

10-4 如何实现类组件渲染的源码

资源

1. 类组件

定义 Component

ReactBaseClasses.ts

TypeScript

```
export function Component(props: any) {
  this.props = props;
}

Component.prototype.isReactComponent = {};
```

render 阶段

beginWork

ReactFiberBeginWork.ts

```
TypeScript

// 类组件

function updateClassComponent(current: Fiber | null, workInProgress: F
    const { type, pendingProps } = workInProgress;

const instance = new type(pendingProps);
    workInProgress.stateNode = instance;

const children = instance.render();

reconcileChildren(current, workInProgress, children);
    return workInProgress.child;
}
```

创建 Fiber

ReactFiber.ts

```
TypeScript

function shouldConstruct(Component: Function) {
  const prototype = Component.prototype;
  return !!(prototype && prototype.isReactComponent);
}

// 根据 TypeAndProps 创建fiber
export function createFiberFromTypeAndProps(
```

```
type: any,
  key: null | string,
 pendingProps: any
) {
 let fiberTag: WorkTag = IndeterminateComponent;
  if (typeof type === "function") {
    if (shouldConstruct(type)) {
     fiberTag = ClassComponent;
    }
 }
  if (isStr(type)) {
   // 原生标签
    fiberTag = HostComponent;
 } else if (type === REACT_FRAGMENT_TYPE) {
    fiberTag = Fragment;
 }
  const fiber = createFiber(fiberTag, pendingProps, key);
 fiber.elementType = type;
  fiber.type = type;
  return fiber;
```

completeWork

