



15-6 实现 contextType，掌握类组件对于 Context 消费方式的原理

示例

React TSX

```
// !1. 创建context对象
const CountContext = createContext(100); // 默认值
const ThemeContext = createContext("red"); // 默认值

// !2. 创建Provider组件，用于向后代组件传递value
function FunctionComponent() {
  const [count, setCount] = useReducer((x) => x + 1, 0);

  return (
    <div className="border">
      <h1>函数组件</h1>
      <button onClick={() => setCount()}>{count}</button>

      {/* [green, count, count+1] */}
      <ThemeContext.Provider value="green">
        <CountContext.Provider value={count}>
          <CountContext.Provider value={count + 1}>
            <Child />
          </CountContext.Provider>
        </CountContext.Provider>
      </ThemeContext.Provider>
    </div>
  );
}
```

```

        </CountContext.Provider>
        <Child />
    </CountContext.Provider>
    </ThemeContext.Provider>
</div>
);
}

function Child() {
    // !3. 后代组件消费value，寻找的最近的匹配的Provider组件的value
    const count = useContext(CountContext);
    const theme = useContext(ThemeContext);
    return (
        <div className={"border " + theme}>
            <h1>Child</h1>

            <p>第一种消费方式：useContext</p>
            <p>{count}</p>

            <p>第二种消费方式：Consumer</p>
            <ThemeContext.Consumer>
                {(theme) => (
                    <div className={theme}>
                        <CountContext.Consumer>
                            {(value) => <p>{value}</p>}
                        </CountContext.Consumer>
                    </div>
                )}
            </ThemeContext.Consumer>

            <p>第三种消费方式：contextType，只能消费单一的context来源</p>
            <ClassComponent />
        </div>
    );
}

class ClassComponent extends Component {
    static contextType = CountContext;
    render() {
        console.log("ClassComponent render");
        return (

```

```

    <div className="border">
      <h1>类组件</h1>
      <p>{this.context as number}</p>
    </div>
  );
}
}

```

实现

Changes 3	History	packages/react/src/ReactBaseClasses.ts
<input checked="" type="checkbox"/> 3 changed files <input checked="" type="checkbox"/> examples/src/main.tsx <input checked="" type="checkbox"/> packages/react-reconciler/src/ReactFiberBeginWork.ts <input checked="" type="checkbox"/> packages/react/src/ReactBaseClasses.ts		<pre> @@ -1,5 +1,6 @@ - export function Component(props: any) { + export function Component(props: any, context: any) { this.props = props; + this.context = context; } Component.prototype.isReactComponent = {}; </pre>
Changes 3	History	packages/react-reconciler/src/ReactFiberBeginWork.ts
<input checked="" type="checkbox"/> 3 changed files <input checked="" type="checkbox"/> examples/src/main.tsx <input checked="" type="checkbox"/> packages/react-reconciler/src/ReactFiberBeginWork.ts <input checked="" type="checkbox"/> packages/react/src/ReactBaseClasses.ts		<pre> @@ -89,7 +89,14 @@ function updateHostFragment(current: Fiber null, workInProgress: Fiber) { // 协调子节点 function updateClassComponent(current: Fiber null, workInProgress: Fiber) { const { type, pendingProps } = workInProgress; - const instance = new type(pendingProps); + const context = type.contextType; + const newValue = readContext(context); + let instance = workInProgress.stateNode; + if (current === null) { + instance = new type(pendingProps); + workInProgress.stateNode = instance; + } + instance.context = newValue; const children = instance.render(); reconcileChildren(current, workInProgress, children); return workInProgress.child; </pre>