

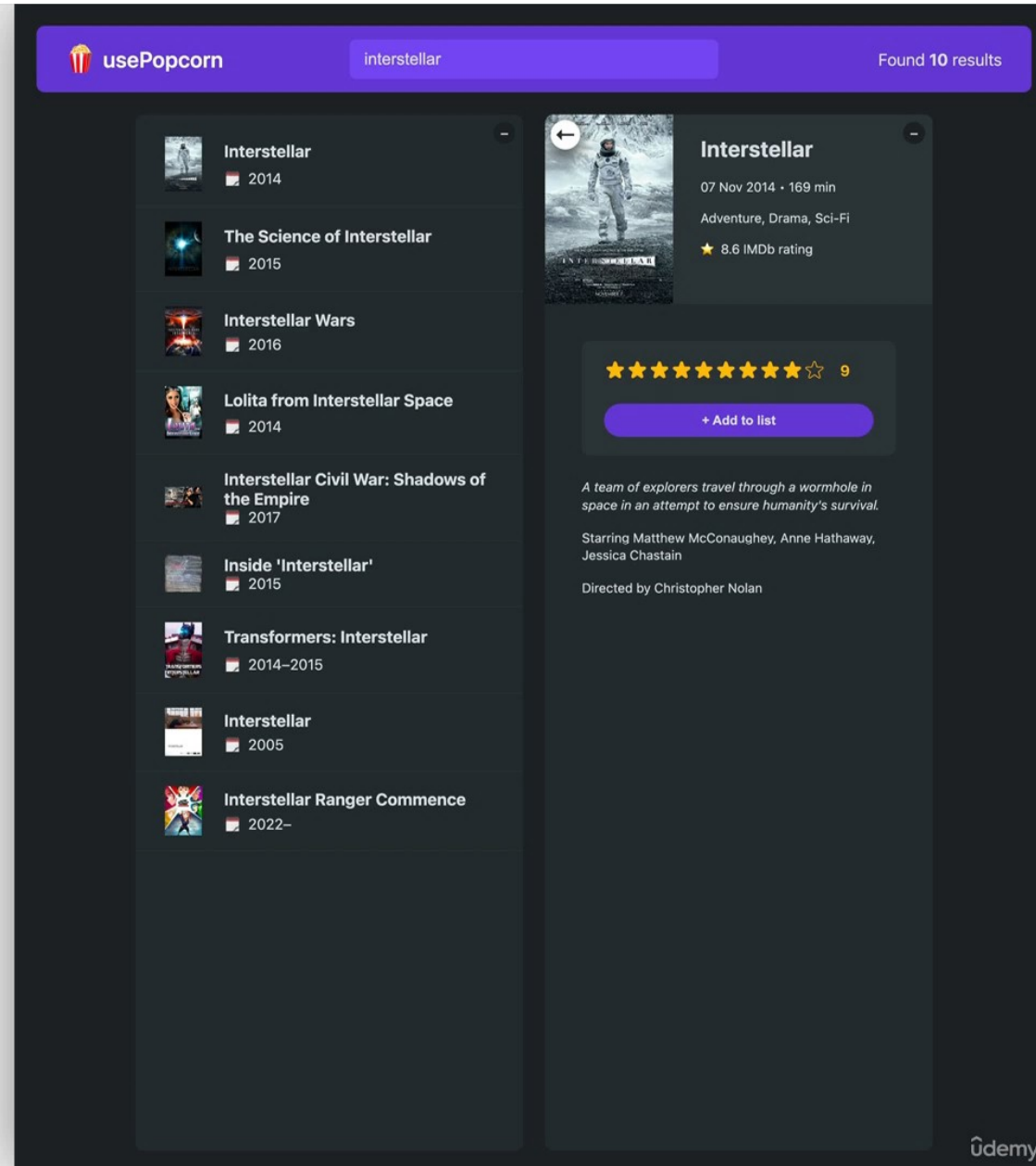
👉 How to **think** about components

👉 Composition

👉 Reusability

👉 How to **split** a component

👉 Building **layouts**





inception

Found 9 top results



Inception

2010



Inception: The Cobol Job

2010



Inception: Jump Right Into the Action

2010



The Crack: Inception

2019



Inception

2014



Inception: 4Movie Premiere Special

2010



WWA: The Inception

2001



Inception

16 Jul 2010 · 148 min

Action, Adventure, Sci-Fi

★ 8.8 IMDb rating



A thief who steals corporate secrets through the use of dream-sharing technology is given the inverse task of planting an idea into the mind of a C.E.O., but his tragic past may doom the project and his team to disaster.

Starring Leonardo DiCaprio, Joseph Gordon-Levitt, Elliot Page

Directed by Christopher Nolan

COMPONENT SIZE MATTERS



Just one huge
component

COMPONENT SIZE

SMALL

HUGE

- 👉 Too many **responsibilities**
- 👉 Might need too many **props**
- 👉 Hard to **reuse**
- 👉 **Complex** code, hard to understand

COMPONENT SIZE MATTERS

Many small components



COMPONENT SIZE

SMALL

- 👉 We end up with 100s of mini-components
- 👉 Confusing codebase
- 👉 Too **abstracted**

Creating something new to hide the implementation details of that thing

HUGE

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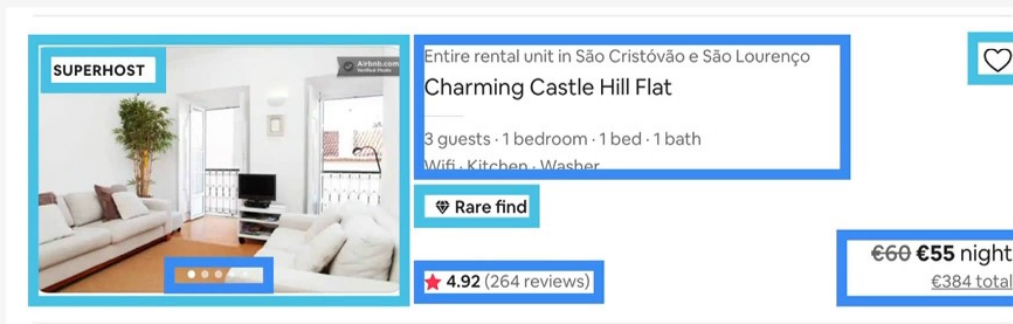
Creating something new to hide the implementation details of that thing

Generally, we need to find the right balance between too specific and too broad

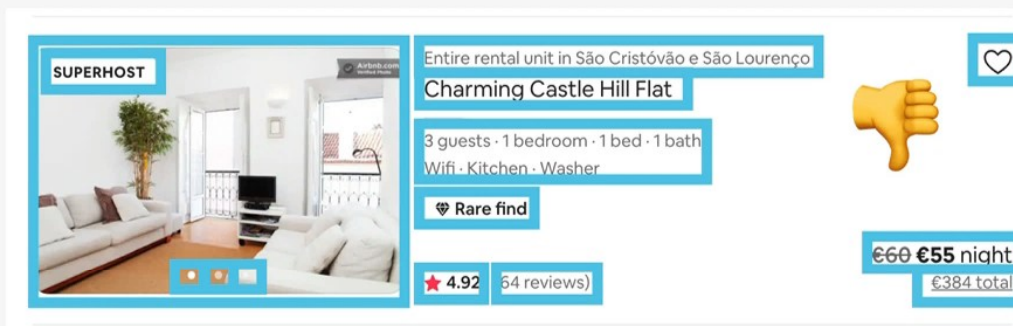
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HOW TO SPLIT A UI INTO COMPONENTS



- ✓ Logical separation
- ✓ Some are reusable
- ✓ Low complexity



HOW TO SPLIT A UI INTO COMPONENTS

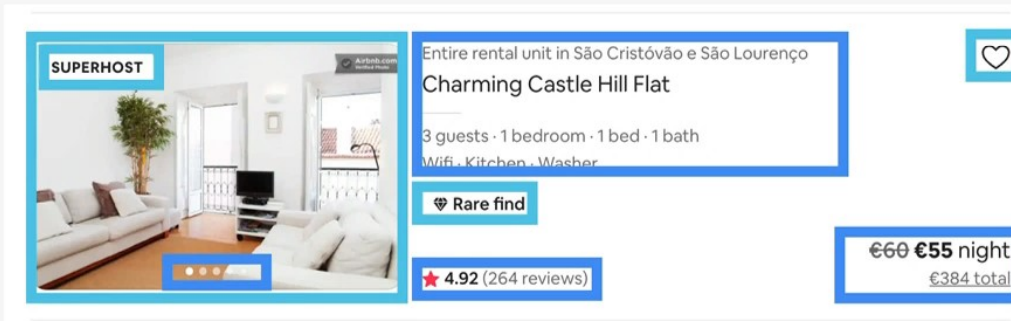
👉 The 4 criteria for splitting a UI into components:

1. Logical separation of content/layout

2. Reusability

3. Responsibilities / complexity

4. Personal coding style



- ✓ Logical separation
- ✓ Some are reusable
- ✓ Low complexity



FRAMEWORK: WHEN TO CREATE A NEW COMPONENT?

💡 **SUGGESTION:** When in doubt, start with a relatively big component, then split it into smaller components as it becomes necessary

Skip if you're sure you need to reuse. But otherwise, you don't need to focus on reusability and complexity early on

1. Logical separation of content/layout

👉 Does the component contain pieces of content or layout that **don't belong together**?

2. Reusability

👉 Is it possible to reuse part of the component?
👉 Do you **want** or **need** to reuse it?

3. Responsibilities / complexity

👉 Is the component doing too **many different things**?
👉 Does the component rely on too **many props**?
👉 Does the component have too **many pieces of state** and/or effects?
👉 Is the code, including JSX, too **complex/confusing**?

4. Personal coding style

👉 Do you prefer **smaller** functions/components?

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👏 These are all **guidelines...** It will become intuitive over time!

SOME MORE GENERAL GUIDELINES



Be aware that creating a new component **creates a new abstraction**. Abstractions have a **cost**, because **more abstractions require more mental energy** to switch back and forth between components. So try not to create new components too early



Name a component according to **what it does** or **what it displays**. Don't be afraid of using long component names



Never declare a new component **inside another component**!

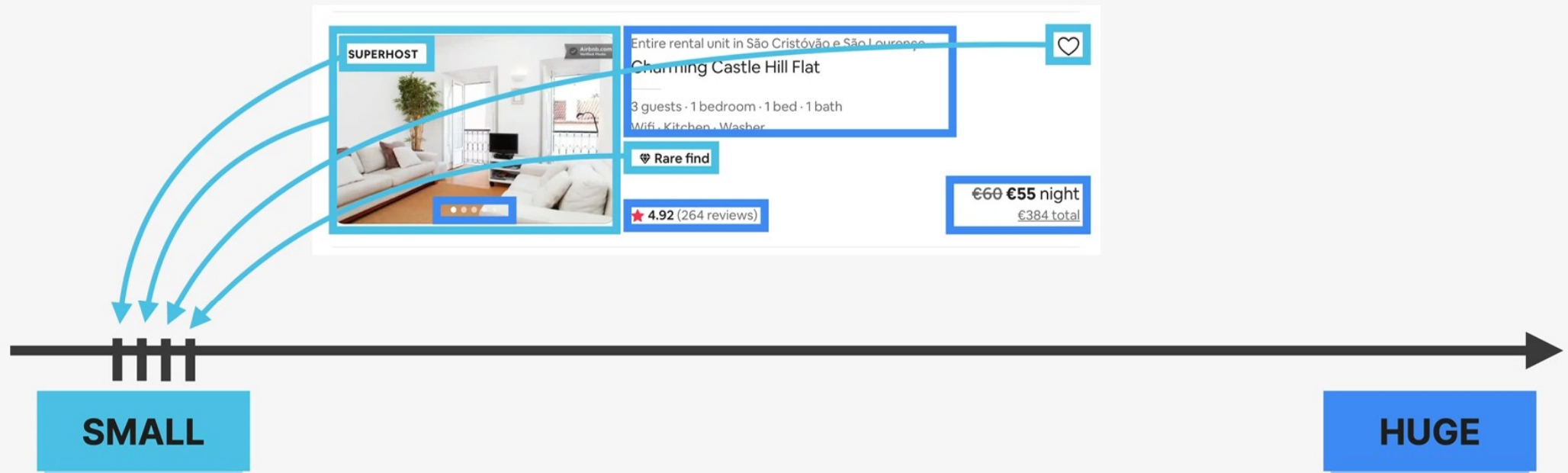


Co-locate related components inside the same file. Don't separate components into different files too early



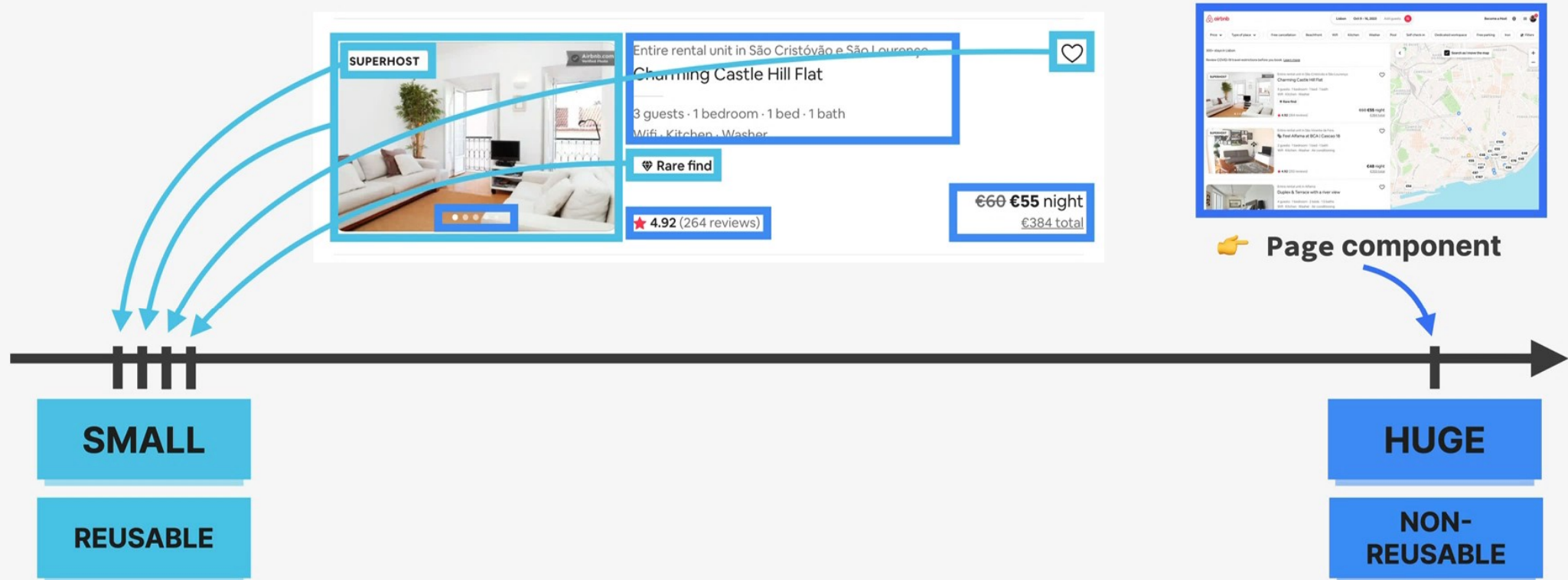
It's completely normal that an app has components of **many different sizes**, including very small and huge ones (*See next slide...* ➡)

ANY APP HAS COMPONENTS OF DIFFERENT SIZES AND REUSABILITY



- 👉 Some very small components are necessary!
- 👉 Highly reusable
- 👉 Very low complexity

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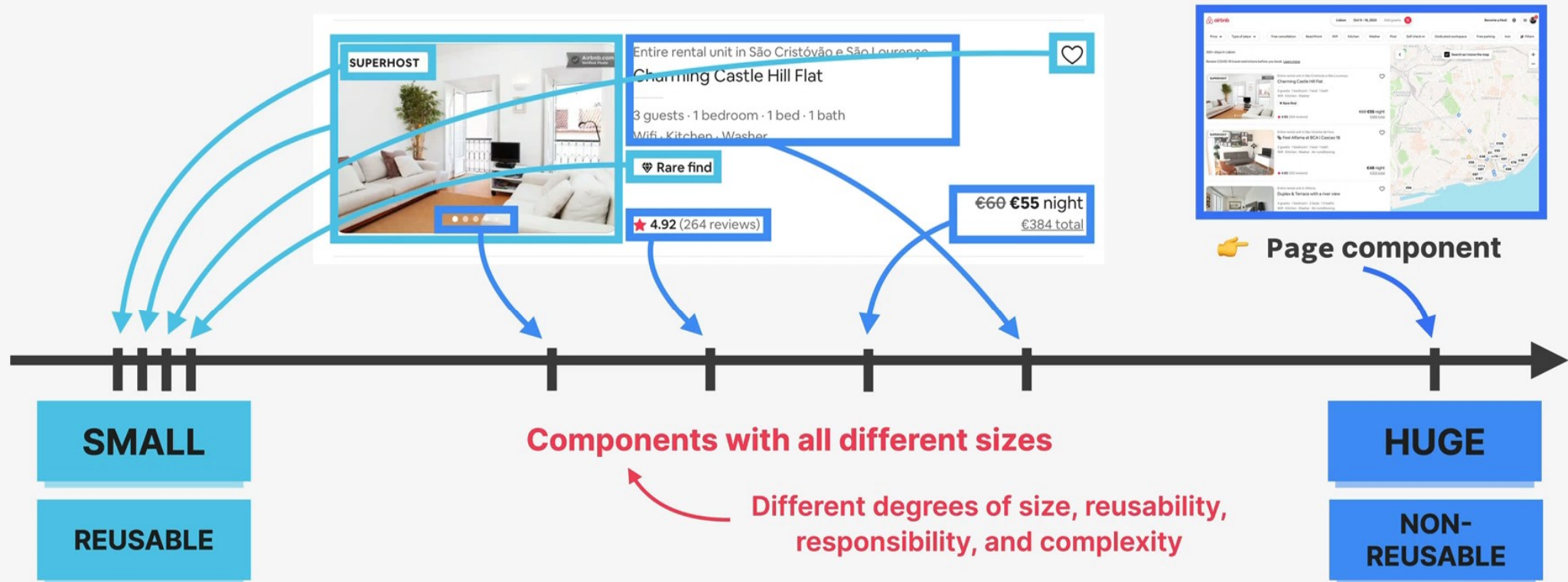
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