

Model / State

OO pattern: MVC, MVP, MVVM

Basic idea: Everything on the screen has a representation in the model.
single

Extension: some presentation data is
Controller, presenter/view model

State: model + additional extras

Functional Principles

1. No variables
2. Every function is pure
3. Fcts 1^{st} -class

Function-style principles

1. Few variables
2. Most functions are pure
3. Same

Variables

window.document: DOM

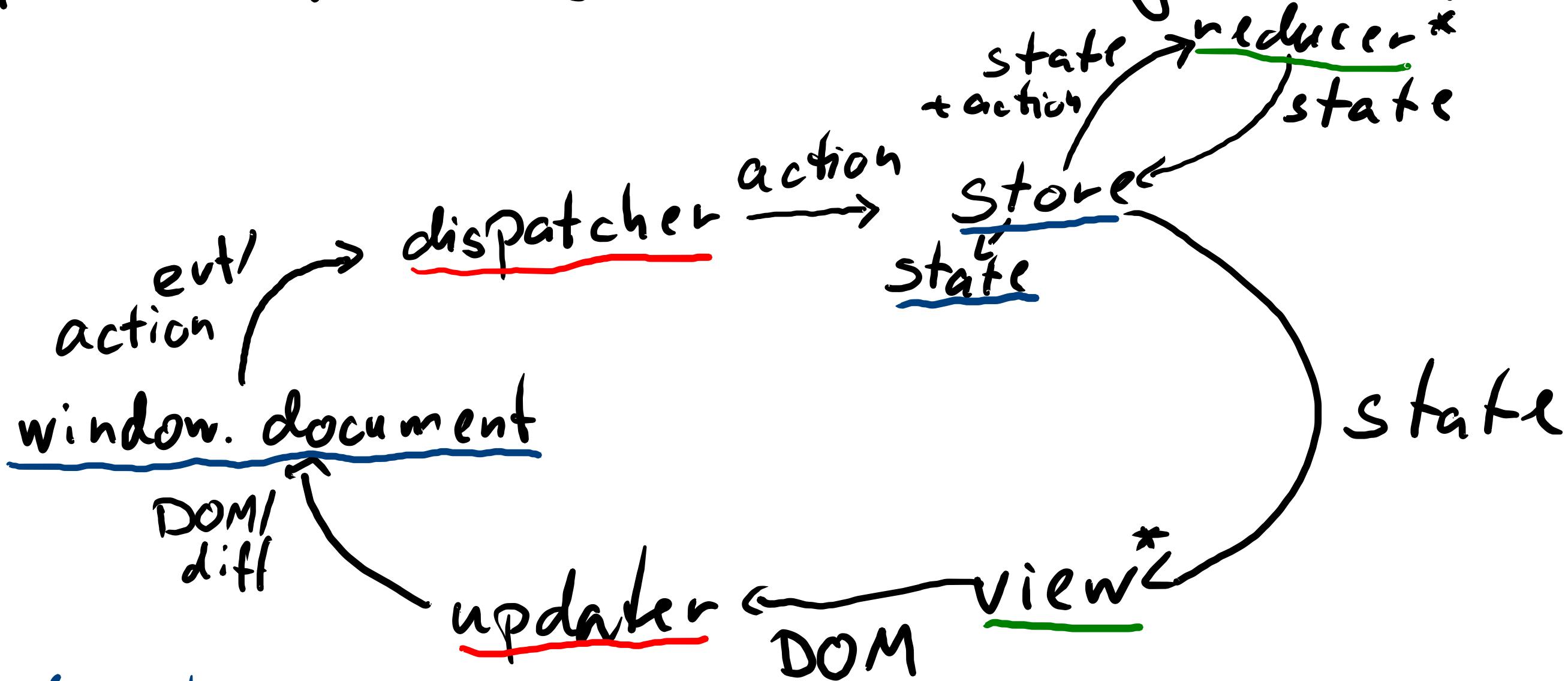
store: state

Fct-style prog base: $x = f(x)$ (if pure)
Pure functions

view: State \rightarrow DOM

reducer: Action \times State \rightarrow State

Flux Pattern (Facebook) - 1-way data flow



Variable

Inpure fct

Pure fct

*Presentation logic

Coding in Practice

View/update

1. DIY
2. React (diff)

Store/reducer

1. DIY
2. Redux

Code examples

<https://github.com/olehougaard/swa-a20/flux/swa-a2a/flux.jsx/.../tic-tac-toe/2-player.jsx>