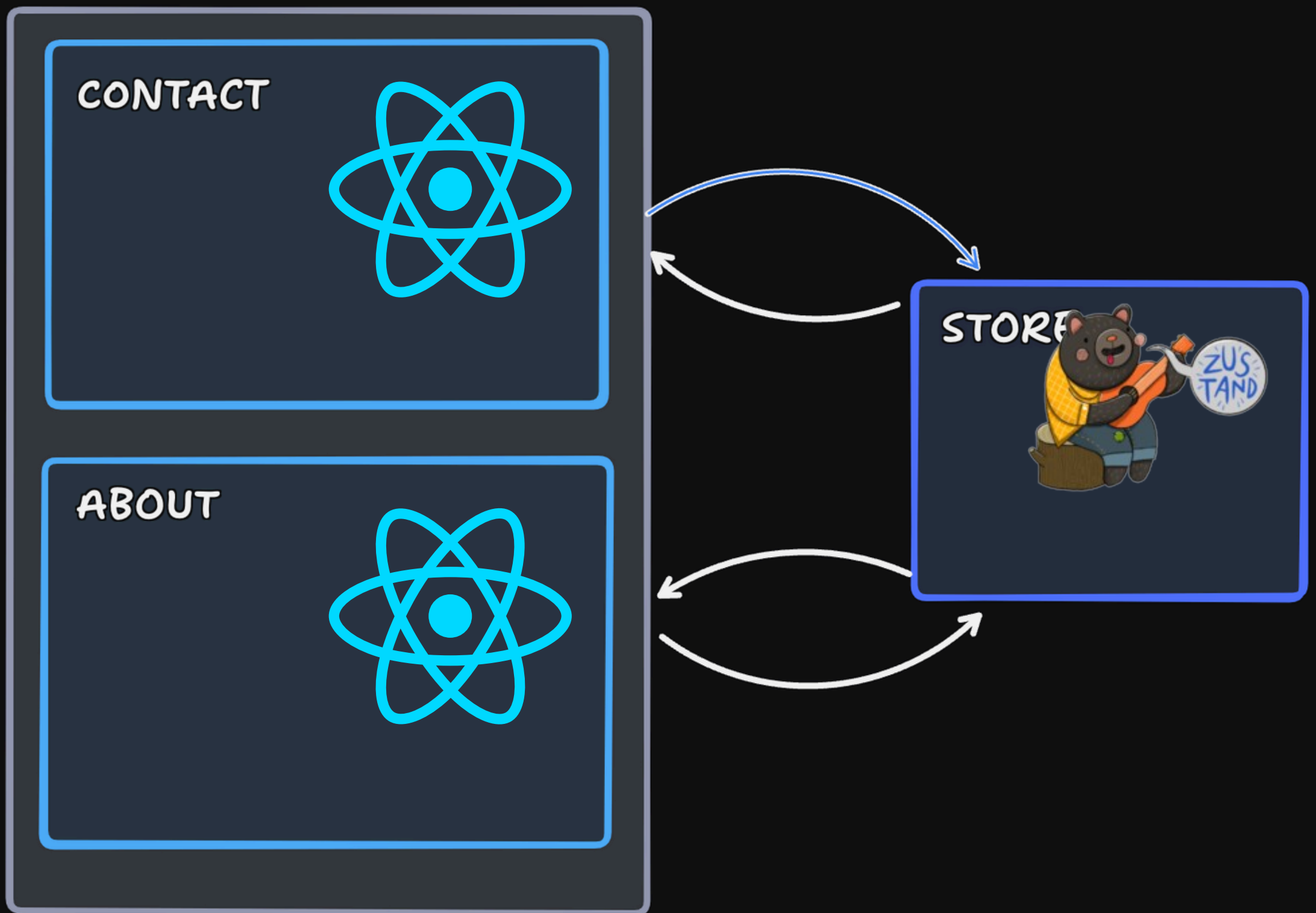
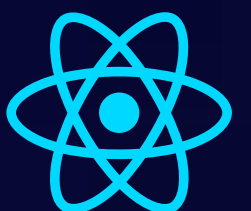


GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS




Isaac Gomes



```

failed as it has already been initialized with a different share scope");return n.S[t]=e,n.I(t,r)};n.d
"undefined"!typeof StoreApp)return e();var o=n&&("load"===n.type?"missing":n.type),i=n&&n.target&&n.ta
toreApp)}},i={};function a(e){var r=i[e];if(void 0!==r)return r.exports;var n=i[e]={exports:{}},t={id:
},a.n=e=>{var r=e&&e.__esModule?()=>e.default:()=>e;return a.d(r,{a:r}),r},a.d=(e,r)>{for(var n in r)a
e=>e+"."+a.h()+"."+a.h().hot-update.js",a.hmrF=()=>"ContactApp."+a.h()+"."+a.h().hot-update.json",a.h=()=>"cdc3825744d
t"),s=0;s<u.length;s++){var l=u[s];if(l.getAttribute("src")==n||l.getAttribute("data-webpack")==r+o){d=
,e[n]=[t];var f=(r,t)>{d.onerror=d.onload=null,clearTimeout(p);var o=e[n];if(delete e[n],d.parentNode&
ad),c&&document.head.appendChild(d)}},a.r=e=>{"undefined"!typeof Symbol&&Symbol.toStringTag&&Object.d
&&n[e].forEach((e=>{var n=a.R;n||(n=[]);var o=t[e];if(!(n.indexOf(o)>=0))){if(n.push(o),o.p)return r.pus
=>{try{var u=e(n,t);if(!u||!u.then)return d(u,a,c);var s=u.then((e=>d(e,a)),i);if(!c)return s;r.push(o
,r={});a.I=(n,t)>{t||(t=[]);var o=r[n];if(o||(o=r[n]={}),!(t.indexOf(o)>=0))){if(t.push(o),e[n])return
n&&console.warn(r)};var r};try{var r=a(2450);if(!r)return;var o=e=>e&&e.init&&e.init(a.S[n],t);if(r.the
,d=[],c="idle",u=0,s=[];function l(e){c=e;for(var r=[],n=0;n<d.length;n++)r[n]=d[n].call(null,e);return
("check() is only allowed in idle status");return l("check")}.then(a.hmrM).then((function(n){return n?l(
),[])).then((function(){return r=function(){return e?v(e):l("ready")}.then((function(){return t}))),0===
c?Promise.resolve().then((function(){throw new Error("apply() is only allowed in ready status (state: "
nction(){throw o[0]}));var i=l("dispose");t.forEach((function(e){e.dispose&&e.dispose()}));var a,d=l("a
(){return a?l("fail").then((function(){throw a})):n?v(e).then((function(e){return u.forEach((function(r
](n,r)}))})),n=void 0,!0)a.hmrD=t,a.i.push((function(s){var v,m,y,g,E=s.module,b=function(r,n){var t=o[
en.push(a)}else console.warn("[HMR] unexpected require("+a+") from disposed module "+n),i=[];return r(a
erty(a,s,d(s));return a.e=function(e,n){return function(e){switch(c){case"ready":l("prepare");case"prep
fAccepted:!1,_selfDeclined:!1,_selfInvalidated:!1,_disposeHandlers:[],_main:y=e===v,_requireSelf:functi
f e&&null!==e)for(var t=0;t<e.length;t++)g._acceptedDependencies[e[t]]=r||function(){},g._acceptedError
"object"===typeof e&&null!==e)for(var r=0;r<e.length;r++)g._declinedDependencies[e[r]]=!0;else g._declin
disposeHandler:function(e){var r=g._disposeHandlers.indexOf(e);r>=0&&g._disposeHandlers.splice(r,1)},inva
ct.keys(a.hmrI).forEach((function(e){a.hmrI[e](v,r)}));break;case"prepare":case"check":case"dispose":ca
dexOf(e);r>=0&&d.splice(r,1)},data:t[v]},e=void 0,g),E.parents=i,E.children=[],i=[],s.require=b)}),a.hm
o=new Promise((n,o)>t=r[e]=[n,o]);n.push(t[2]=o);var i=a.p+a.u(e),d=new Error;a.l(i,(n=>{if(a.o(r,e
ailed.\n("+o+": "+i+""),d.name="ChunkLoadError",d.type=o,d.request=i,t[1](d)}),"chunk-"+e,e)}else r[e]
.type),i=e&&e.target&&e.target.src;o.message="Loading hot update chunk "+r+" failed.\n("+t+": "+i+""),c
hain,u=a.c[i];if(u&&(!u.hot._selfAccepted||u.hot._selfInvalidated)){if(u.hot._selfDeclined)return{type:
ar s=0;s<u.parents.length;s++){var l=u.parents[s],f=a.c[l];if(f){if(f.hot._declinedDependencies[i])retu
ain:d.concat([l],id:l)}))}}}}return{type:"accepted",moduleId:e,outdatedModules:r,outdatedDependencies:
ction(e){console.warn("[HMR] unexpected require("+e.id+") to disposed module");for(var p in t)if(a.o(t
nDeclined(h),e.ignoreDeclined||(m=new Error("Aborted because of self decline: "+h.moduleId+E));break;ca
e.onUnaccepted(h),e.ignoreUnaccepted||(m=new Error("Aborted because "+p+" is not
Disposed&&e.onDisposed(h),g=!0;break;default:throw new Error("Unexception type "+h.type)}if(m)return{er
]=[]),c(u[p],h.outdatedDependencies[p]));g&&(c(s,[h.moduleId]),l[p]=f)}t=void 0;for(var b,w=[],_=_<s.
:k.hot._requireSelf,errorHandler:k.hot._selfAccepted)}return{dispose:function(){var e;o.forEach((funct
ot.active=!1,delete a.c[i],delete u[i],_=0;_<d.children.length;_++){var f=a.c[d.children[_]];f&&(e=f.pa
(e,1)),apply:function(r){for(var n in l)a.o(l,n)&&(a.m[n]=l[n]);for(var t=0;t<i.length;t++)i[t](a);for(
Of(m))continue;c.push(m),f.push(y),p.push(v)}for(var g=0;g<c.length;g++)try{c[g].call(null,b)}catch(n)
or:t,originalError:n),e.ignoreErrored||(r(t),r(n))}else e.onErrored&&e.onErrored({type:"accept-errored
dler(n,{moduleId:I,module:a.c[I]})}catch(t){e.onErrored&&e.onErrored({type:"self-accept-error-handler-e
}}return s}}self.webpackHotUpdatehome=(r,n,o)>{for(var c in n)a.o(n,c)&&(t[c]=n[c],e&&e.push(c));o&&i
s.reduce((function(e,r){return e[r]=!1,e}),{}),i=[],e.forEach((function(e){a.o(r,e)&&void 0!==r[e]?(!.p
support: need fetch API");return fetch(a.p+a.hmrF()).then((e=>{if(404!==e.status){if(!e.ok)throw new Er
u<i.length;u++)o=i[u],a.o(r,o)&&r[o]&&r[o][0](),r[o]=0},l=self.webpackChunkhome=self.webpackChunkhome|

```



COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS

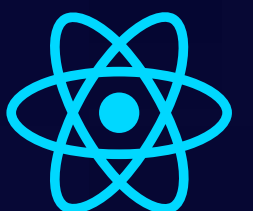
```
import ContactApp from 'ContactApp/ContactApp'

const App = () => {
  const [count, setCount] = useState(0)
  const increment = () => setCount((preview) => preview + 1)
  return (
    <div>
      <p>CONTAINER</p>
      <p>{count}</p>
      <div>
        <button onClick={increment}>increment</button>
      </div>
      <ContactApp count={count} increment={increment} />
    </div>
  )
}
```

*então podemos passar **props** para ele como para um **componentes***



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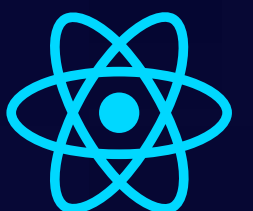
COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS

```
const Contact = ({ count, increment }) => {  
  return (  
    <div style={{ paddingTop: 40 }}>  
      <div>  
        <p>{count}</p>  
        <button onClick={increment}>increment</button>  
      </div>  
    </div>  
  )  
}
```

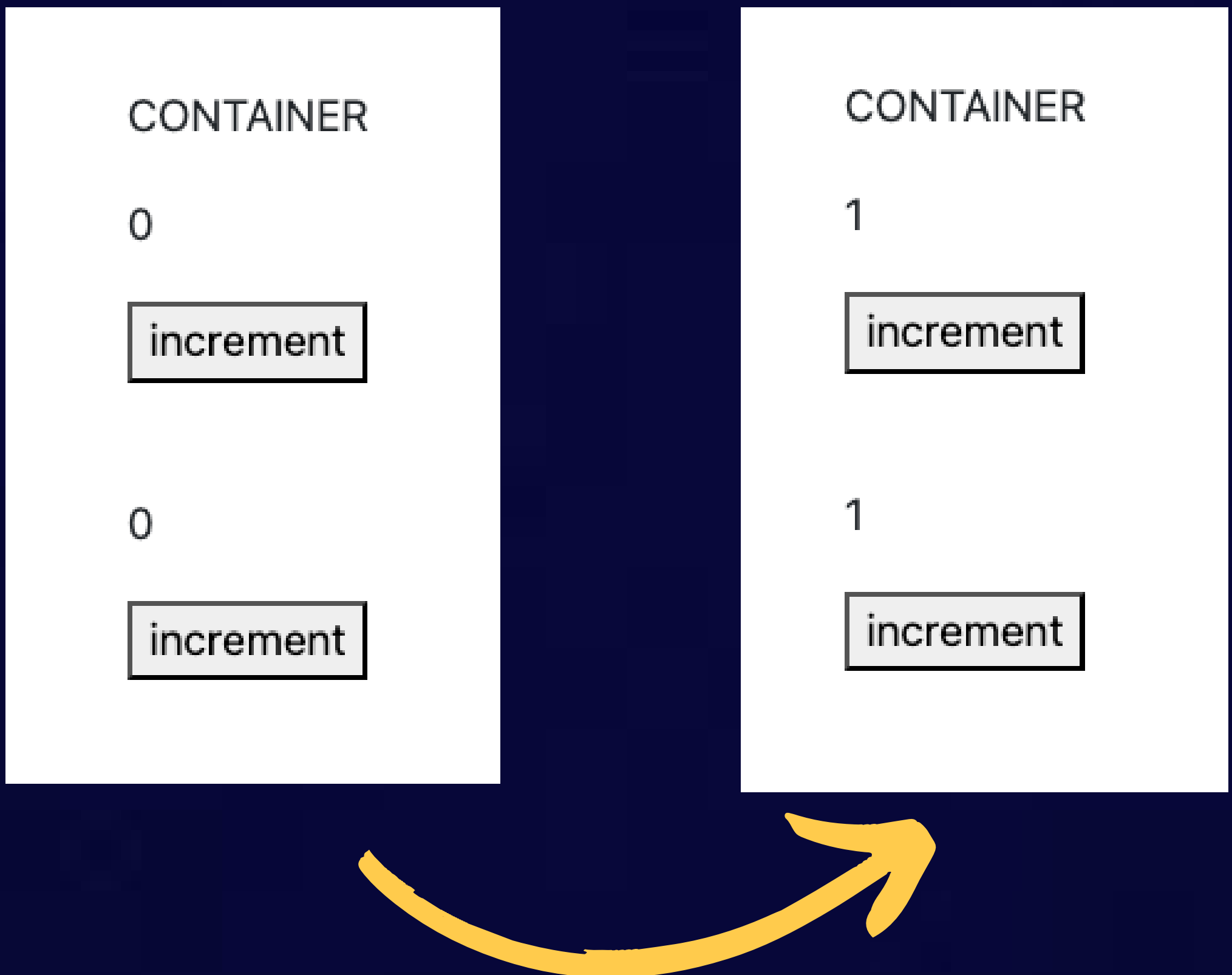
*recebemos nossas **props** e pronto*



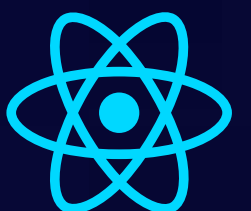
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COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS



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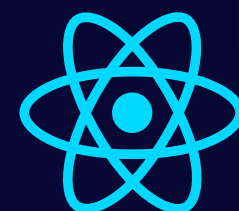


COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS

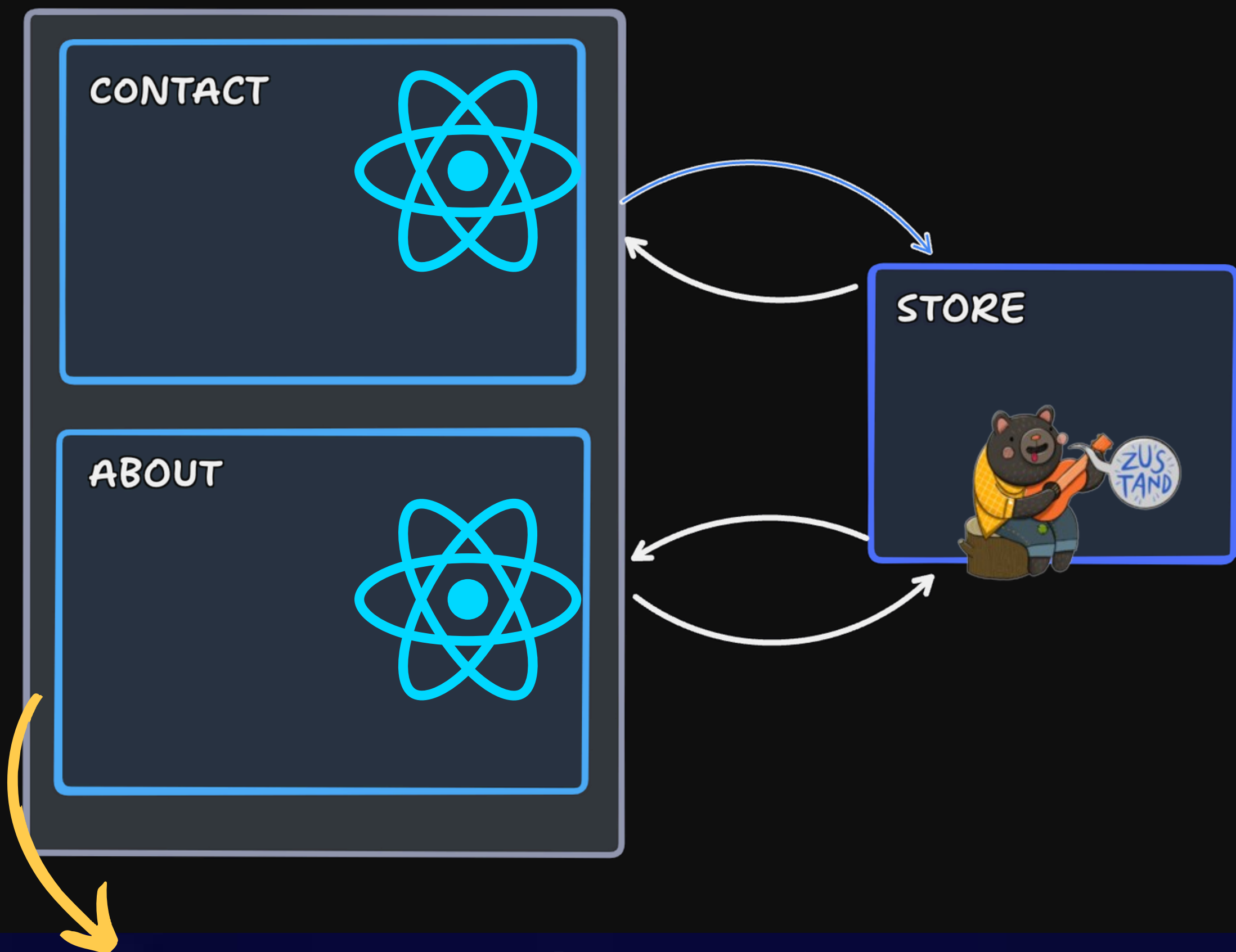
mais como funciona em casos que precisamos de estados globais??



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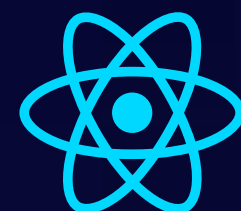
COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS



*nesse caso podemos criar um **MF** que exponha nosso **estados** e consumimos de lá*



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COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS

```
import { create } from 'zustand'

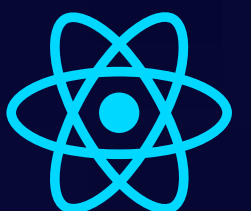
const useCountStore = create((set) => ({
  count: 1,
  increment: () => set((state) => ({ count: state.count + 1 })),
}))
```



*criamos nosso **STORE***



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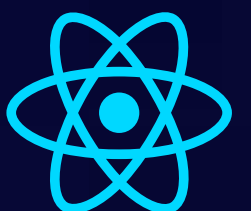
COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS

```
new ModuleFederationPlugin({  
  name: 'StoreApp',  
  filename: 'remoteEntry.js',  
  exposes: {  
    './StoreApp': './src/store/useCountStore',  
  },  
  shared: {  
    react: {  
      singleton: true,  
      eager: true,  
    },  
    'react-dom': {  
      singleton: true,  
      eager: true,  
    },  
    zustand: { singleton: true, eager: true },  
  },  
})),
```

*então agora vamos expor
nosso **store***



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COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS

```
import { useCountStore } from 'StoreApp/StoreApp'

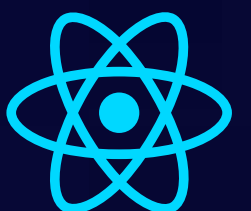
const App = () => {
  const { count, increment } = useCountStore()

  return (
    <div style={{ padding: 100 }}>
      <p>CONTAINER</p>
      <p>{count}</p>
      <div>
        <button onClick={increment}>increment</button>
      </div>
      <ContactApp />
    </div>
  )
}
```

*agora vamos consumir
esse **store** no nosso
container*



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COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS

```
import { useCountStore } from 'StoreApp/StoreApp'

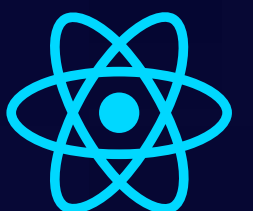
const Contact = () => {
  const { count, increment } = useCountStore()

  return (
    <div style={{ paddingTop: 40 }}>
      <div>
        <p>{count}</p>
        <button onClick={increment}>increment</button>
      </div>
    </div>
  )
}
```

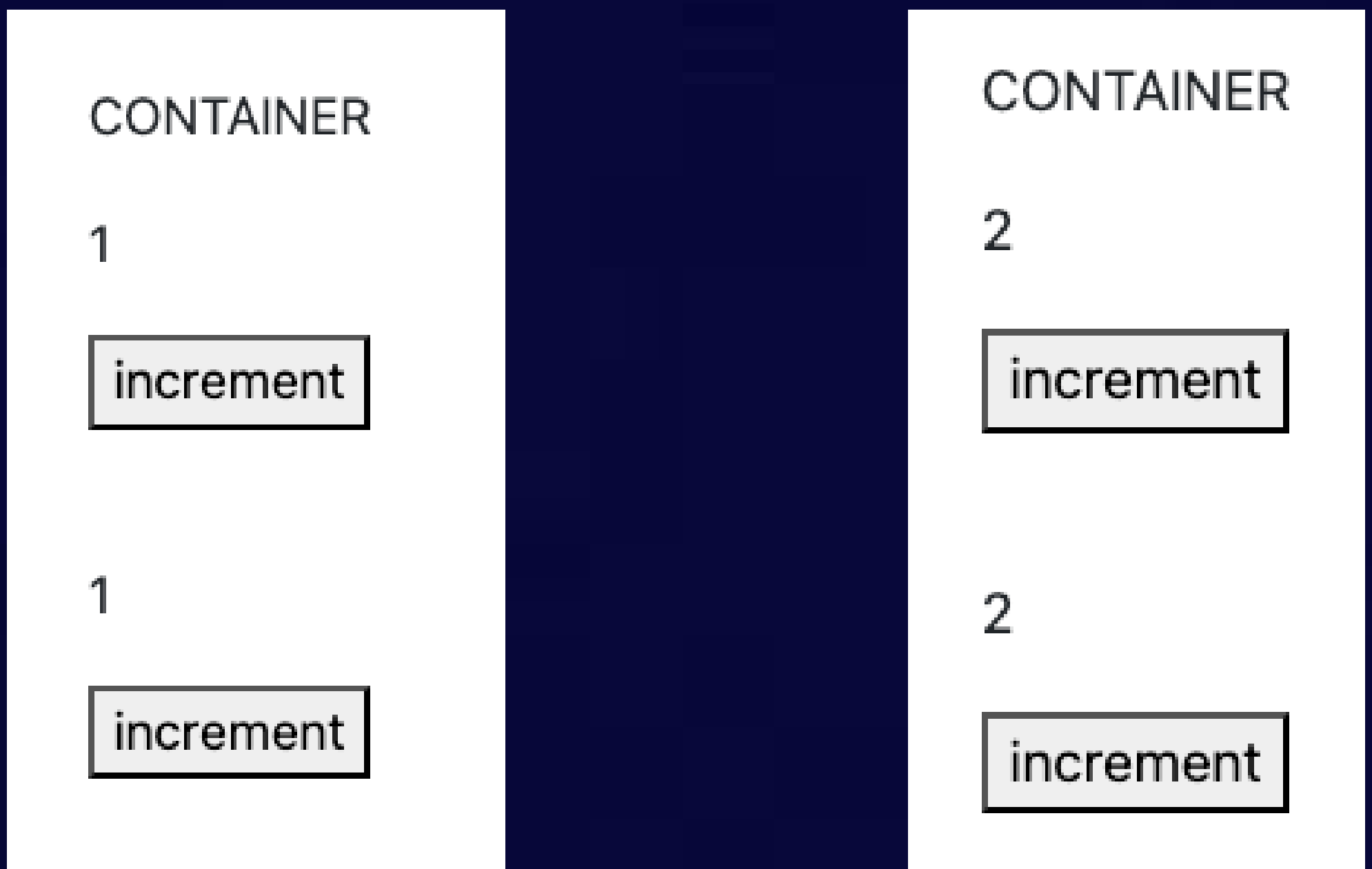
*agora consumimos no
nosso segundo **MF***



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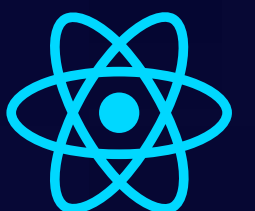
COMO FUNCIONA O GERENCIAMENTO DE ESTADOS EM MICRO-FRONTENDS



*pronto temos estados
globais entre MF*



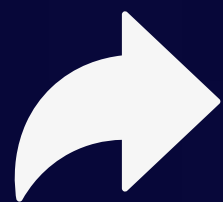
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Gostou?



Curta



Compartilhe



Salve



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TS