Vue 3 at Keap

Making the world a better place by keeping up with modern frontend frameworks /s



New to Vue 3

- Composition API
- Other new features
 - Teleport
 - Fragments (multiple root elements)
- Performance
- First-class Typescript support

New features

- Teleport
 - Similar to `portal-vue`, can move elements/components through the DOM
- Fragments
 - Multiple root elements in component
- Composition API
- Many others

Fragments example

BEFORE

AFTER

```
<template>
  <AppHeader />
  <AppMain />
  <AppFooter />
  </template>
```

Composition API

Example Component

Multiple root nodes! 🎉

Object API vs. Composition API

OBJECT API

```
export default {
   data() {
       return { count: 0 }
   },
   computed: {
       countSquared() {
            return this.count ** 2
   methods: {
       increment() {
            this.count += 1
```

COMPOSITION API

```
import { computed, ref } from 'vue'
export default {
    setup() {
        const count = ref(0)
        const increment = () \Rightarrow count.value += 1
        const countSquared = computed(
            () \Rightarrow count.value ** 2
        return {
             count,
             countSquared,
            increment
```

Sure, that's great, it can do the same thing.

What makes it better?

Separation of concerns

Imagine a component that has a header with a tooltip and also needs to render a list of things based on an API call.

OPTIONS API

```
data() {
    return {
        isTooltipOpen: false,
        loading: false,
        items: []
    }
}
```

```
computed: {
    sortedItems() { ... }
    tooltipTitle() { ... }
}
```

```
methods: {
    async loadItems() { ... }
    toggleTooltip() { ... }
}
```

COMPOSITION API

```
setup() {
    // ITEMS
    const loading = ref(false)
    const items = ref([])
    const sortedItems = computed(() \Rightarrow { ... })
    const loadItems = () \Rightarrow { ... }
    mounted(() \Rightarrow loadItems())
    // TOOLTIP
    const isTooltipOpen = ref(false)
    const tooltipTitle = computed(() \Rightarrow { ... })
    const toggleTooltip = () \Rightarrow { ... }
    // Only return the items used in the template
    // e.g. Don't return loadItems or items
    return { ... }
```

`<script setup>`

more info

```
<script setup>
import { ref, computed } from 'vue'

const count = ref(0)
const countDoubled = computed(() ⇒ count.value * 2)
const increment = () ⇒ count.value += 1
</script>
```

All of these constants become available in the template.

Better Vue Tooling

- Enhanced Vue DevTools extension
- Better intelliense
- Vetur
- Volar

Performance

- Smaller bundle size due to treeshakeability
- Mounts quicker
- Updates quicker
- Uses less memory
- Spreadsheet with details

First-class Typescript support

Why Typescript?

- More reliable/higher confidence in code
- Typing acts as documentation
- Better tooling/intellisense
- Easier to maintain with high amount of developers

Sure, but why Typescript in Vue?

Better type safety for props

```
VUE 2
 props: {
   broadcast: {
     type: Object,
     required: true,
     // default: () \Rightarrow ({}),
   },
 props: {
   broadcast: {
     type: Object,
     required: true,
     validator: (value) \Rightarrow {
        ['id', 'scheduleDate'].forEach((key) \Rightarrow {}
          broadcast.hasOwnProperty(key)
```

VUE 3 + TYPESCRIPT

```
import { PropType } from 'vue'

type Broadcast = {
   id: string | number;
   scheduleDate: string;
}

props: {
   broadcast: {
     type: Object as PropType<Broadcast>,
     required: true,
   }
}
```

```
// Using <script setup> syntactic sugar

type Broadcast = {
   id: string | number;
   scheduleDate: string;
}

const { broadcast } = defineProps<{</pre>
```

Great, sign me up!

Migration

- 1. Remove deprecated syntax for slots
- 2. Upgrade to compat version (Vue 3.1)
- 3. Resolve incompatible and partially compatible issues
- 4. Upgrade related dependencies (vuex, vue-router, vue-i18n)
- 5. Refactor app and components over time to remove features removed from Vue 3
- 6. Update eslint plugins to vue3 plugins

Full migration guide