

Comparison of Modern JS Frameworks

The Process

Ground Rules

Goal: Build the same app using Vue, React, Angular & Ember to compare and contrast approaches.

- Latest version only
- No CSS-in-JS
- No external libraries*
- Same application / functionality
- Generate app via CLI
- No unit / integration / e2e tests
- Mobile design only
- No outside help - docs / google only

Disclaimer!

ONE DOES NOT SIMPLY

TURN 3 NEW JS FRAMEWORKS IN 4 D

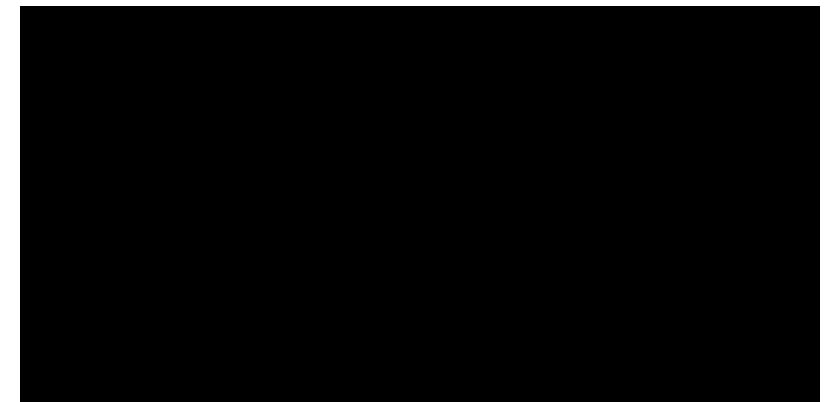
The App

GitHub Repos

- **Ember:** /johnstonbl01/game-shop-ember
- **React:** /johnstonbl01/game-shop-react
- **Vue:** /johnstonbl01/game-shop-vue
- **Angular:** /johnstonbl01/game-shop-angular

Deployed Apps

- **Ember:** game-shop-ember.netlify.app
- **React:** game-shop-react.netlify.app
- **Vue:** game-shop-vue.netlify.app
- **Angular:** game-shop-angular.netlify.app



Build Details

Order	Framework	Version	Build Time
1	React	16.13.x	~2d
2	Vue	2.6.x	~1d
3	Angular	9.1.x	<1d
4	Ember	3.18.x	~2d

Objective Comparisons

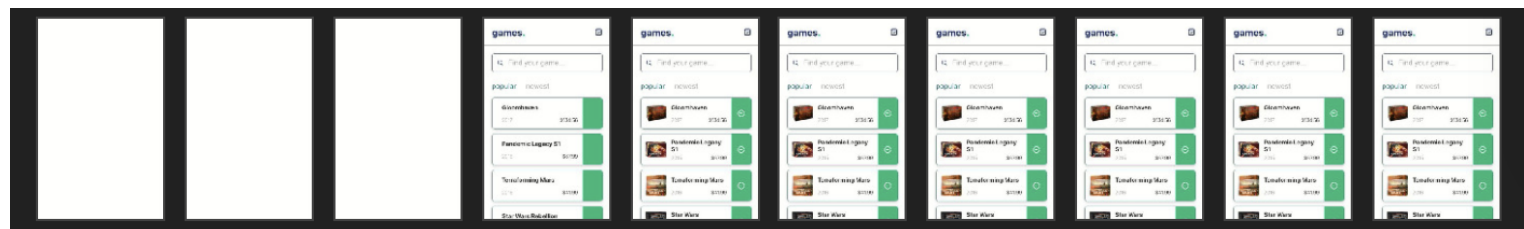
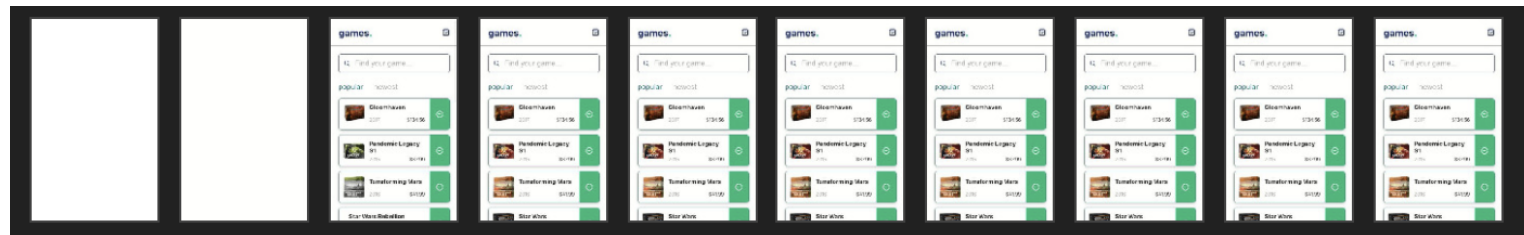
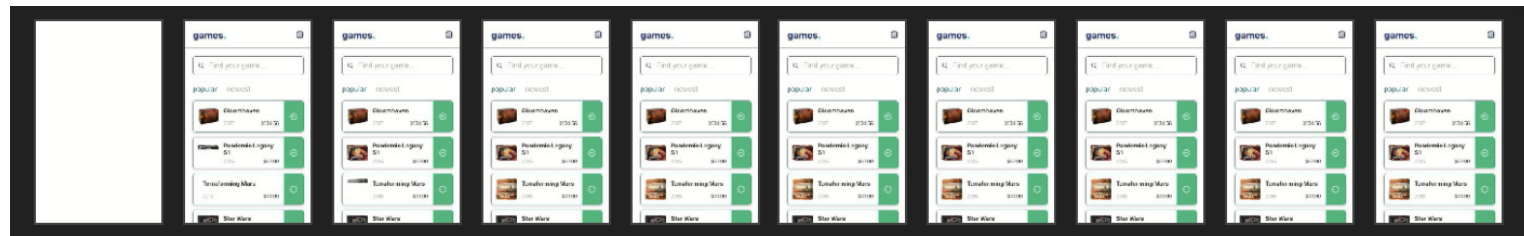
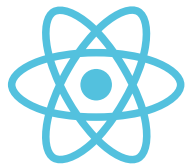
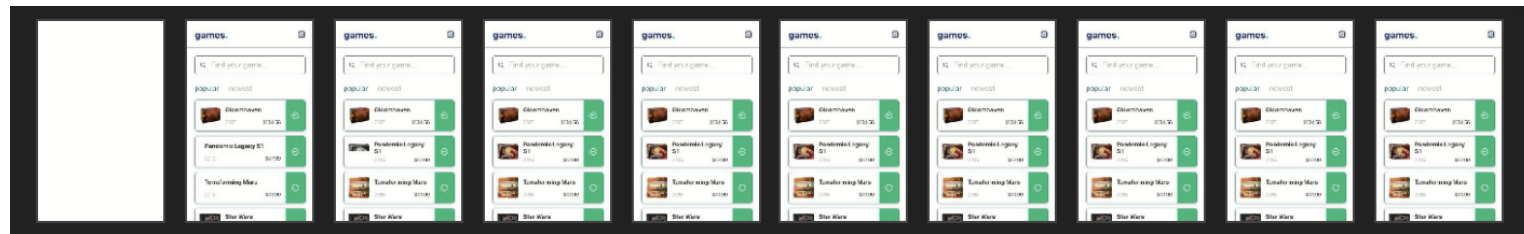
Project Metrics

Framework	LOC	Folders	Files
React	304	10	9
Ember	313	8	14
Vue	361	1	10
Angular	425	10	23

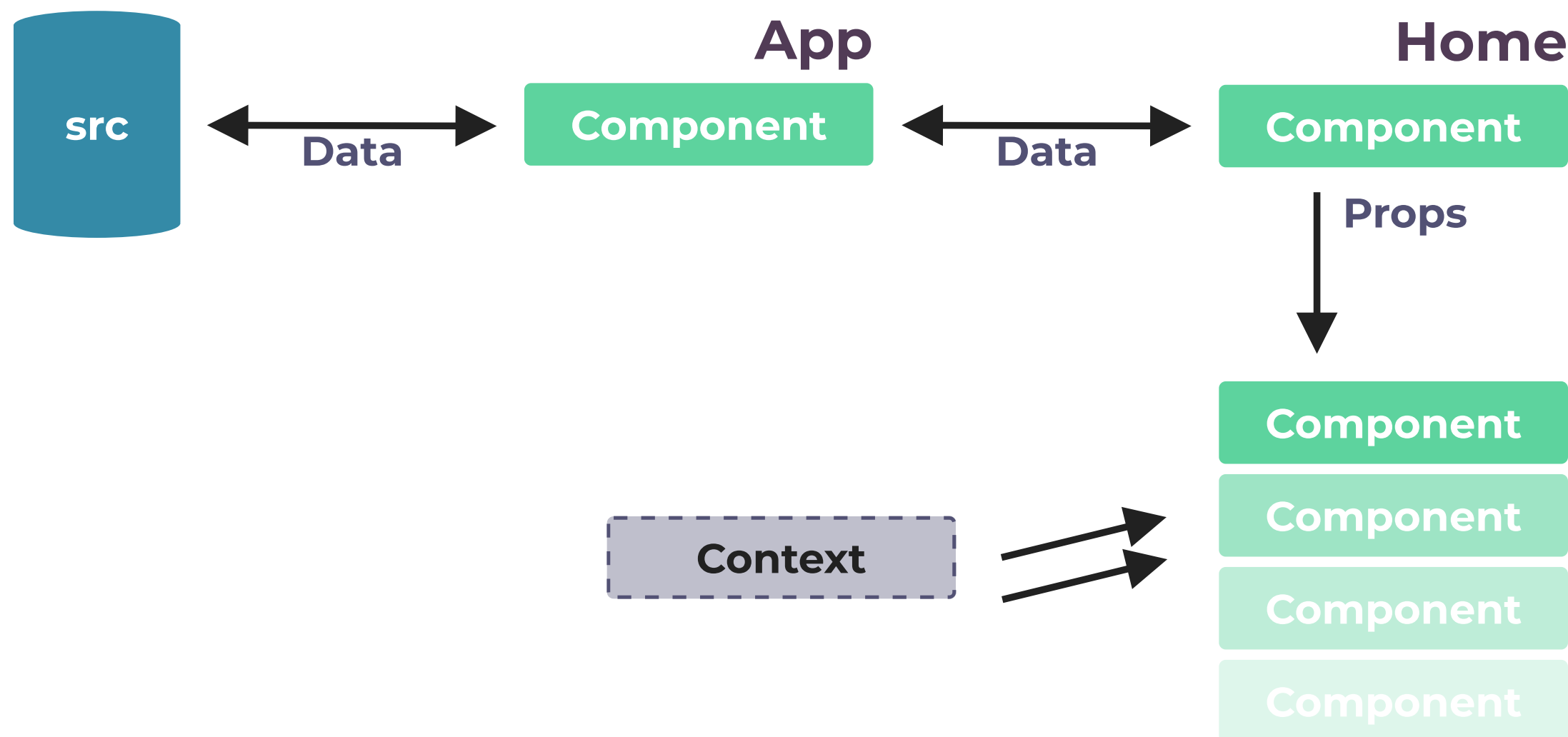
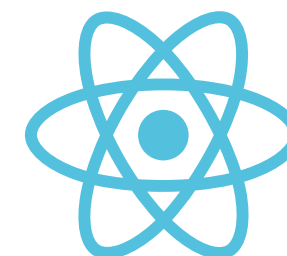
Performance

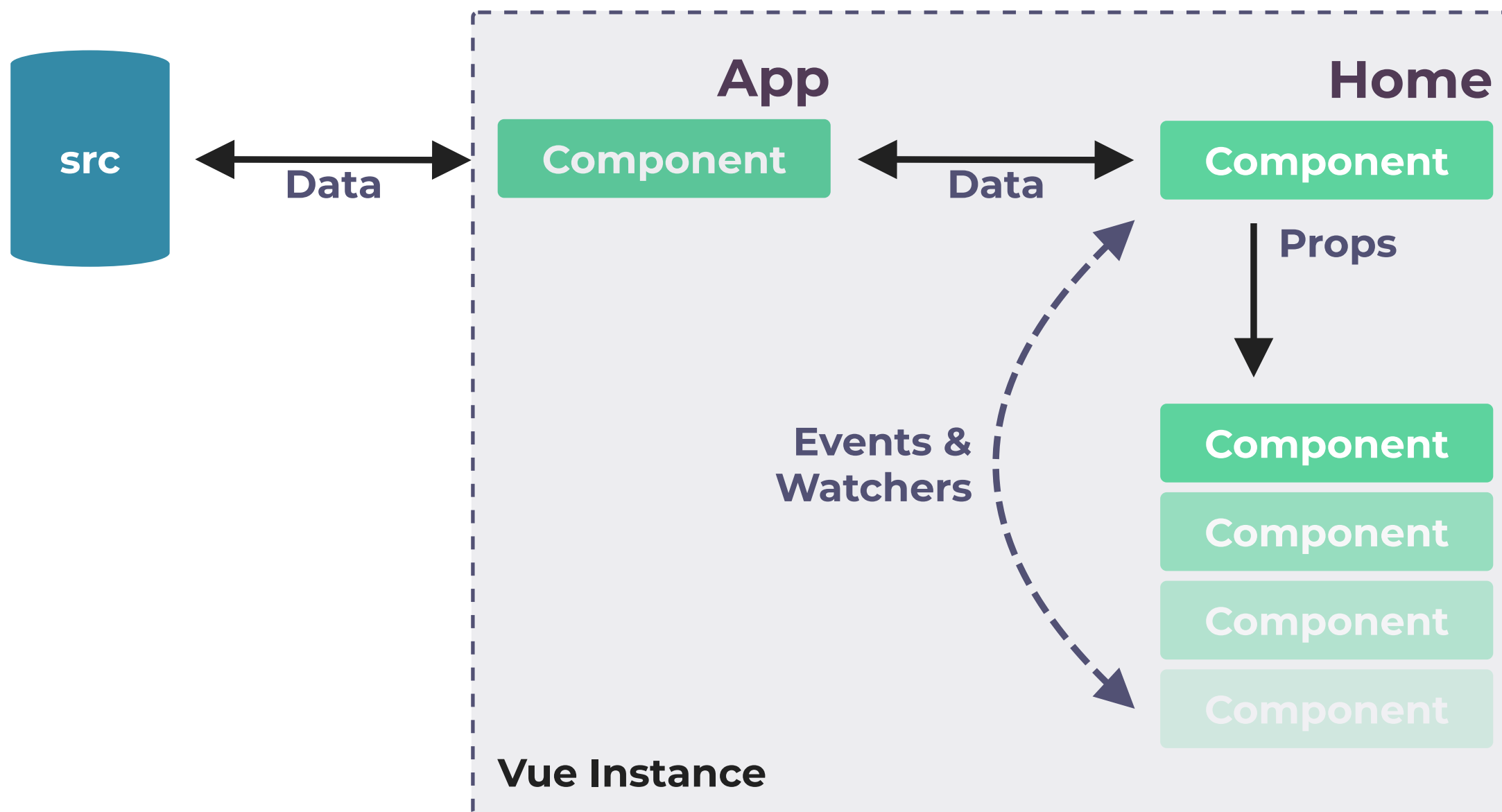
Framework	TTI (s)	JS Bundle (kb)	Lighthouse
Vue	1.6	53.7	100
React	1.8	52.3	100
Ember	3.0	187.3	96
Angular	5.3	523.5	72

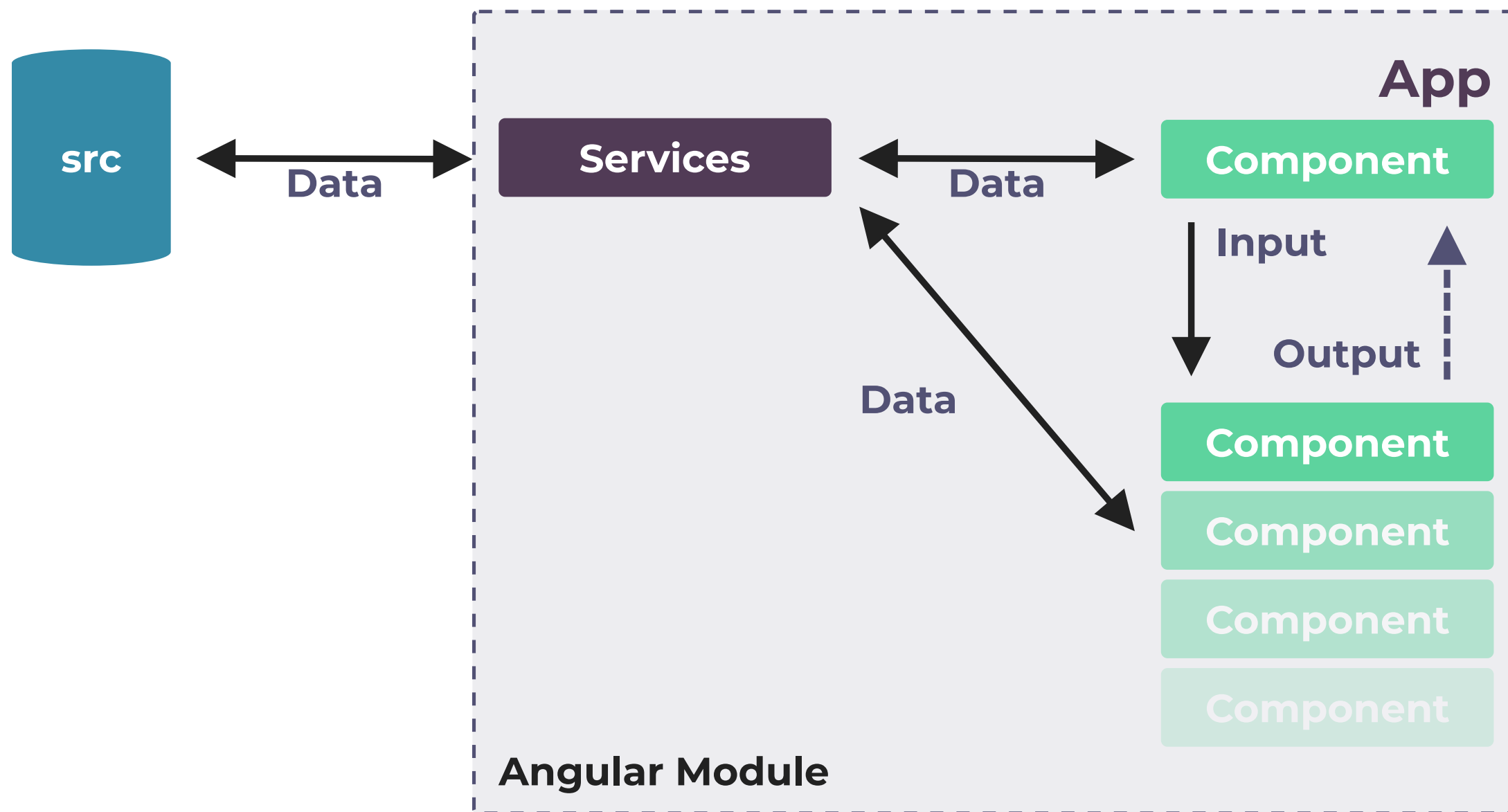
Perf Timelines



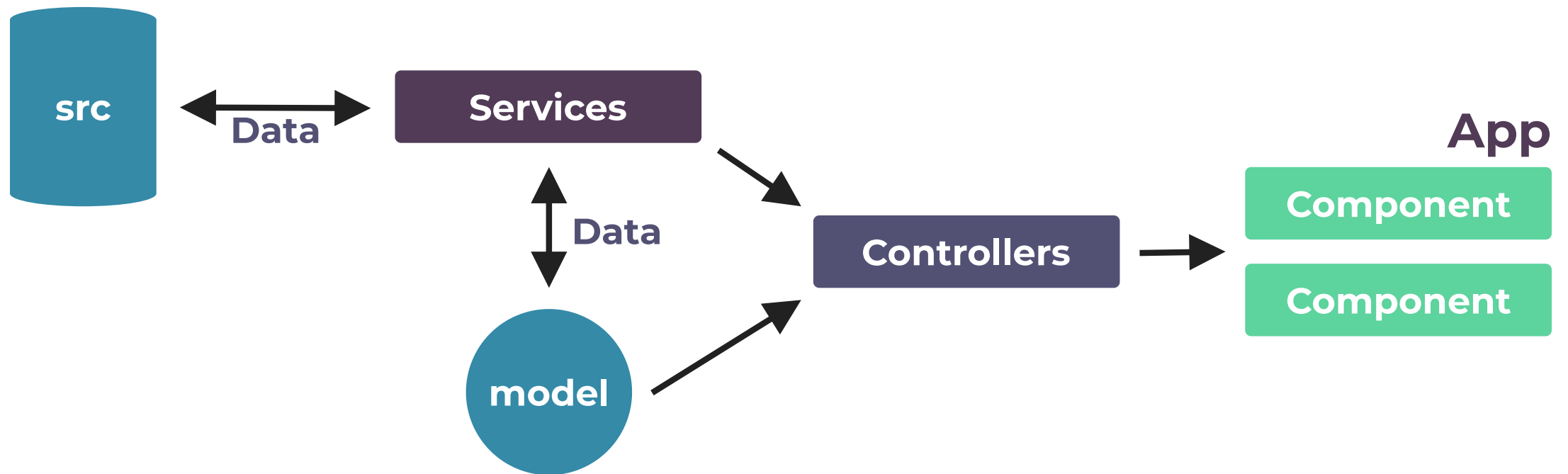
App Architecture







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Subjective Comparisons

Disclaimer!

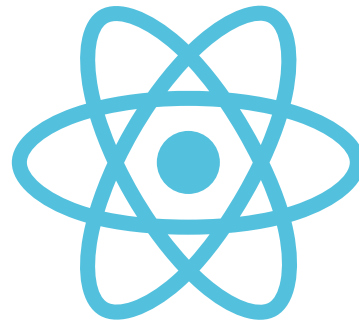


Yeah, well, that's just, like,
your opinion, man.

Documentation & CLI

- **React:** 4 / 5
- **Vue:** 4 / 5
- **Angular:** 3.5 / 5
- **Ember:** 3 / 5

General Thoughts



Pros

- The slogan "it's just JavaScript" feels right
- Easy to pass data around
- Feels very "light"; not much boilerplate
- Amazing tooling

Cons

- Some framework-specific conventions
- JSX can be weird at first
- Very JS heavy



Pros

- Very approachable
- Lots of features built-in
- Single file components
- Amazing tooling

Cons

- Can be difficult to share logic
- Missing solutions for some common issues (i.e. fragments)
- Some conventions can be confusing



Pros

- Very defined conventions with some flexibility
- Very detailed documentation
- Still difficult to learn
- Amazing tooling

Cons

- Observables
- Lots of boilerplate
- Very JS Heavy
- TypeScript

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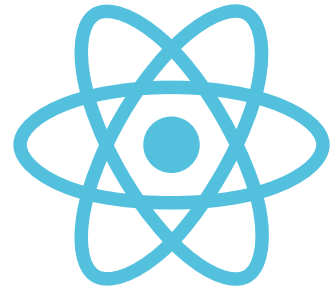
Pros

- Everything has a place
- Helpful community

Cons

- Mixed conventions currently
- Docs out of date
- Difficult paradigms / conventions
- Easy tasks are difficult

Enjoyment



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T. HANK