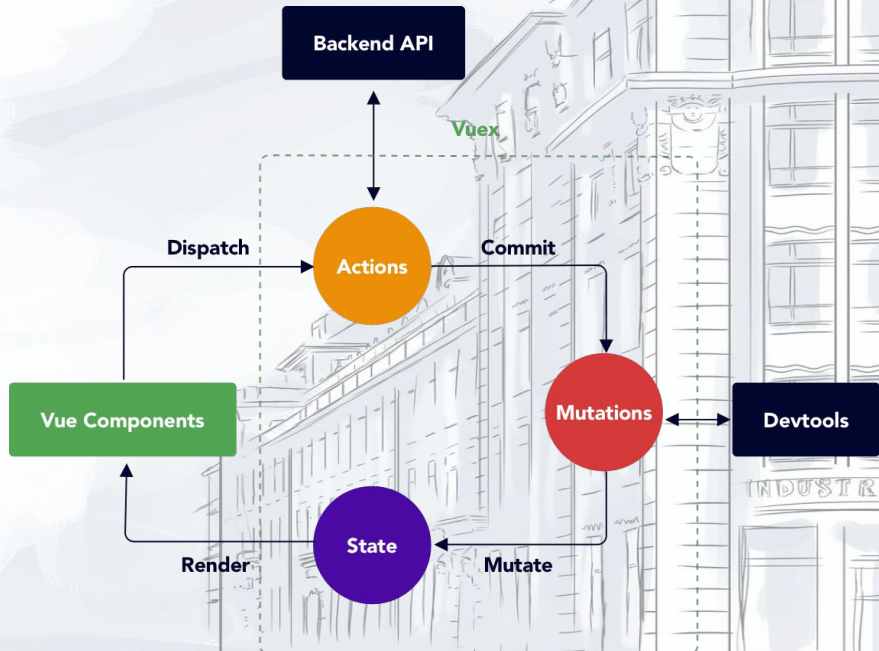




Vuex - Evil Singleton

Was man über Vuex wissen sollte

Die schöne Idee



Die hässliche Realität

State ist ein Singleton

- code smell
- eigenen Lifecycle
- starke Kopplung
- status behaftet

Problem

- Jeder darf das Singleton verändern
- Das verbietet kein Sprachfeature
- Das prüft kein Compiler
- Das prüft kein Linter

Konkret

```
1 import Vue from 'vue';
2 import Vuex from 'vuex';
3
4 Vue.use(Vuex);
5
6 export default new Vuex.Store({
7   state: {
8     foo: { bar: 'stored value' },
9   },
10  getters: { },
11  mutations: { },
12  actions: { },
13 });
```

```
1 <template>
2   <div class="home">
3     <h1>Outer 'foo.bar': {{getFoo.bar}} </h1>
4   </div>
5 </template>
6
7 <script lang="ts">
8   import Store from '../store'
9   import { Component, Vue } from 'vue-property-decorator'
10
11   @Component
12   export default class Home extends Vue {
13     get getFoo() { return Store.state.foo; }
14   }
15 </script>
```

Wo ist jetzt das Problem?

```
11 @Component
12 export default class FooFromStore extends Vue {
13   private foo:any = { bar: '' };
14
15   private mounted() { this.foo = Store.state.foo; }
16
17   get fooBar() { return this.foo.bar; }
18
19   set fooBar(newFooBar:string){
20     this.foo.bar = newFooBar;
21
22     const localFooFreshFromStore = Store.state.foo;
23     if( localFooFreshFromStore.bar === this.foo.bar) {
24       console.log('>>> Who the fuck changed the store value.');
```


2 Lösungsideen

Use getters they return copies

```
1 import Vue from 'vue';
2 import Vuex from 'vuex';
3
4 Vue.use(Vuex);
5
6 export default new Vuex.Store({
7   state: {
8     foo: { bar: 'stored value' },
9   },
10  getters: {
11    fooCopy(state) { return Object.assign({}, state.foo); },
12  },
13  mutations: {
14    setFoo(state, foo) { state.foo = foo; },
15  },
16  actions: { },
17 });
```

Mutate only state sub parts

```
1 import Vue from 'vue';
2 import Vuex from 'vuex';
3
4 Vue.use(Vuex);
5
6 export default new Vuex.Store({
7   state: {
8     foo: { bar: 'stored value' },
9   },
10  getters: {
11  },
12  mutations: {
13    setFooBar(state, bar) { state.foo.bar = bar; },
14  },
15  actions: { },
16 });
```



Fertsch

INDUSTRIEPALAST