

Вебинар

Документация на фронте

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Главный инженер-программист, ЦРИР







Пользовательская документация

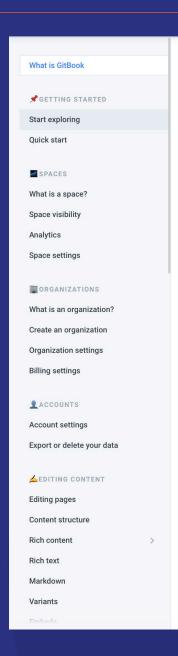






Пользовательская документация Что описывать?

- Быстрый старт (установка, настройки)
- Требования
- Как использовать
- Описание методов
- Все то, что может быть важно твоему коллеге...



What is GitBook

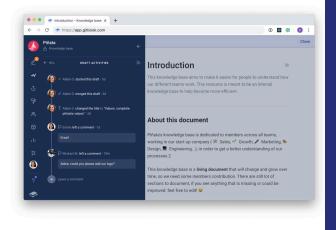
GitBook is a modern documentation platform where teams can document everything from products to internal knowledge-bases and APIs.

We want to help **teams to work more efficiently** by creating a simple but yet powerful service for them to **share their knowledge**.

Our mission is to make a **user-friendly** and **collaborative** product for everyone to create, edit and share knowledge through documentation.

With GitBook you can:

 Collaborate asynchronously with your team comment and review drafts before publishing.



 Share your knowledge publicly or privately with anyone or use a secret link to allow non-GitBook users to access your private content.





Когда начинать писать?



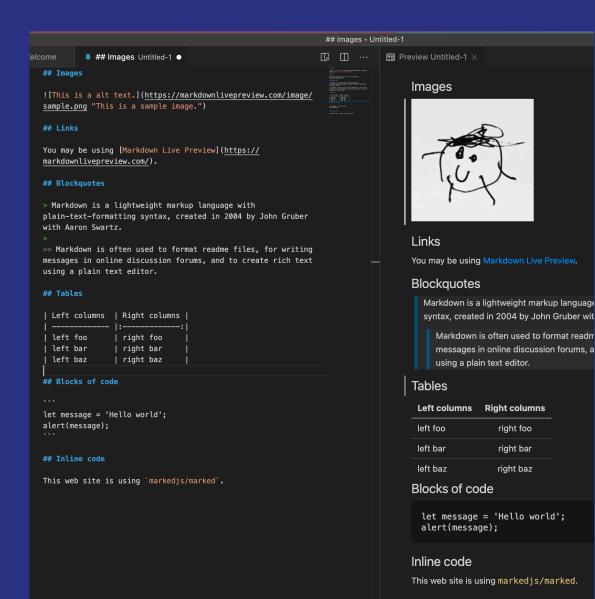


Требования к инструментам





- Работа из редактора кода
- Поддержка git
- Поддержка CD
- Markdown основной формат
- Подсветка кода с поддержкой языка



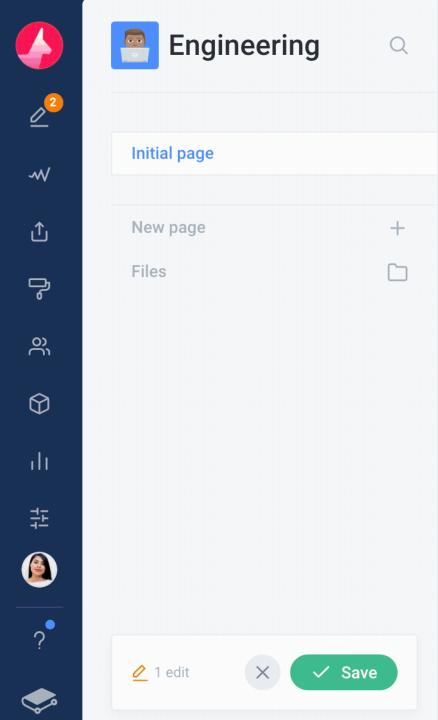


Document Everything!

For you, your users and your team

GitBook





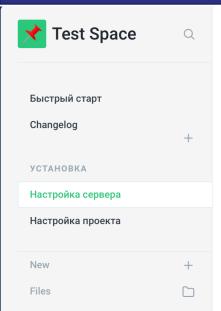
Initial page

Page description (optional)

+ | 第/ for commands, or paste a link to embed content

...





Настройка сервера

Page description (optional)

Примеры кода

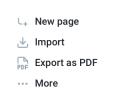
Пример кода JSX:

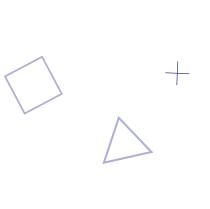
```
1 // Пример кода React
2 class Welcome extends React.Component {
3 render() {
4 return <hl>Привет, {this.props.name}</hl>;
5 }
6 }
```

 Суперсилы предоставляются случайным образом, поэтому, если вы не довольны своими, сообщите о проблеме.

Когда вы станете достаточно сильными, спасите мир:











```
# .gitbook.yaml

root: ./
structure:
   readme: README.md # Первая страница
   summary: SUMMARY.md # Структура

redirects:
   previous/page: new-folder/page.md
```

```
# Summary

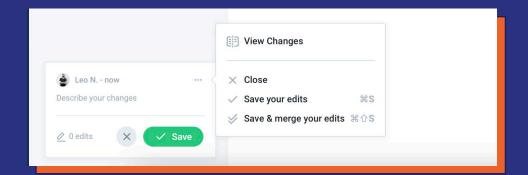
## Заголовки используются для группировки страниц

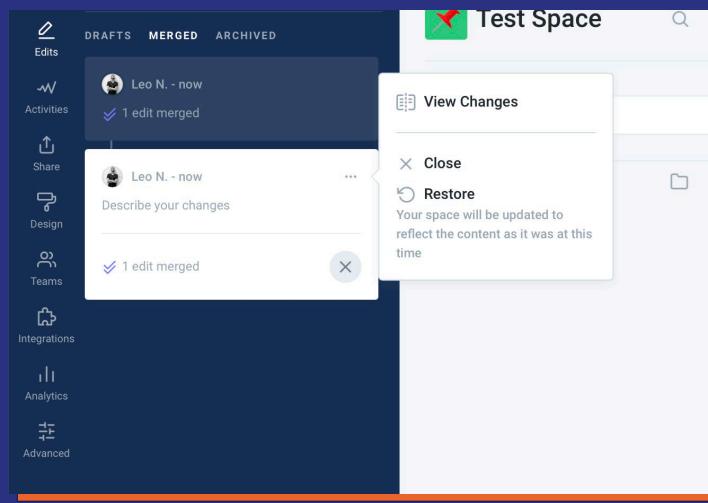
* [First page's title](page1/README.md)
    * [Some child page](page1/page1-1.md)
    * [Some other child page](part1/page1-2.md)

* [Second page's title](page2/README.md)
    * [Some child page](page2/page2-1.md)
    * [Some other child page](part2/page2-2.md)
```













Docusaurus







Ax









All Contributors

Babel

Bowler

BuckleScript

Create React App







FBT





Gulp



Draft.js

FastText

Flipper

ldb













Libra

MakeltOpen

mailgo

Metro

Netconsd

Prettier













Pulsar

Pyre

React 360

React Native

Skip

React Redux

Reason













Redex

Relay

Spectrum

The Diff Podcast

Redux





Redux	Getting Started Tutorial API FAQ Best Practices GitHub	Need help? Q Sea
Introduction	> Immutability	
Tutorials	"Mutable" means "changeable". If something is "immutable", it can	Introduction
Tutorials Index	never be changed.	How to Read This Tutorial
Redux Essentials	JavaScript objects and arrays are all mutable by default. If I create	an What is Redux?
Redux Overview and Concepts	object, I can change the contents of its fields. If I create an array, I change the contents as well:	Can Why Should I Use Redux?
Redux App Structure		When Should I
Basic Redux Data Flow	<pre>const obj = { a: 1, b: 2 }</pre>	Use Redux?
Using Redux Data	<pre>// still the same object outside, but the contents obj.b = 3</pre>	have and Tools
Async Logic and Data Fetching	<pre>const arr = ['a', 'b']</pre>	Redux Terms and Concepts
Performance and Normalizing Data	<pre>// In the same way, we can change the contents of t arr.push('c') arr[1] = 'd'</pre>	this a State Management
Redux Fundamentals	>	Immutability
Recipes	This is called <i>mutating</i> the object or array. It's the same object or a	
Understanding Redux	reference in memory, but now the contents inside the object have	Redux Application Data Flow
FAQ	changed.	What You've Learned
Style Guide	In order to update values immutably, your code must make <i>cop</i>	pies of What's Next?
API Reference	existing objects/arrays, and then modify the copies.	
Redux Toolkit	We can do this by hand using JavaScript's array / object spread operators, as well as array methods that return new copies of the a	array







Устанавливаем

npx docisaurus-init

```
root-directory
   Dockerfile
   README.md
   docker-compose.yml
   docs
       doc1.md
       doc2.md
       doc3.md
       exampledoc4.md
       exampledoc5.md
   website
       blog
          - 2016-03-11-blog-post.md
           2017-04-10-blog-post-two.md
          - 2017-09-25-testing-rss.md
          - 2017-09-26-adding-rss.md
           2017-10-24-new-version-1.0.0.md
       core
        └─ Footer.js
       package.json
       pages
       sidebars.json
       siteConfig.js
       static
```





```
★ Welcome
                 ■ Untitled-1 •
                                                                      id: doc1
       title: My Document
       sidebar_label: Document
       ## Images
       ![This is a alt text.](https://markdownlivepreview.com/image/
       sample.png "This is a sample image.")
       ## Links
  11
  12
  13
       You may be using [Markdown Live Preview](https://
       markdownlivepreview.com/).
       ## Blockquotes
  15
  17
       > Markdown is a lightweight
       markup language with
       plain-text-formatting syntax,
       created in 2004 by John Gruber with Aaron Swartz.
  21
       ```php
 22
 23
 echo "Hello World!!"
 24
```





# **DOCSIFY**





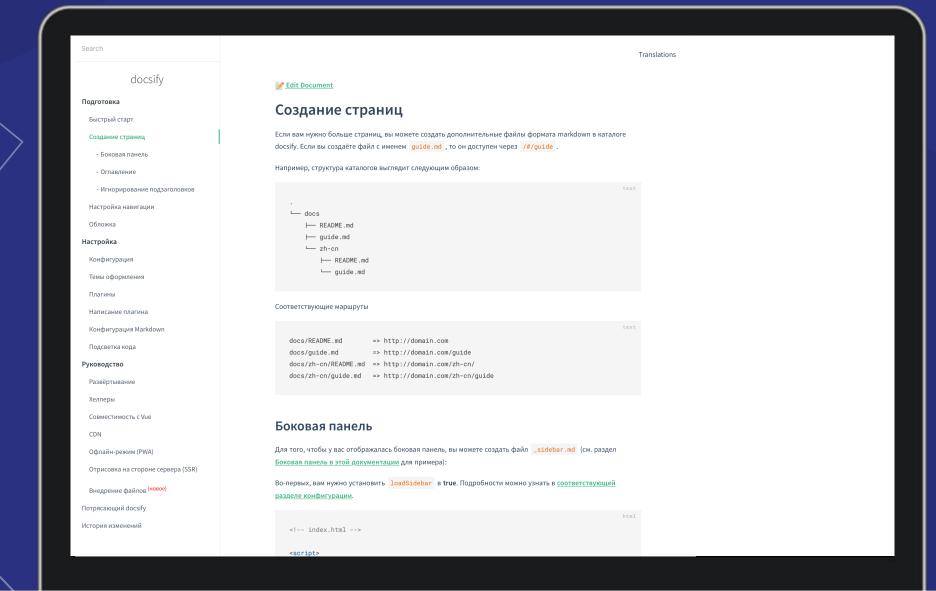
















# Документация компонентов

или Живые Гайдлайны

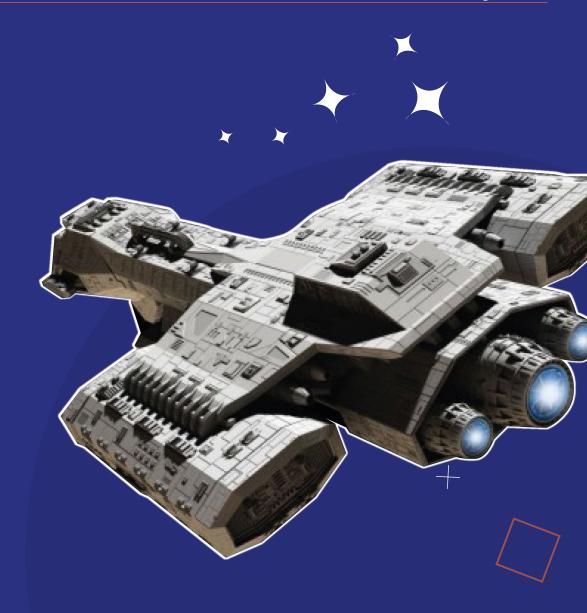


### **HolyJS**

### Классическая разработка

- Рисуем гайдлайн
- Рисуем макеты

- Разрабатываем
- Согласовываем







# Разработка с живыми компонентами

- - Рисуем гайдлайн и компоненты
  - Собираем компоненты
  - Согласовываем

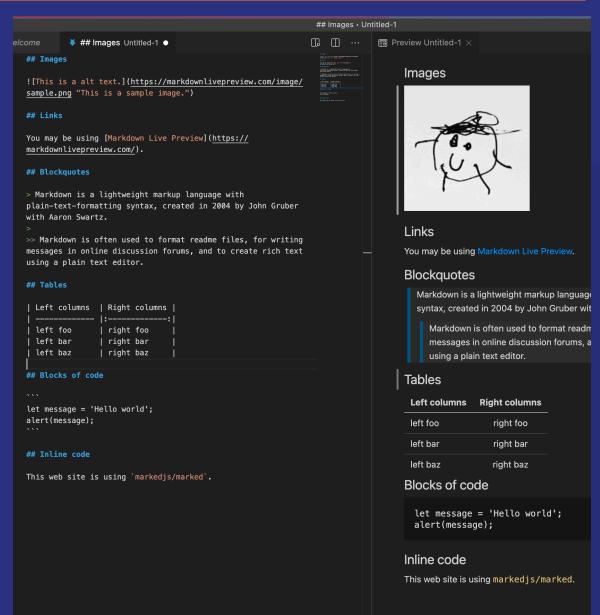
- Дизайнер собирает макеты
- Разработчик собирает макеты
- Согласовываем



# Требования к инструментам

- Работа в любом месте
- Поддержка git
- Поддержка CD
- Markdown/MDX
- Минимум ручного описания
- Наличие песочницы









# Docz















### Создаем файл .mdx

### Устанавливаем

yarn add docz react react-dom --dev

```
name: Button
route: /
import { Playground, Props } from 'docz'
import { Button } from './'
Button
<Props of={Button} />
Basic usage
<Playground>
 <Button>Click me</Button>
 <Button kind="secondary">Click me
</Playground>
```

### Запускаем

yarn docz dev

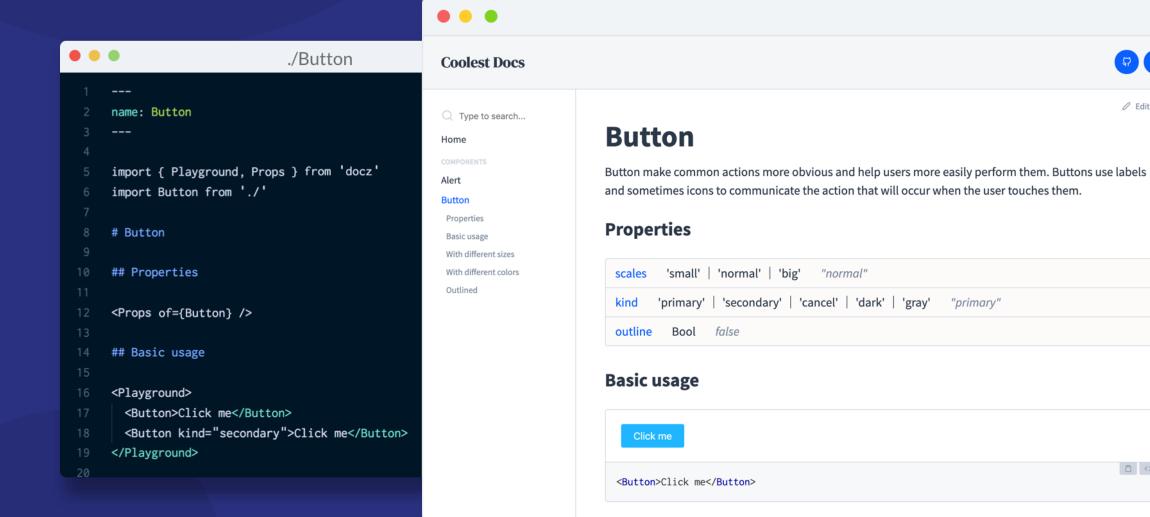








Edit page





```
import React from 'react'
import t from 'prop-types'
const Button = (\{ children, kind \}) \Rightarrow \{ \}
 // We use the kind prop to determine the button's class
 return <button className={kind}>{children}</button>
Button.propTypes = {
 /**
 * This is a pretty good description for this prop.
 */
 kind: t.oneOf(['primary', 'secondary', 'cancel', 'dark', 'gray']),
Button.defaultProps = {
 kind: 'primary',
export Button
```





# Storybook

















#### Устанавливаем

yarn add docz react react-dom --dev

#### Создаем файл \*.stories.mdx

```
import { Meta, Story, Canvas } from '@storybook/addon-docs/blocks';
import { Checkbox } from './Checkbox';
<Meta title="MDX/Checkbox" component={Checkbox} />
With `MDX` we can define a story for `Checkbox` right in the middle of our
Markdown documentation.
export const Template = (args) ⇒ <Checkbox {...args} />
 <Story name="Unchecked" args={{</pre>
 label: 'Unchecked'
 {Template.bind({})}
 <Story name="Checked" args={{</pre>
 label: 'Unchecked',
 checked: true
 {Template.bind({})}
 </Story>
 <Story name="Secondary" args={{</pre>
 label: 'Secondary',
 checked: true,
 appearance: 'secondary'
 {Template.bind({})}
 </story>
</Canvas>
```

#### Запускаем

yarn docz dev



«Component Story Format (CSF) - Это открытый стандарт, основанный на модулях ES6, который можно переносить за пределы Storybook.»





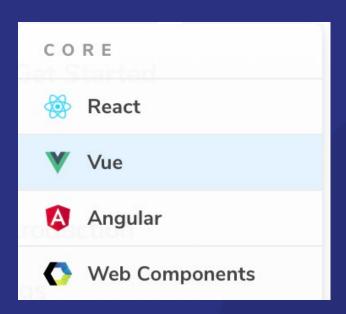


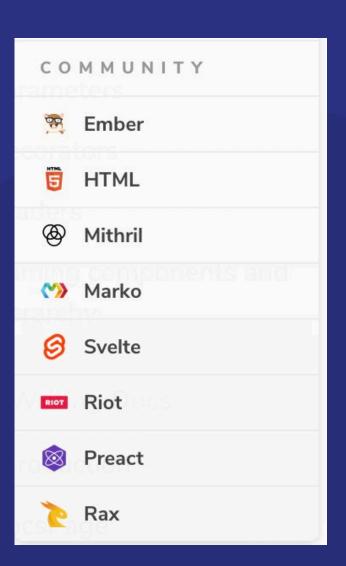






### Поддержка фреймворков













# Спасибо за внимание. Вопросы?













