

13-1 分析不同子节点类型,React VDOM DIFF 的处理

协调函数

协调子节点的核心函数是 reconcileChildFibersImpl , 这里根据不同的子节点 newChild 的类型进行协调:

```
DebugReact > src > react > packages > react-reconciler > src > JS ReactChildFiber.js > ☆ createChildReconciler
1610
         function reconcileChildFibersImpl(
1611
            returnFiber: Fiber,
1612
           currentFirstChild: Fiber | null,
1613
           newChild: any,
1614
          lanes: Lanes,
1615
         debugInfo: ReactDebugInfo | null,
1616
         ): Fiber | null {
1617 > // This function is not recursive. ...
1626
           const isUnkeyedTopLevelFragment =
1627
            typeof newChild === 'object' &&
1628
            newChild !== null &&
1629
            newChild.type === REACT_FRAGMENT_TYPE &&
            newChild.key === null;
1630
            // 如果newChild是Fragment类型,且没有key,则直接协调其子节点
1631
1632
           if (isUnkeyedTopLevelFragment) {
1633
            newChild = newChild.props.children;
1634
1635
1636
           // Handle object types
1637
           // 单个节点、数组、迭代器、promise、context
1638 >
           if (typeof newChild === 'object' && newChild !== null) {...
1731
1732
1733
           if (
1734
             (typeof newChild === 'string' && newChild !== '') ||
1735
             typeof newChild === 'number'
1736 >
           ) { ...
            }
1745
1746
1747
           if (__DEV__) { ...
1754
1755
1756
           // Remaining cases are all treated as empty.
1757
            return deleteRemainingChildren(returnFiber, currentFirstChild);
1758
```

协调 Fragment

如果 newChild 是 Fragment 类型,且没有 key,则直接协调其子节点。

```
JavaScript

const isUnkeyedTopLevelFragment =
    typeof newChild === 'object' &&
    newChild !== null &&
    newChild.type === REACT_FRAGMENT_TYPE &&
    newChild.key === null;
    // 如果newChild是Fragment类型,且没有key,则直接协调其子节点

if (isUnkeyedTopLevelFragment) {
    newChild = newChild.props.children;
}
```

协调单个节点

```
return placeSingleChild(
    reconcileSingleElement(
        returnFiber,
        currentFirstChild,
        newChild,
        lanes,
        mergeDebugInfo(debugInfo, newChild._debugInfo),
    ),
);
```

协调多个子节点

```
return reconcileChildrenArray(
   returnFiber,
   currentFirstChild,
   newChild,
   lanes,
   mergeDebugInfo(debugInfo, newChild._debugInfo),
);
```

文本节点

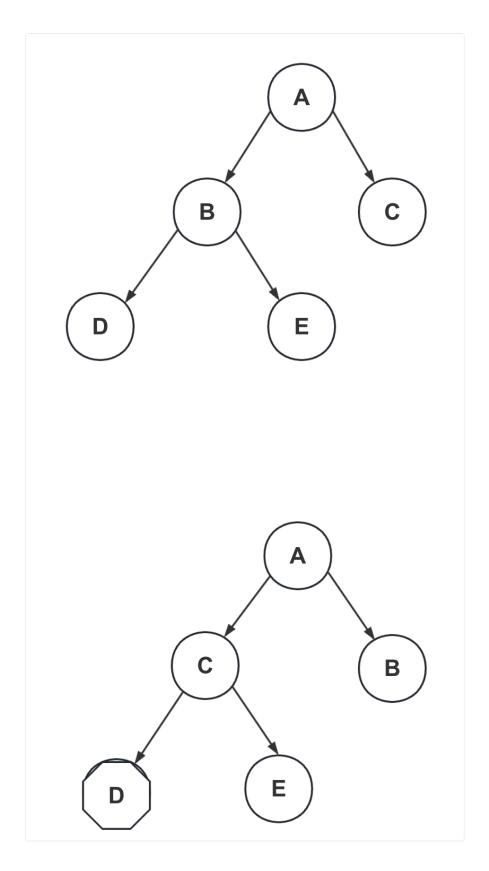
```
return placeSingleChild(
  reconcileSingleTextNode(
    returnFiber,
    currentFirstChild,
    '' + newChild,
    lanes,
```

```
),
);
```

协调规则

目的:构建新的子 fiber 结构。

检查是否有老节点,如果有,则检查是否可以**复用老节点**。否则,**创建新节点**。



复用老节点规则

- 1. 同一层级下
- 2. 相同 key

3. 相同 type

工具函数

删除单个节点

```
function deleteChild(returnFiber: Fiber, childToDelete: Fiber): void
  if (!shouldTrackSideEffects) {
      // Noop.
      return;
  }
  const deletions = returnFiber.deletions;
  if (deletions === null) {
      returnFiber.deletions = [childToDelete];
      returnFiber.flags |= ChildDeletion;
  } else {
      deletions.push(childToDelete);
   }
}
```

删除节点链表

```
function deleteRemainingChildren(
  returnFiber: Fiber,
  currentFirstChild: Fiber | null,
): null {
  if (!shouldTrackSideEffects) {
    return null;
  }

  let childToDelete = currentFirstChild;
  while (childToDelete !== null) {
    deleteChild(returnFiber, childToDelete);
    childToDelete = childToDelete.sibling;
```

```
return null;
}
```