we need to talk about

State

GitHub

joaomilho/elm-presentation



What would happen if React stopped supporting the state field in a component? I was always against putting state in a component - but did allow myself to think differently of the top levels components. Then this guy writes this post on Reddit and it makes sense to me. State field is a nice way to get you started with react-only app. But that's it. Pretend you cannot access this.state / setState from a component. Now what? Flux. Actions and stores. The component's props contain callbacks passed from the parent (which are actually flux Actions) and the necessary data passed from the parent (which is actually fetched from flux Stores).

What do you think?

 \vee

State is an antipattern • /r/reactjs

A bold affirmation, I know, but maybe, when you reach the end of this post, you'll agree with me. So I've been using React for more than a year...



REDDIT.COM



אוהב את זה. Benjamin Gruenbaum

65 מתוך 65 מתוך 65



Mike Kidder @mikekidder



Following

@joaomilho @markdalgleish @dan_abramov l keep imagining that @elmlang is really JS ES9/ES10 in disguise. :)

FAVORITES











1:56 AM - 31 Jul 2015









F R P

$$UI = com puter(world())$$



F R P

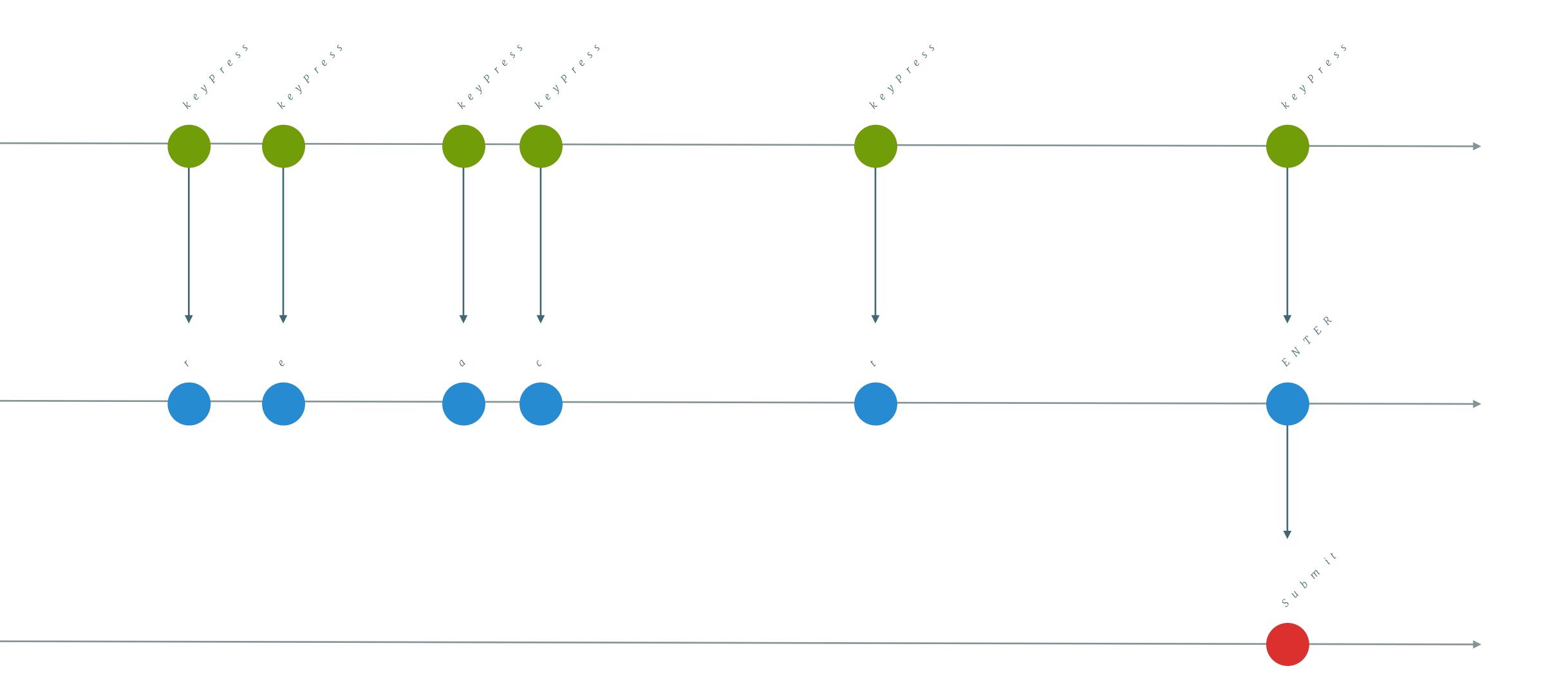
Signal system

Architecture



Signal system





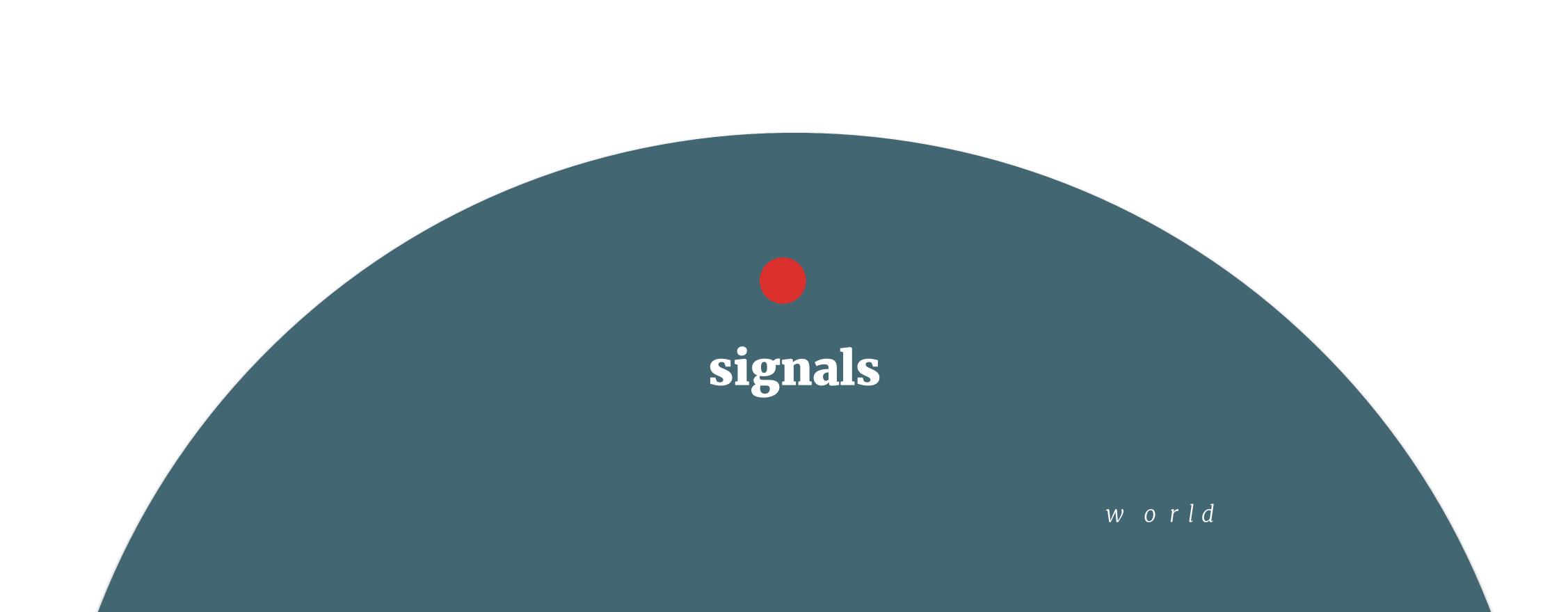
```
display
     <~ Window.height
     ~ Window.width
     ~ Mouse.x
     ~ Mouse.y
     ~ (Time.every Time.second)
display: Int \rightarrow Int \rightarrow Int \rightarrow Int \rightarrow Time \rightarrow String
```

Architecture



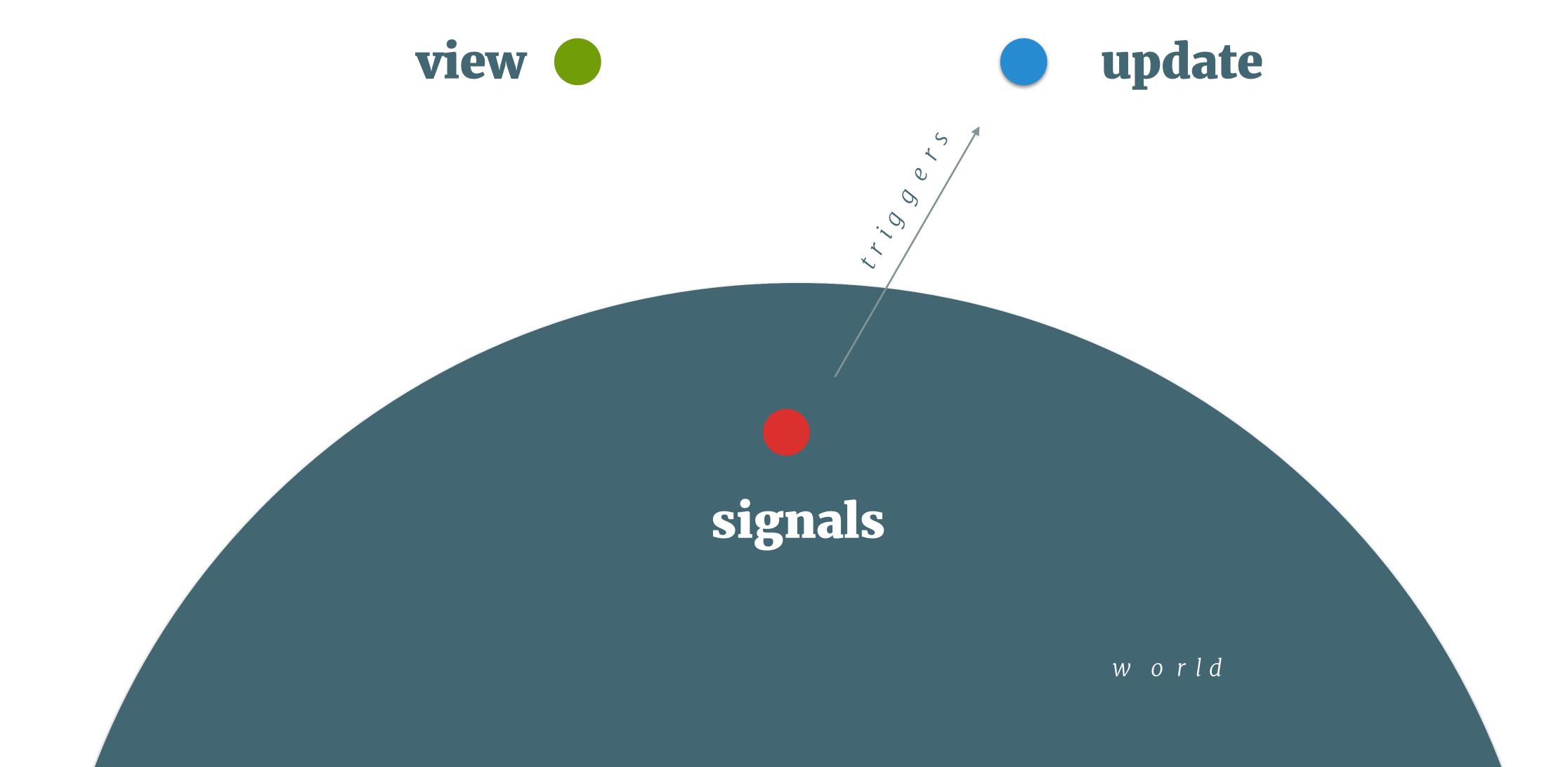
Model View Update

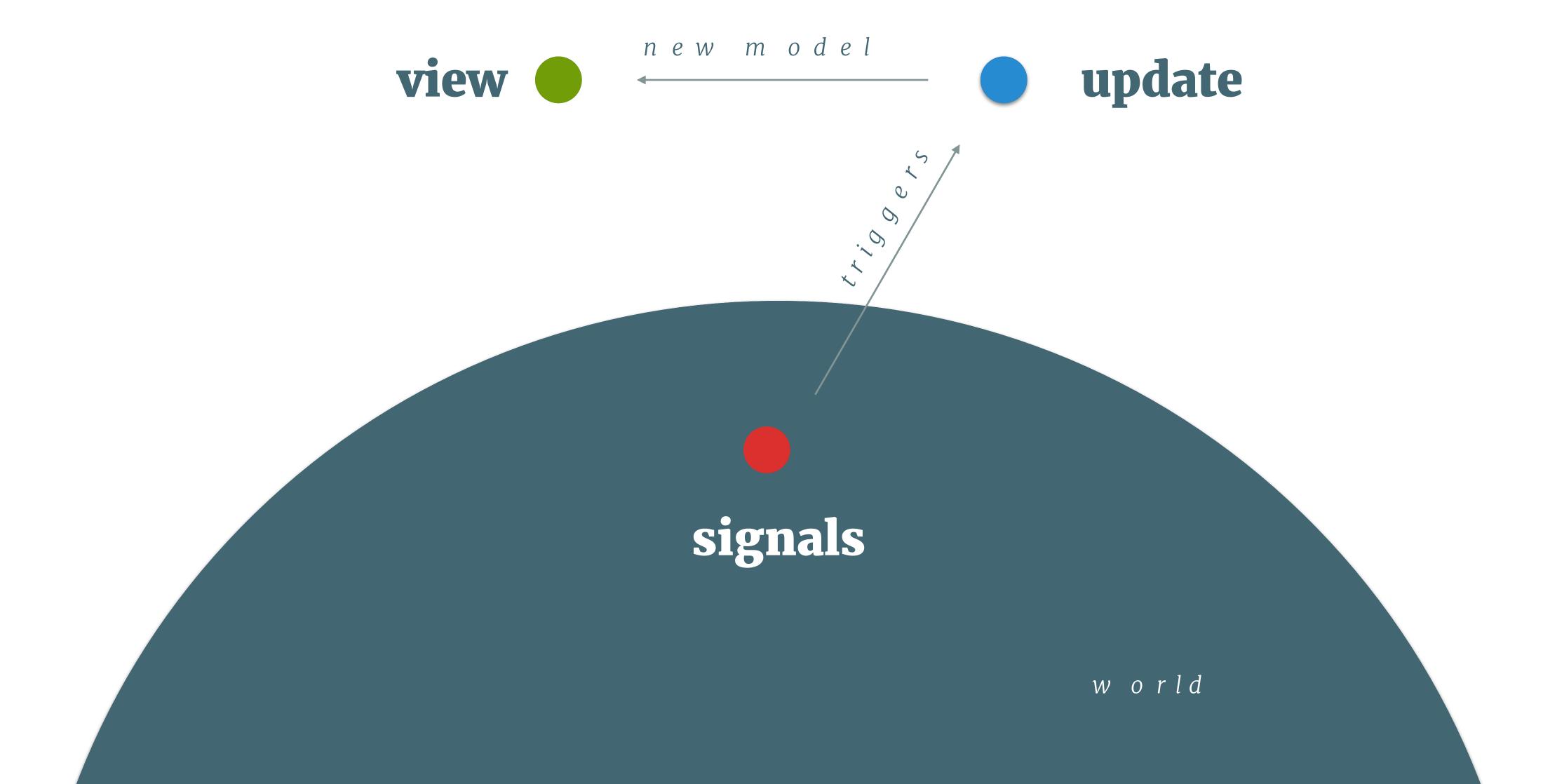




view

update





module Component where

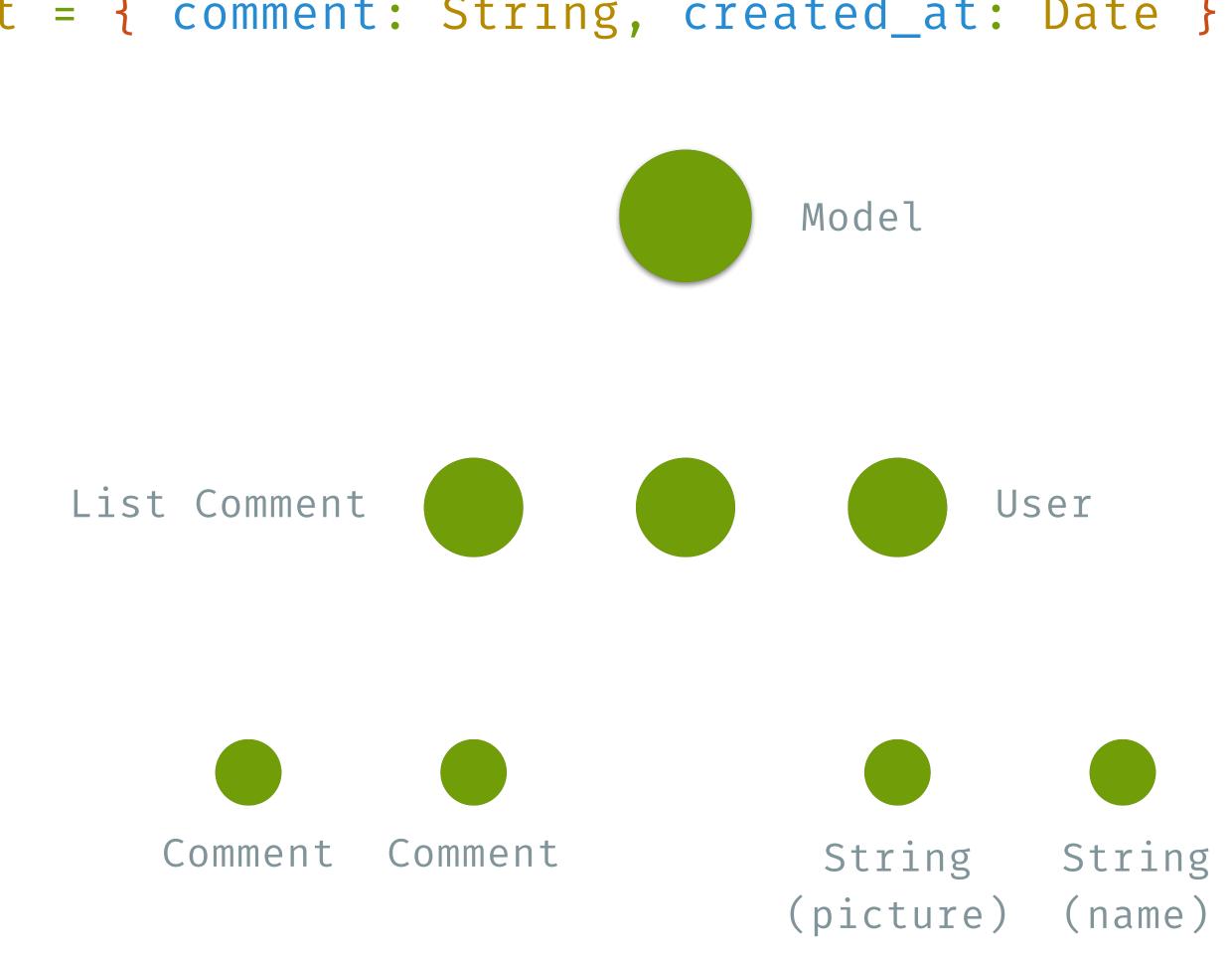
type alias Model = {...}

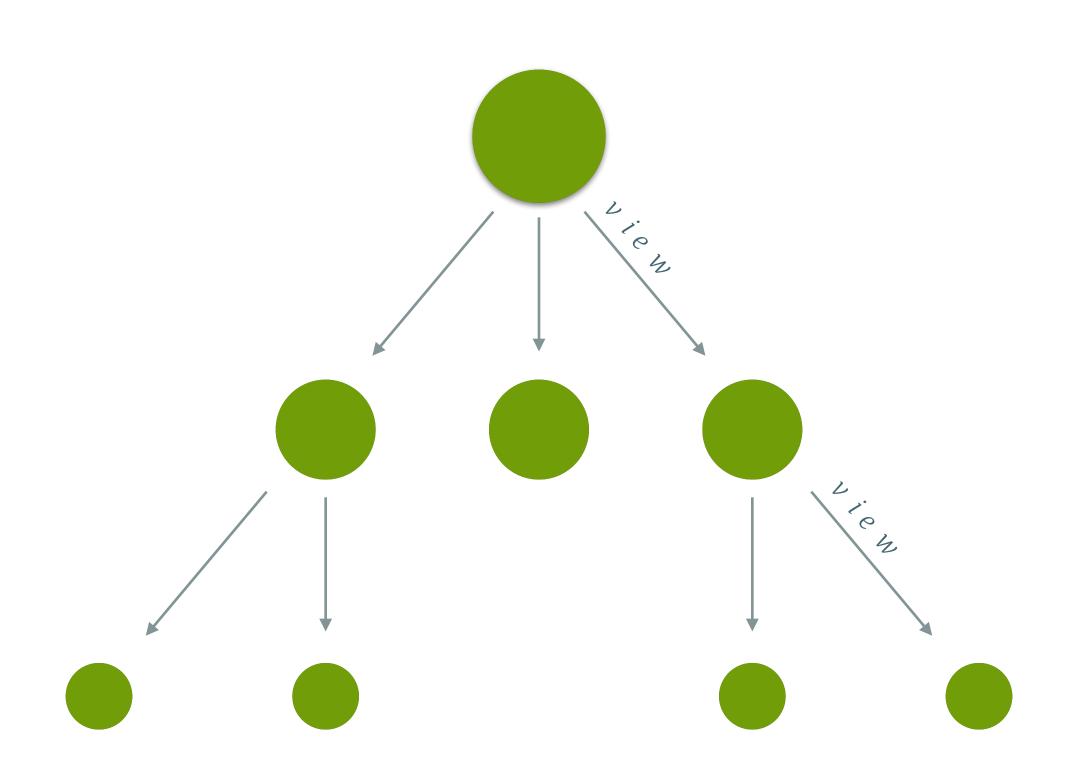
model: Model

update : Action → Model → Model

view : Address Action → Model → Html

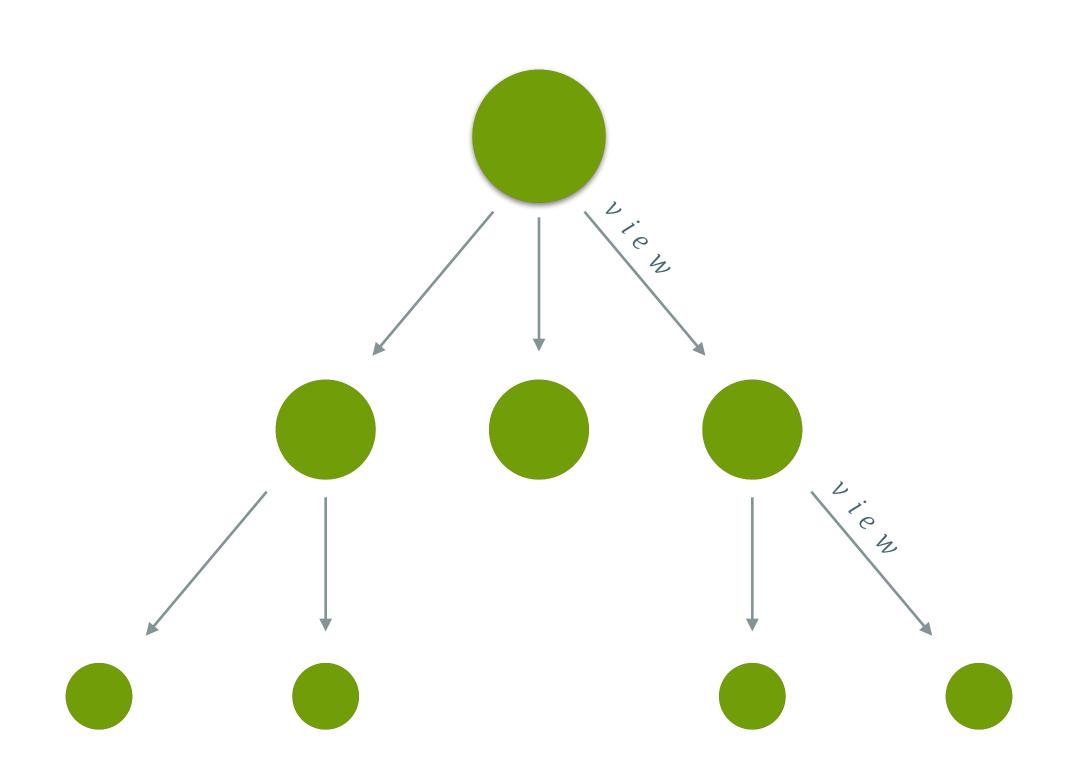
```
type alias Model = { user: User, comments: List Comment }
type alias User = { name: String, picture: String }
type alias Comment = { comment: String, created_at: Date }
```





signals triggers signals





Composition must care about data



Redux principles

Single source of truth

The state of your whole application is stored in an object tree inside a single store

State is read-only

The only way to mutate the state is to emit an action, an object describing what happened

Mutations are written as pure functions

To specify how the state tree is transformed by the actions, you write pure reducers

Finally!



