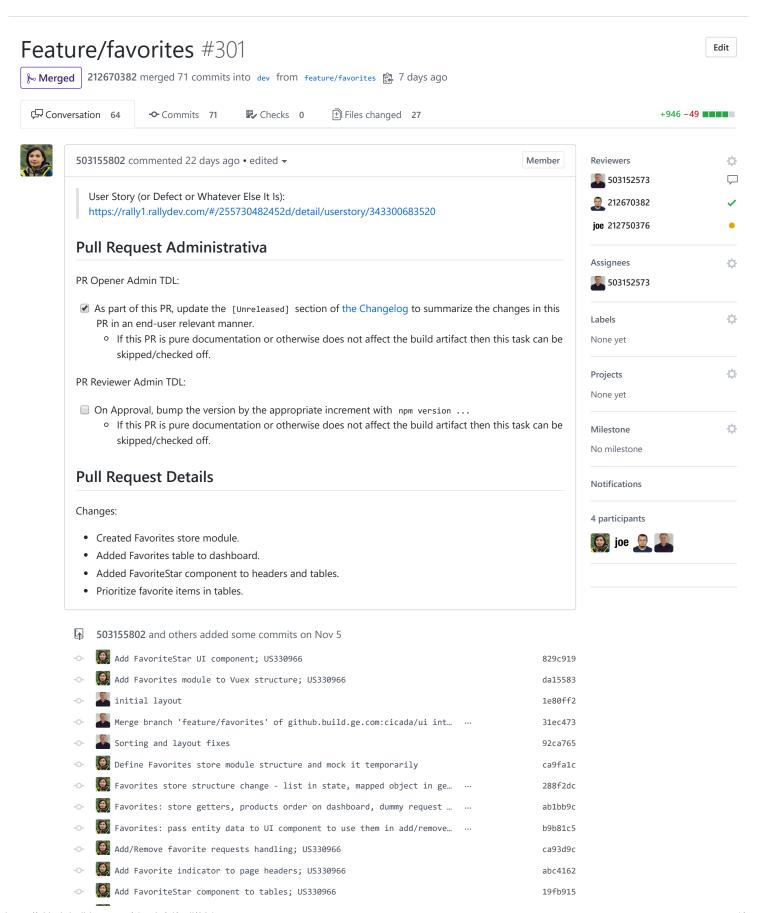
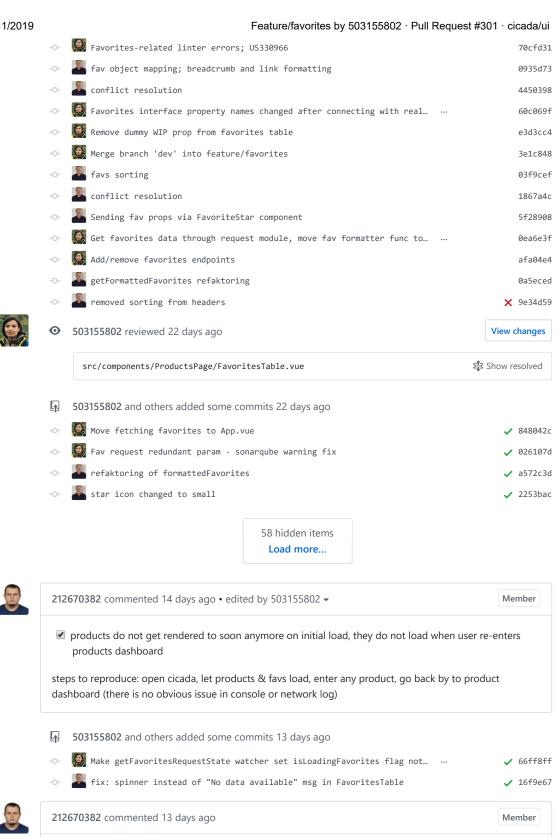
UPCOMING: Build.GE GitHub Infrastructure Migration. Please read the Build.GE GitHub Yammer announcement.

📮 cicada / ui







spinner is ok, but we seem to get back to the state, where product list is rendered to soon



503155802 reviewed 12 days ago

View changes

src/components/ProductsPage/ProductsPage.vue Outdated \$\frac{1}{4}\$ Show outdated

🎑 Always request favorites on dashboard (Kamil's request) and undo remo... ... √ 9168e99

503155802 commented 9 days ago • edited ▼

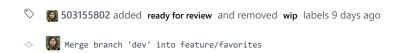


Author Member

I've received feedback from Kamil, that favorites should be additionally refreshed every time on Dashboard screen (to fetch the newest data in FavoritesTable, if someone has Cicada opened in multiple browser tabs and he starred something in the other tab).

According to that, I added dispatchFetchFavorites in FavoritesTable.

But there's something that suprised me. I thought there will be two subsequent requests (to avoid), which I expected to happen on initial app load because of another <code>dispatchFetchFavorites</code> in <code>App.vue.ButIsee</code> that only single request is being sent. Is it some "debouncing the same requests" mechanism in Requests module?



joe

212750376 commented 9 days ago • edited ▼

Memher

2f2f943

I've received feedback from Kamil, that favorites should be additionally refreshed every time on Dashboard screen (to fetch the newest data in FavoritesTable, if someone has Cicada opened in multiple browser tabs and he starred something in the other tab).

According to that, I added $\,$ dispatchFetchFavorites in FavoritesTable .

But there's something that suprised me. I thought there will be two subsequent requests (to avoid), which I expected to happen on initial app load because of another dispatchFetchFavorites in App.vue. But I see that only single request is being sent. Is it some "debouncing the same requests" mechanism in Requests module?

Yes, the Requests module as currently implemented will treat all requests with the same key as being the same request, and so will send only one actual request to the backend and return the same promise to all dispatchers. This is done as an implementation detail to allow multiple components to make the same request at the same time without having to know any other component is making it.

A request's key is by default defined by derived from the HTTP method and the reified path string (Note that this does not include any query params), but a request can be created with a specified key to override this default. Currently, this is only done with one request used by the EventsTab:

```
ui/src/util/requests/cicada/servicesRequests.ts
Lines 36 to 43 in 2a145de

36    export const getServiceDeploymentEventsHasAnyWithoutFilters = (params: {
37         serviceId: number;
38    }) =>
39         cicadaRequestFactory.get(`/services/${params.serviceId}/events`, {
40         params: { pageNumber: 1, pageSize: 1 },
41         key: `GET /services/${params.serviceId}/events (hasAny)`,
42         validate: v => assumeType<ISelectedServiceEventsPage>(v),
43    });
```

This really ought to be documented behavior, but my initial docs focused on just usage of the Requests module and not intentional design decisions.



ioe

212750376 requested changes 9 days ago

View changes

212750376 left a comment

Member

It looks to me like all the functional issues were addressed. However, confirm with Kamil if it is expected that both the Products Table and Favorites should actually show the loading spinner each time the Products Page is navigated to or if the currently displayed behavior is correct.

There are a few remaining code issues to address, mostly minor. \$\frac{1}{4}\$ Show outdated src/components/ProductsPage/ProductsPage.vue Outdated \$ Show outdated src/components/ProductsPage/ProductsPage.vue Outdated \$ Show outdated src/components/ProductsPage/ProductsPage.vue @@ -127,6 +136,19 @@ export default class ProductsPage extends Vue { return requestPermissions.createProduct(this.\$store); 138 + get isLoading(): boolean { **212750376** 9 days ago • edited **▼** | **Member** ioe Either use this with both the Products List and Favorites Table, or change the name so it's specific to the Products List (example-isLoadingProductsList). UPDATE: Per Kamil's comment just use it for both UI items. Reply... Resolve conversation \$ Show outdated src/store/state.interface.ts Outdated src/store/store.ts Outdated \$ Show outdated joe 212750376 added wip and removed ready for review labels 9 days ago Merge branch 'dev' into feature/favorites ✓ 96c67hc 212670382 commented 8 days ago • edited by 503155802 ▼ Member functional one: show loading spinner instead of fav table when returning to Product Dashboard yep, lets show this spinner, I see, that we have http request and the list is actually updated, to provide 'similar experience' as in other views (where each section: table, links, details is showing spinner when reentering). lets do same here. Plus housekeeping/cleanup items that @212750376 mentioned and we will be ready to take this one home :) 503155802 and others added some commits 8 days ago Unused imports cleanup; PR#301 ✓ e91ea8e fix: FavoritesTable @Watch replaced with isLoading prop from Products... ... ✓ f4b0cc4 2503155802 added ready for review and removed wip labels 8 days ago **212750376** 8 days ago 503155802 and others added some commits 7 days ago Replace watch favorites request state with computed; PR#301 ✓ 14be50f

Merge branch 'dev' into feature/favorites

Merge branch 'dev' into feature/favorites

1ea42f5

Merge branch 'dev' into feature/favorites

1ea42f5

212670382 removed the ready for review label 7 days ago

212670382 approved these changes 7 days ago

212670382 merged commit 9b95b21 into dev 7 days ago

7 checks passed

212670382 deleted the feature/favorites branch 7 days ago

Restore branch