

Modern Frontend - Back To The Server

























#BaselOne24

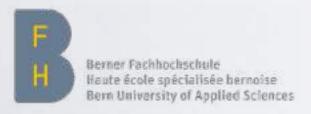
baselone.ch

ABOUT ME

Jonas Bandi jonas.bandi@ivorycode.com Twitter: @jbandi



- Freelancer, in den letzten 10 Jahren vor allem in Projekten im Spannungsfeld zwischen modernen Webentwicklung und traditionellen Geschäftsanwendungen.
- Dozent an der Berner Fachhochschule seit 2007
- In-House Kurse & Beratungen zu Web-Technologien im Enterprise: UBS, Postfinance, Mobiliar, AXA, BIT, SBB, Elca, Adnovum, BSI ...







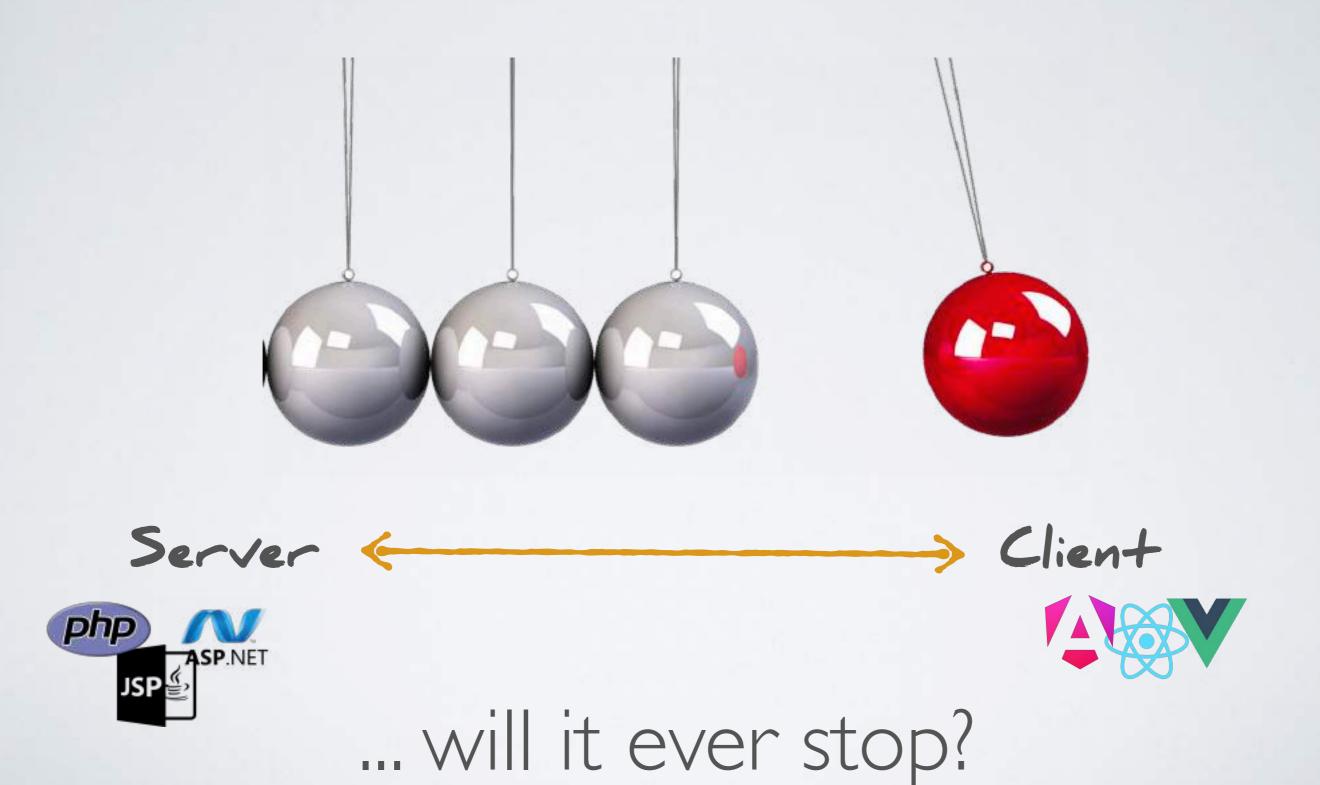
JavaScript / Angular / React / Vue / Vaadin Schulung / Beratung / Coaching / Reviews jonas.bandi@ivorycode.com





What are you using ...?

The Pendulum is swinging ...



AGENDA



Where are we? - The Era of SPAs ...



SSR - Server Side Rendering

Meta-Frameworks Hydration



Island Architecture

HTTP Streaming
Partial Prerendering & Server Islands



Server Side Data Loading & Mutations

RPC-style fetching and actions React Server Components

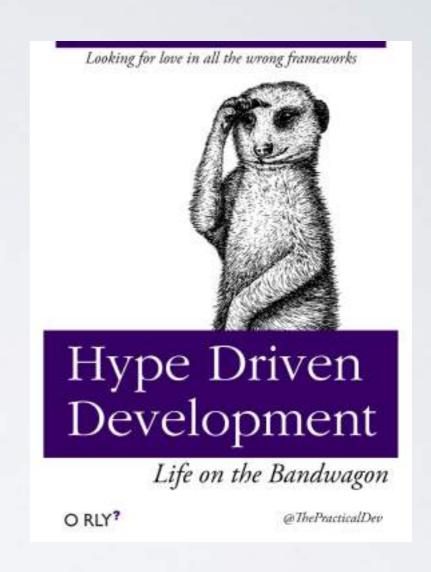


Server-Driven SPA (aka. "Live View")

Slides & Code: https://github.com/jbandi/baselone-2024

My goal is to make you feel like this:





... not about the implementation details but hopefully by looking beyond the current "state of the art".



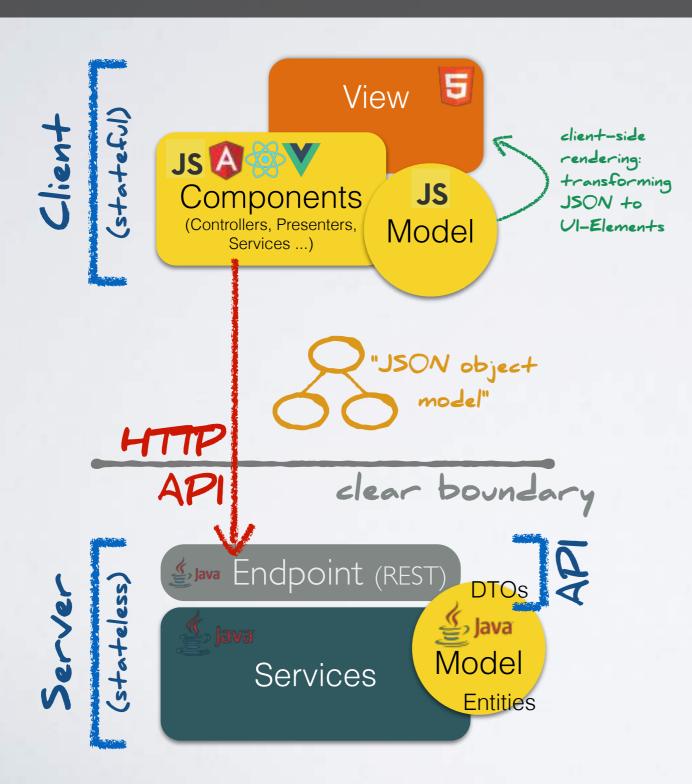
The Era of Single Page Applications

Architecture for Single Page Applications:

THE RISE OF THE API

The Role of the API:

traditional client-server boundary



The rise of SPA development caused a "de-facto" architecture of formalized HTTP/REST-APIs.

Symptoms:

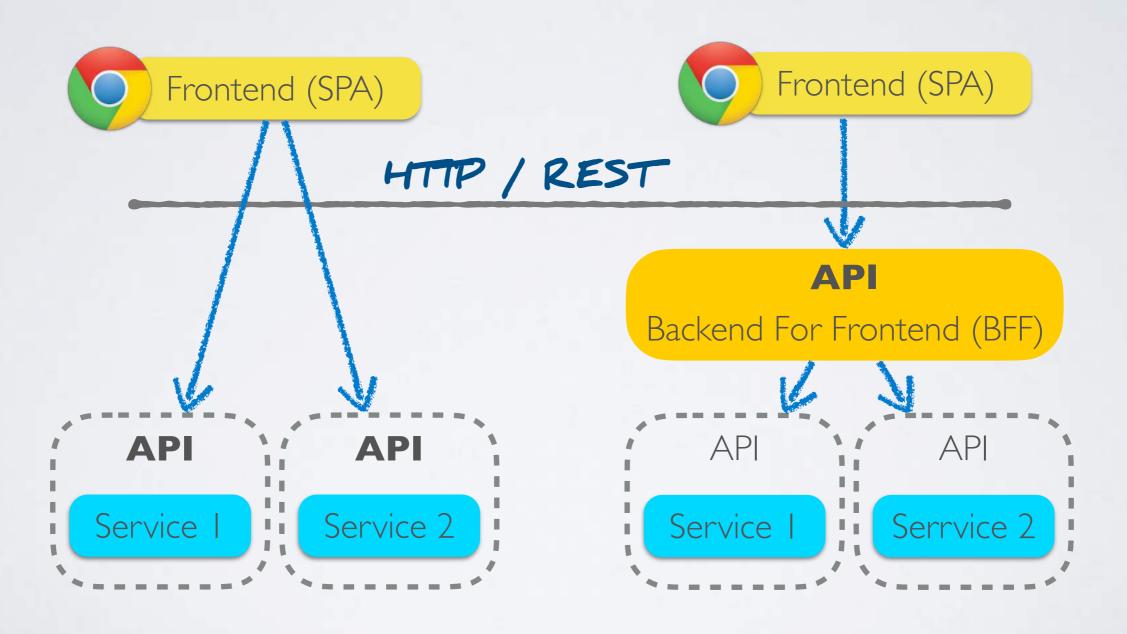
- "API-First" Design
- "The central role of API-Gateways" (the return of ESBs)

Creating a formalized API is a non-trivial effort: Design of URLs, Mapping, Serialization, Security ...

There are advantages in a formalized HTTP API: separation of concern, clearly specified and testable boundaries, reuse, team separation ...

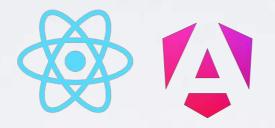
Traditional Architectures for SPAs

Client - API - Server



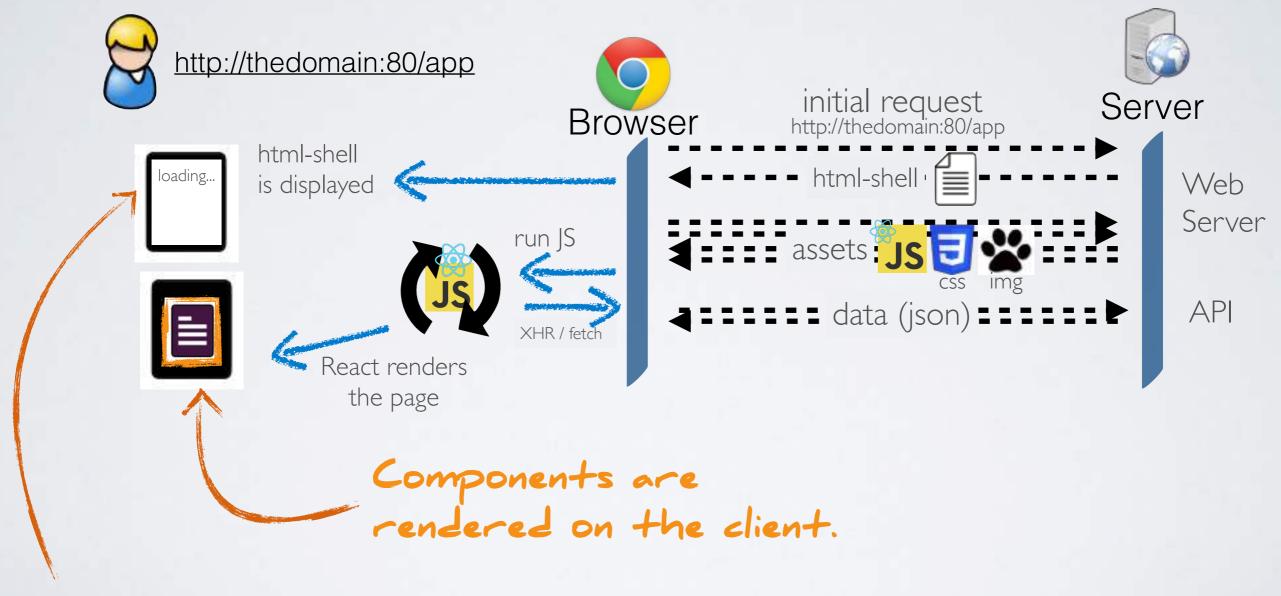
https://samnewman.io/patterns/architectural/bff/

Pure SPA Demo



- html document as "shell"
- navigation without network
- fetching data from API

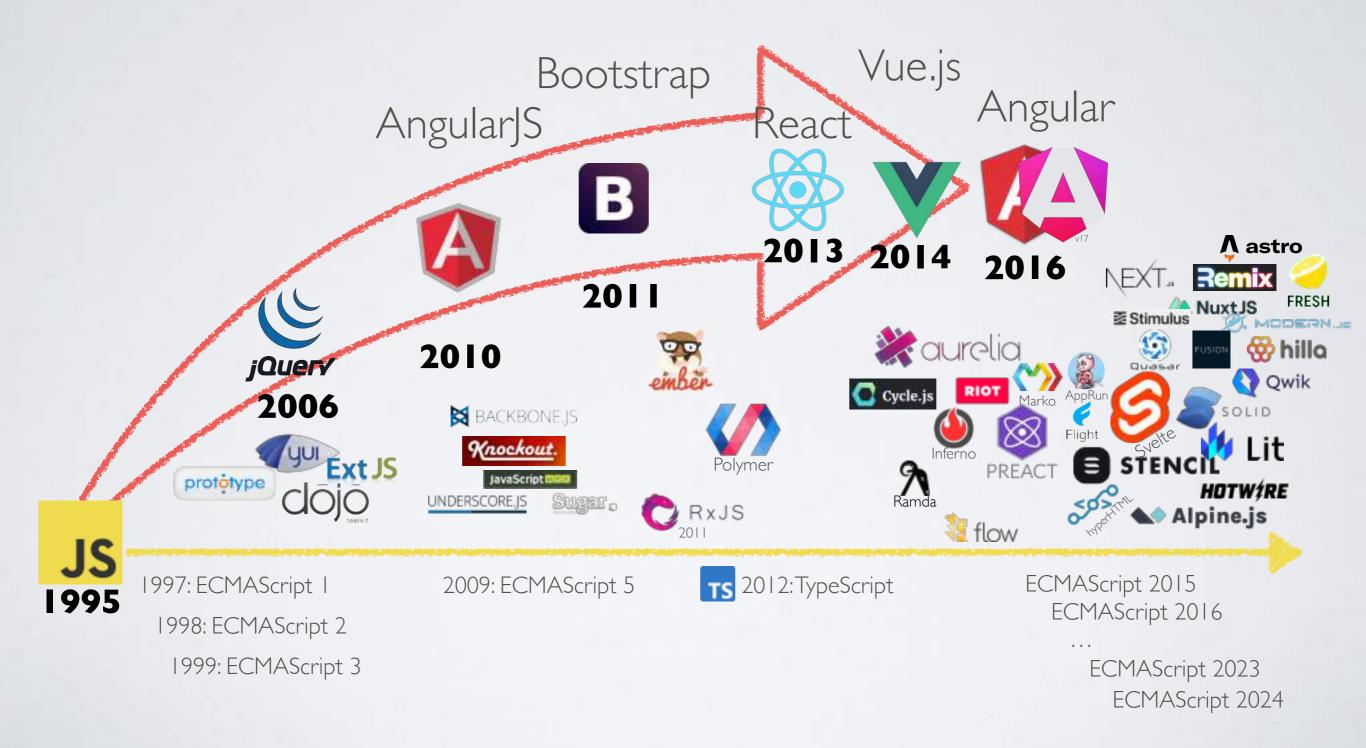
Traditional SPA: Client Side Rendering



The achilles heel of SPAs:

- time to first paint
- search indexing / social previews

The Frontend JavaScript Ecosystem



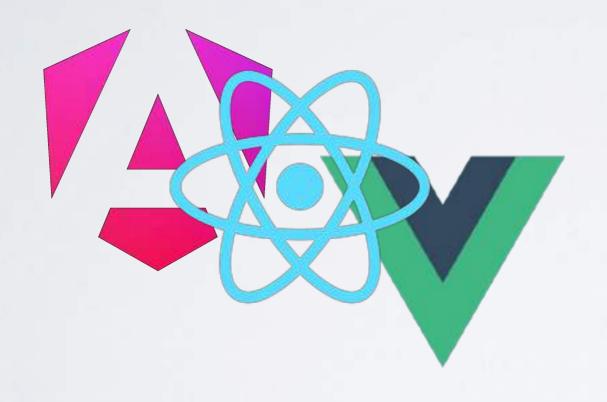
Innovation in pure frontend frameworks is stagnating. Frontend frameworks have become very similar.

dotJS 2024 - Minko Gechev - Converging Web Frameworks https://www.youtube.com/watch?v=grRH8e46Pso

The innovation is moving towards the server-side and the full-stack perspective of web frameworks.

"Mind The Gap" by Ryan Florence at Big Sky Dev Con 2024 https://www.youtube.com/watch?v=zqhE-CepH2g

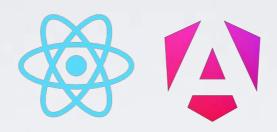
Server Side Rendering (SSR)



Today every modern frontend framework is capable of server side rendering.

But there are differences when it comes to data fetching ...

SSR Demo



- html document has content
- components are rendered on the server and the client
- interactivity only after hydration
- navigation without network
- Angular: HttpClient works with SSR! (note: no client-side fetch on initial load!)

Server Side Rendering (SSR)

... even Angular can do that now 😇

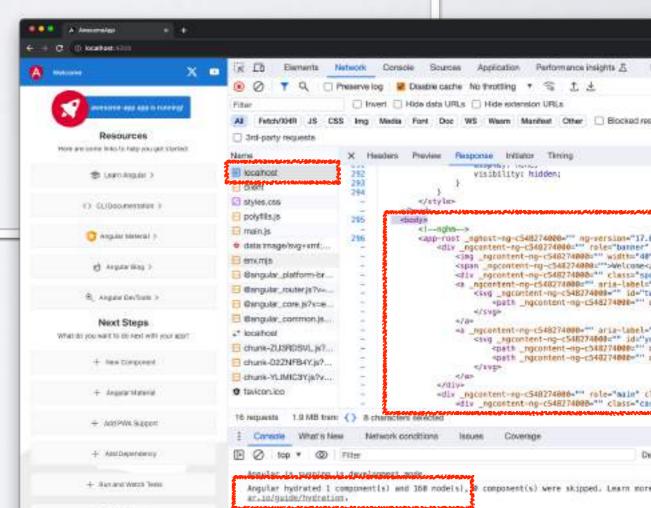


Using Angular CLI VI7 or later

- npx @angular/cli@next new ng-ssr
- Which stylesheet format would you like to use? CSS
- Do you want to enable Server-Side Rendering (SSR) and Static Site Generation (SSG/Prerendering)? Yes

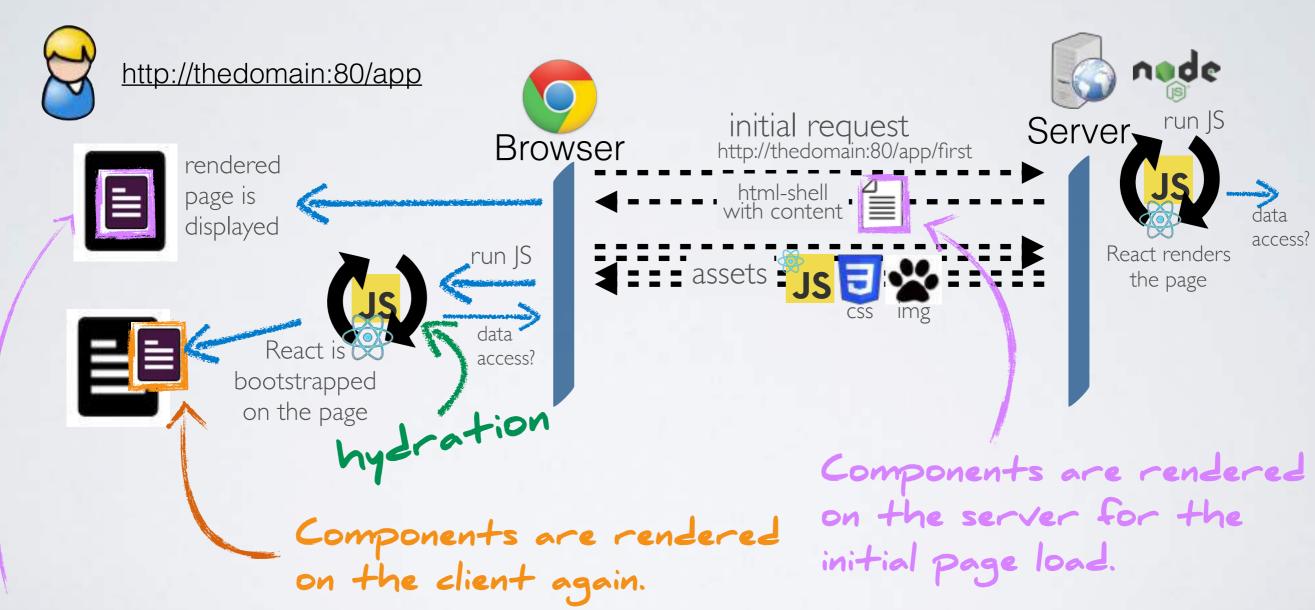
✓ Packages installed successfully. cd ng-ssr npm start





SPA with Server Side Rendering (SSR)

(initial rendering on the server - hydration on the client)



Advantages:

- search indexing / social previews
- improving time to first contentful paint

SSR has its own challenges:

- UX (page is not interactive on first render)
- Data Access (different mechanisms on the client and server)
- Browser APIs (not available on the server)

Hydration

https://en.wikipedia.org/wiki/Hydration_(web_development)

Hydration is the process of converting static HTML to a dynamic web page by attaching event handlers to the DOM.

Traditional frontend frameworks implement hydration by rebuilding the whole component tree on the client.

... but to build the component tree, you also need the data for the components ...

Fetching Data on the Server?

The traditional component model of frontend frameworks imposes synchronous rendering.

Data fetching in JavaScript is inherently asynchronous.

- => data fetching on the client involves several "render cycles" of compoenent instances (stateful)
 - => this is in conflict with server-side rendering which must be stateless ...

Meta Frameworks



Meta Frameworks

NEXT.s Remix















A common goal of meta-frameworks is to simplify the project setup of frontend applications.

Typically using convention over configuration.

- routing setup file based routing
- server-side rendering & static site generation
- best practices for build & deployment
- · api endpoints file based
- server-side data fetching

=> compared to other frameworks, Angular is much more "complete", therefore there is less need for a Meta-Framework ...

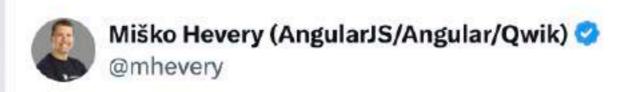
Meta Framework Demos:

- Remix (React) Remix
- Analog (Angular)



- file-based routing
- data-fetching:
- data is fetched on the server
- on initial load data is rendered into html & passed for hydration
- on navigation data is transported via http
- hydration: components rendered on server & client

Hydration



Hydration is a horrible workaround because web frameworks don't embrace how browsers actually work.

Yet somehow we have turned it into a virtue.

Hydration is a hack to recover the app&fw state by eagerly executing the app code in the browser.

That is why your app is slow.

5:46 AM · Apr 13, 2022

https://twitter.com/mhevery/status/1514087689246568448

Hydration is Pure Overhead: https://www.builder.io/blog/hydration-is-pure-overhead

Beyond traditional Server Side Rendering

Island Architecture Streaming Server Side Rendering

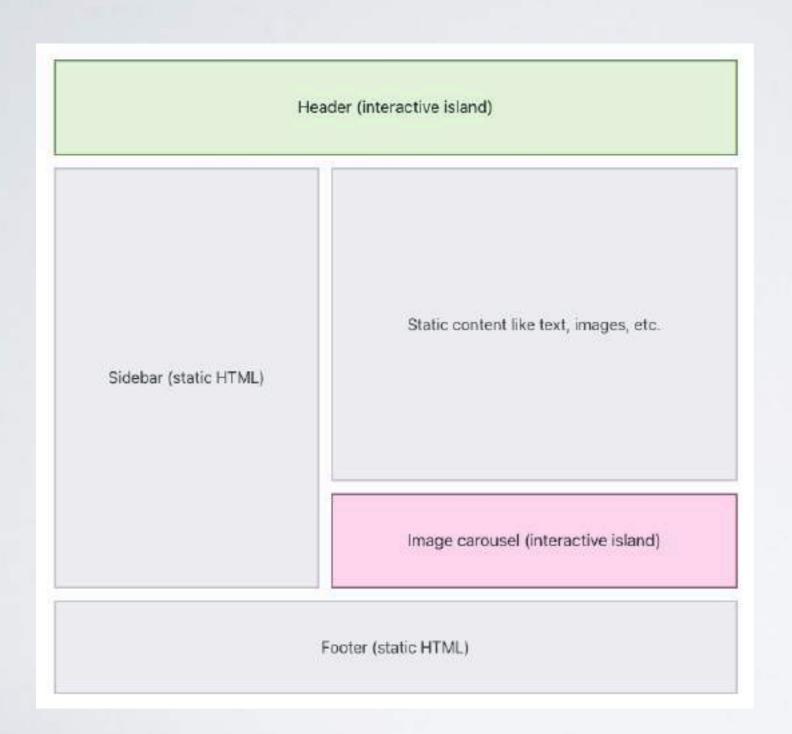
also:

Progressive Hydration Resumability (Qwik, Wiz)

> https://www.patterns.dev/vanilla/islands-architecture/ https://www.patterns.dev/react/streaming-ssr https://www.patterns.dev/react/progressive-hydration/ https://qwik.dev/docs/concepts/resumable/



Island Demo with Astro





https://astro.build/

https://docs.astro.build/en/concepts/islands/



Streaming Demos

Simple Streaming Demo

Streaming in Astro

Out of Order Streaming in Next.js

Online: https://streaming-function.vercel.app/

Evolution of Streaming Rendering:

Next.js Partial Prerendering

Delivering the static UI from a CDN and streaming the dynamic parts from a server.

Demo: https://www.partialprerendering.com/
Doc: https://nextjs.org/learn/dashboard-app/partial-prerendering

Astro Server Islands

Loading the static UI from a CDN and dynamically loading chunks of UI from the server.

Demo: https://server-islands.com/

Announcement: https://astro.build/blog/astro-4120/

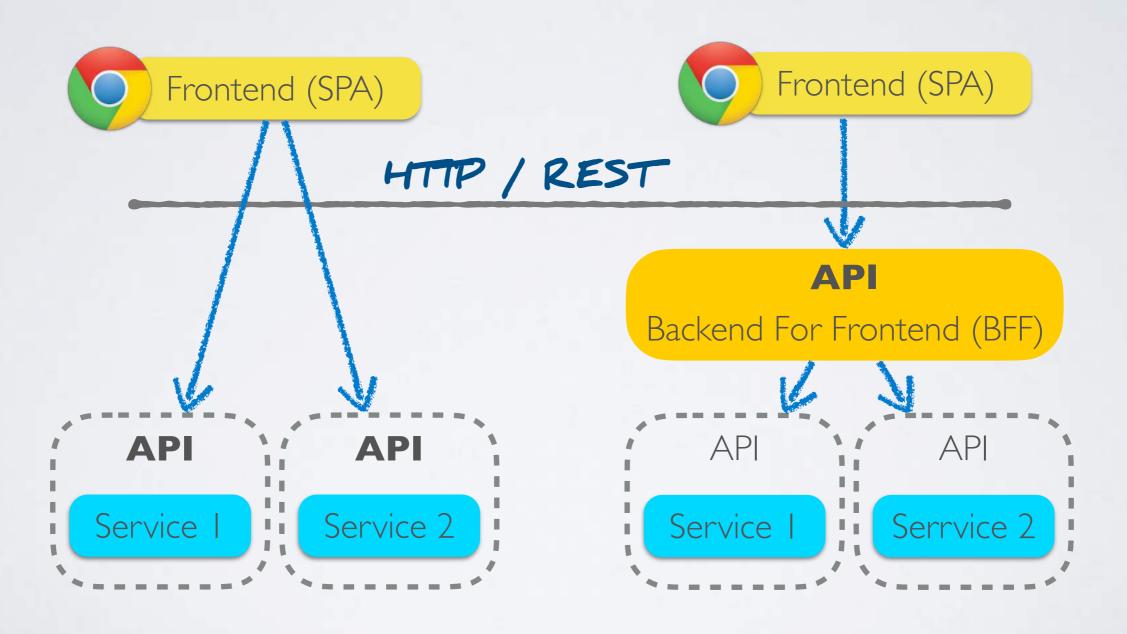


So far the traditional Client-Server Boundary is still intact ...



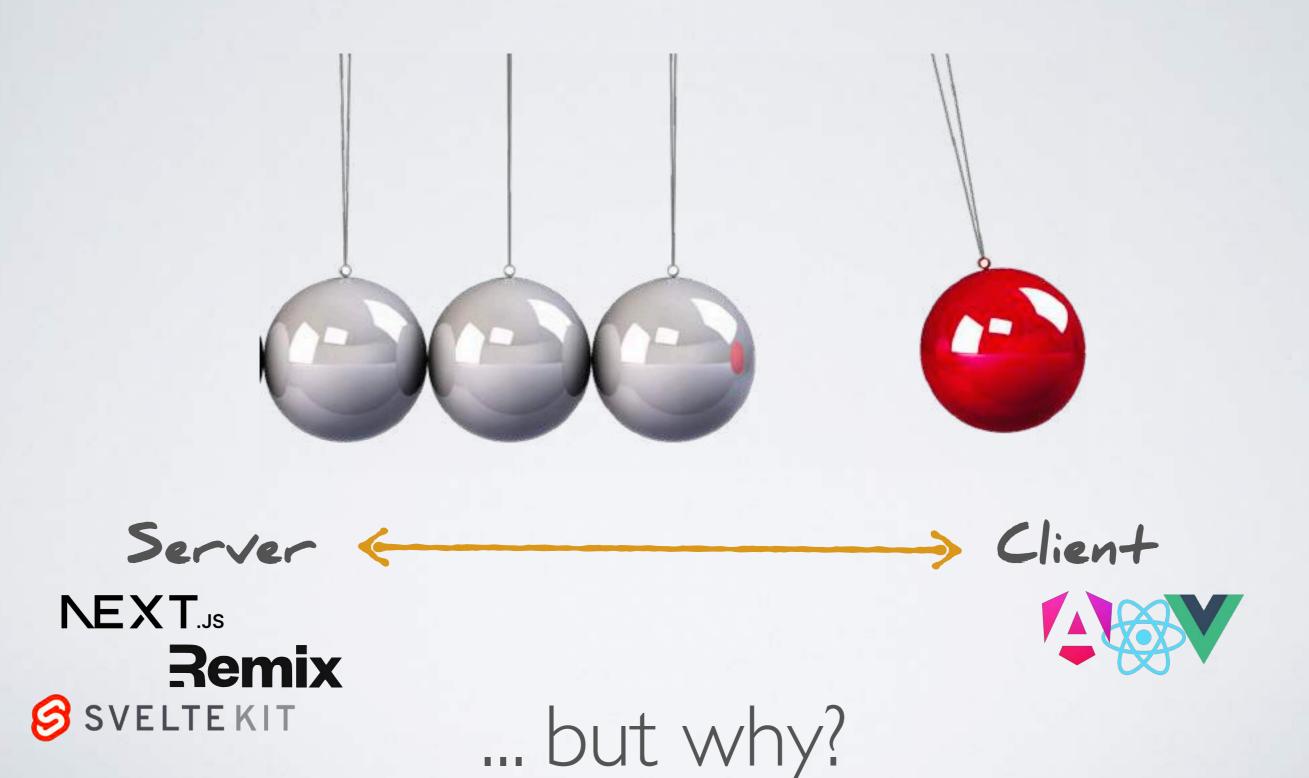
Traditional Architectures for SPAs

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https://samnewman.io/patterns/architectural/bff/

The Pendulum is swinging ...



Blurring the Boundary - Why?

Depending on the rendering strategy, data needs to be fetched on the server and/or on the client.

Advantages of Full-Stack Development:

reducing complexity (technical and organisational)

- single programming language: reusability, type-safety
- one tech stack: maintainability, developer knowhow
- improving development speed, reducing team-dependencies

some "ui-logic" is not suited for the client (i.e. rendering Charts or Markdown)



The vanishing network - no HTTP-API needed!

"Mind The Gap" by Ryan Florence at Big Sky Dev Con 2024: https://www.youtube.com/watch?v=zqhE-CepH2g

Abracadabra: The vanishing network — Kent C. Dodds | React Universe Conf 2024 https://www.youtube.com/watch?v=E8LLty9rTWw

Meta Framework Demos:

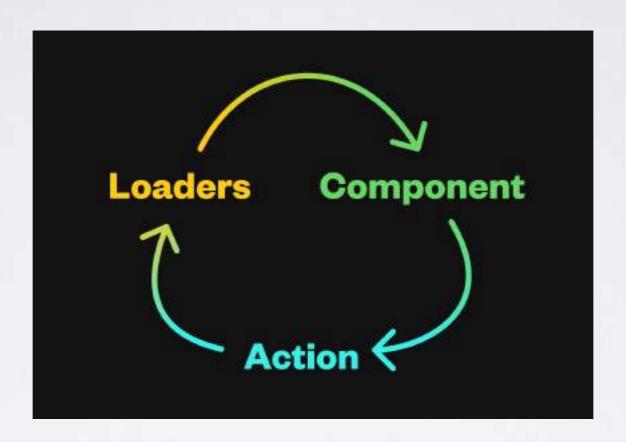
- Remix (React) Remix
- colocation of client and server code
- hooks for client-side
- streaming
- full-stack data-flow

- Analog (Angular)

"Transparent" Server-Side Actions

RETURNITHE RPC

Demo: Remix



Simplifying state state management with automatic server synchronization. The client can directly use server state without manually managing client state.

Fullstack Data Flow: https://remix.run/docs/en/main/discussion/data-flow

State Management https://remix.run/docs/en/main/discussion/state-management

Many modern frameworks provide the same concepts of server-side loader and action methods:



https://remix.run/docs/en/main/route/loader/https://remix.run/docs/en/main/route/action/



SOLIDSTART

https://start.solidjs.com/core-concepts/data-loading https://start.solidjs.com/core-concepts/actions



SVELTEKIT

https://kit.svelte.dev/docs/load https://kit.svelte.dev/docs/form-actions





https://qwik.builder.io/docs/route-loader/ https://qwik.builder.io/docs/action/ https://qwik.builder.io/docs/server\$/

Similar RCP concepts:









It's a React component

... but exclusively rendered on the server!

Load data on the server!

Asynchronous rendering! Making data fetching easy!

Out of Order Streaming

```
<h3>Server Data:</h3>
        <Suspense fallback={<Spinner />}>
            <Backend messageId={1} />
        </Suspense>
        <Suspense fallback={<Spinner />}>
            <Backend messageId={2} />
        </Suspense>
        <Suspense fallback={<Spinner />}>
            <Backend messageId={3} />
        </Suspense>
    Fetch/XHR
                 CSS JS Font
                              Img
                                  Media
                                        Manifest
                                               WS
                                                   Wasm
                                                         Other
                                                                   ked response cookies
□ Blocked requests

    3rd-party requests

                    Method Status
Name
                                  Type
                                           Initiator
                                                       Size
                                                             Time
                                                                    Waterfall
03-streaming?v=31
                    GET
                           200
                                  document
                                           Other
                                                        4.1 kB
                                                               4.07 s
                                               <div hidden id="S:0">
                                                                       <div hidden id="S:1">
```

React Client Components

... are rendered on the client and also initially on the server.

```
"use client"
export function Clock() {
  const [time, setTime] = useState(new Date())
  useEffect(() => {
     setInterval(() => setTime(new Date())}, 1000);
  }, []);
  return (
    <div>
       <h1>{time.toLocalTimeString()}</h1>
    </div>
                Client Components are "opt in".
Per default a component is a Server Component.
```

Composition

"composition perspective" "logical perspective" server tree <server> server Container client tree Container tree <client> Child "use client" <server> client Shared <client> <server> tree Child Shared <client> renders Shared passed as prop <client> Shared <server> <server> Shared Shared

Full-Stack Data Flow

"composition perspective" "phyisical perspective" server tree <server> Container RSC Payload client Runtime tree <client> hild Container virtual dom tree <server> renderd by RSC payload (including props) Shared <client> virtual dom tree renderd by client Shared component <server> Shared

A component tree that spans between client and server!



danabra.mov

never write another API

6:19 AM · Mar 4, 2023 · 39.5K Views

5K Views
https://twitter.com/dan_abramov/status/1631887155uc

Network



first scenario: server component calling server function

React Client Runtime

(virtual dom tree)

Browser

second scenario: client component calling server function

```
"use client"
function ClientComponent(){
  return (
    <button onClick={serverActionRpc}>
      Update
    </button>
```

```
function ServerComponent(){
  return (
   <form action={serverActionRpc}>
     <button>Submit
    </from>
```

```
API call
"use server";
export async function serverActionRpc(arg) {
 await updateDb(arg);
 revalidatePath("/");
```



JavaScript bundle loaded by the browser





Disclaimer

NEXT.Js

The demos in this talk are based on Next.js.

Next.js is currently the only mature framework that implements React Server Components.

https://nextjs.org/

In reality it is difficult (and frustrating) to draw the boundary between features of React Server Components and Next.js.

Waku

Waku is an experimental framework that implements RSCs. https://waku.gg/



Remix announced RSC integration in a future version. https://remix.run/

Server Driven SPA



Server Driven SPAs

aka "Live View"



Enabling SPAs with a server-side programmig model and no need for a REST API.

Demos:

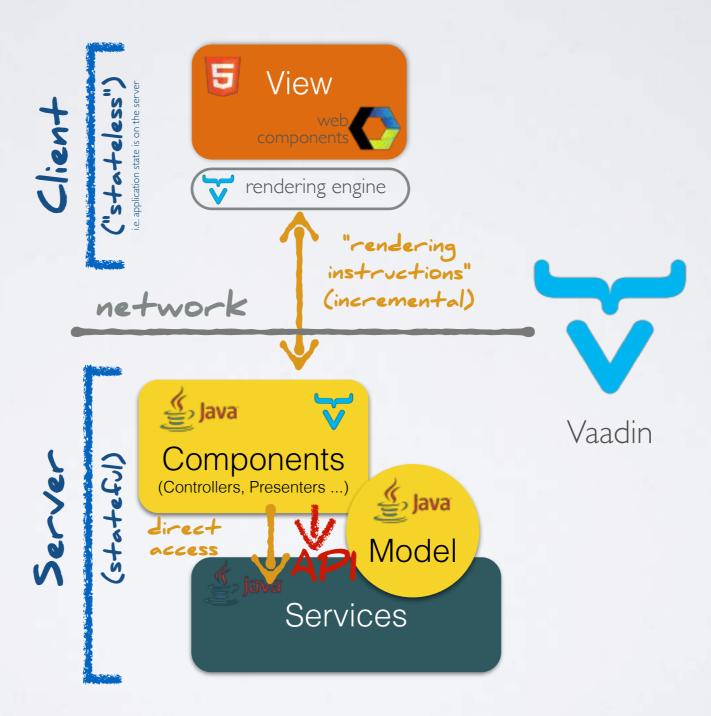
https://labs.vaadin.com/business/

https://blazor.syncfusion.com/demos/datagrid/overview?theme=bootstrap4 https://liveview.zorbash.com/

Term definition: https://github.com/dbohdan/liveviews

Vaadin Architecture

using the browser just as a "rendering engine"



Two Perspectives on "Full-Stack"

The frontend ecosystem approaches "Full-Stack" by making server-access transparent.

The backend ecosystems (Java, .NET) approach "Full-Stack" by treating the browser as (remote) render-engine.

In both cases the "network disappears" ...

... data is automatically available in the frontend ...

... the UI automatically reflects updated on the server ...

Conclusion

The frontend ecosystem has entered a new cycle of innovation focused on "Full-Stack" development.

The pendulum is swinging back to the server ... but modern full-stack development is very different to web-development from 15 years ago.

There are many flavors of "Full-Stack" development.

Frontend technologies have a (heavy) influence on application architecture.

Thank you!

Slides & Code: https://github.com/jbandi/baselone-2024

Questions? Discussions ...





























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