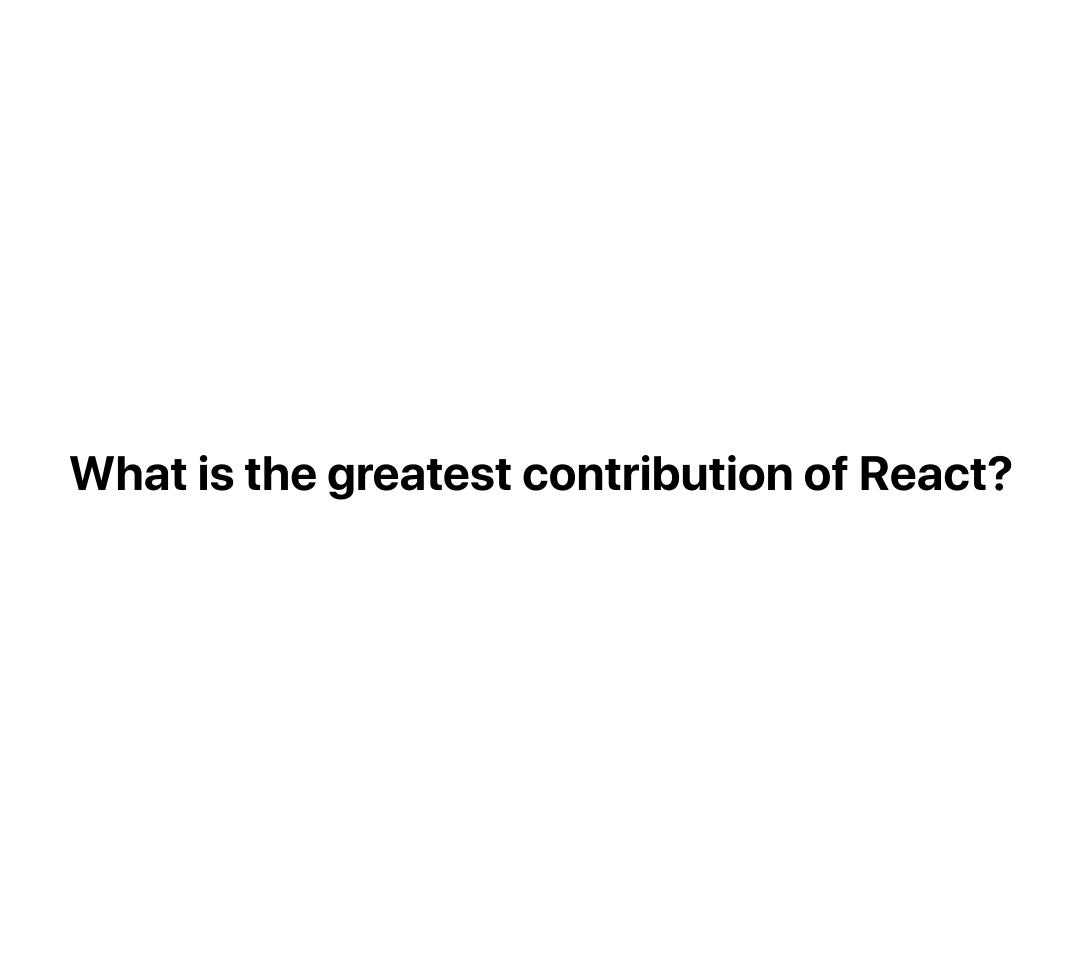
# New React API Enabling better patterns

#### **New React API features**

- New Context API
- Suspense and Concurrent rendering
- lazy, memo, ...
- Hooks API

**Broad picture...** 

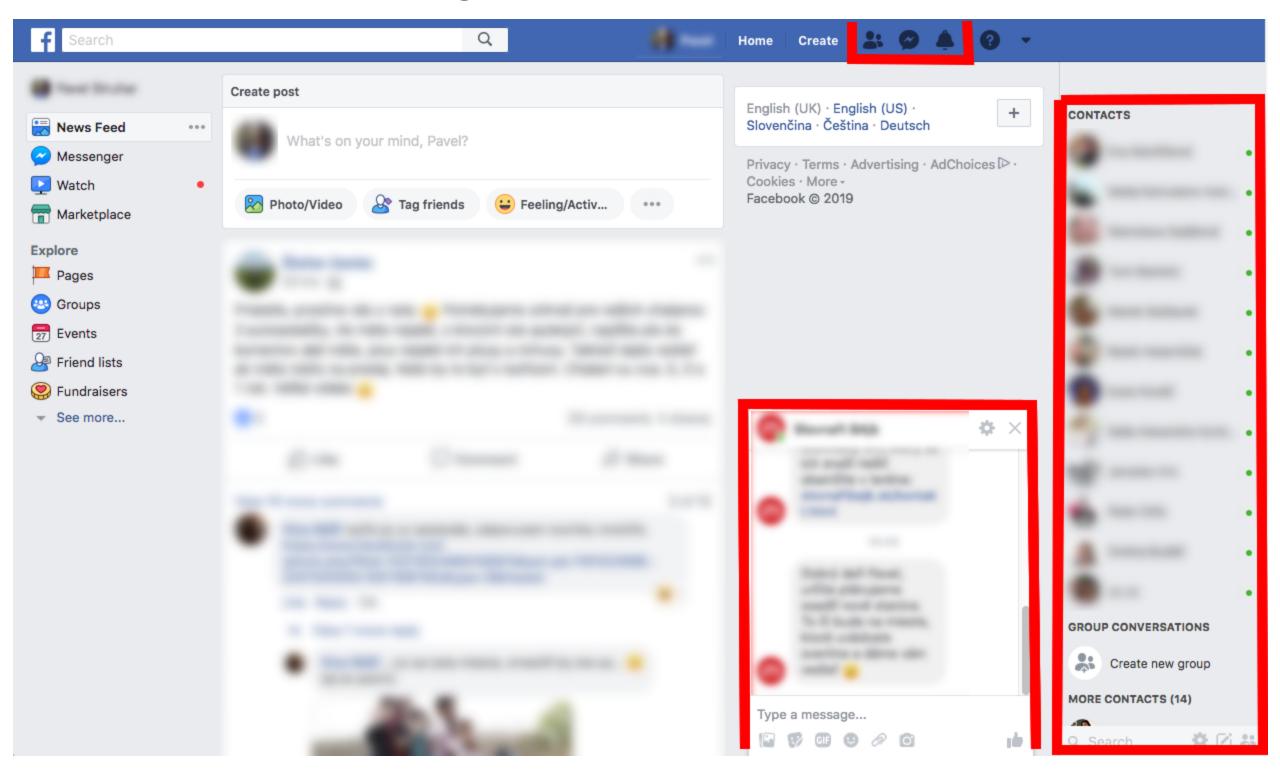


# The most important thing that React brought to the community was the idea of unidirectional data flow.

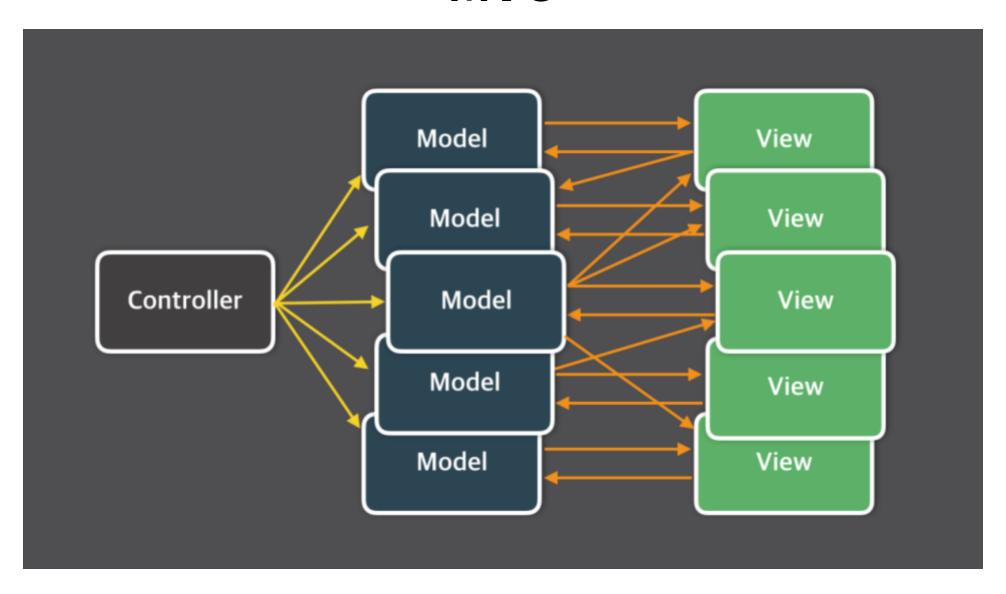
by Igor Minar, Angular tech lead, ReactiveConf 2016

Why? Long story short...

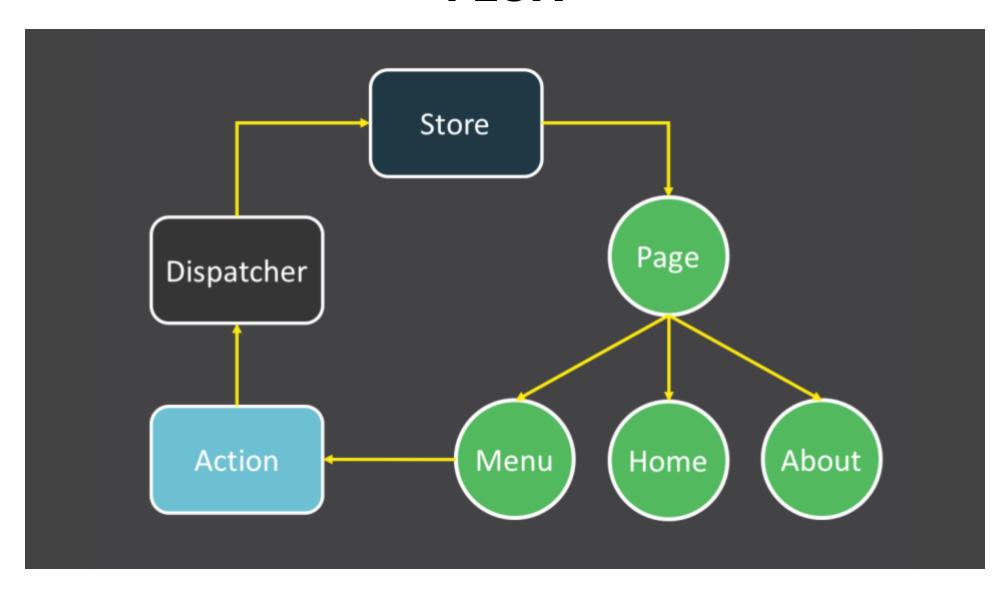
# **Bugs in Facebook chat**



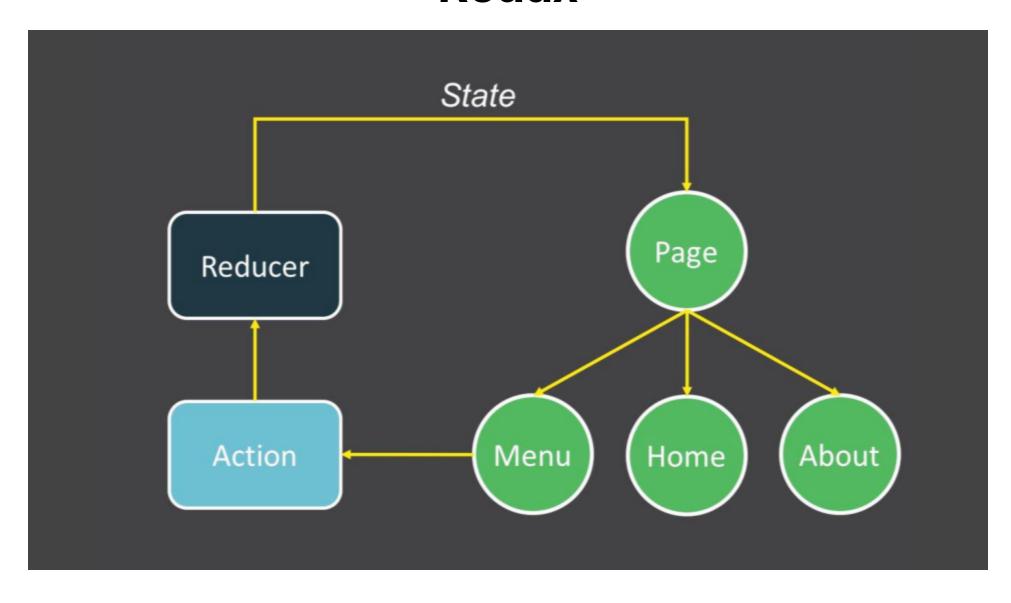
# **MVC**



# **FLUX**



## **Redux**

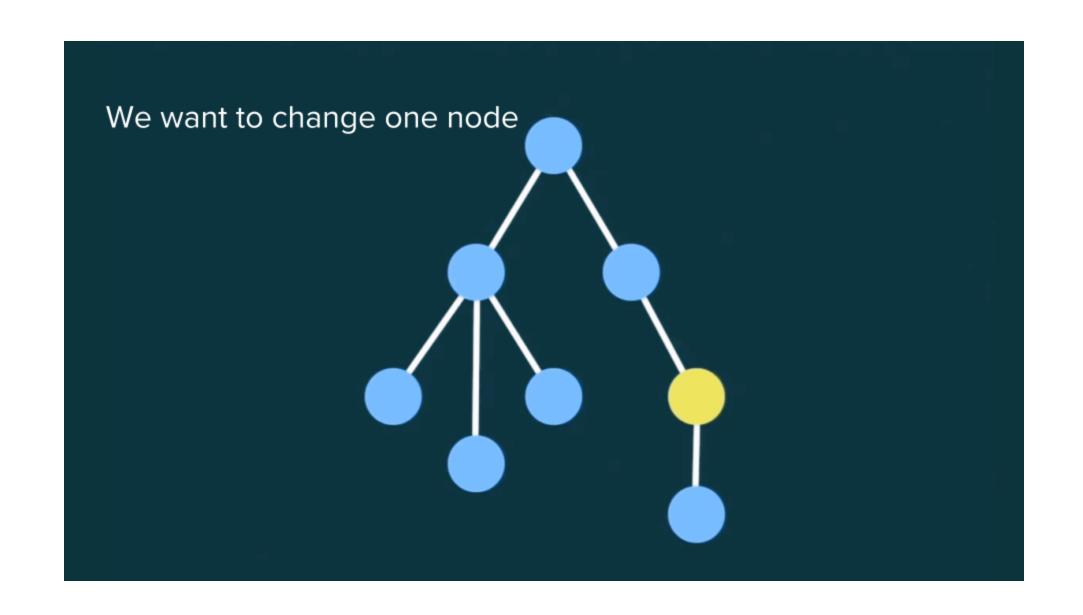


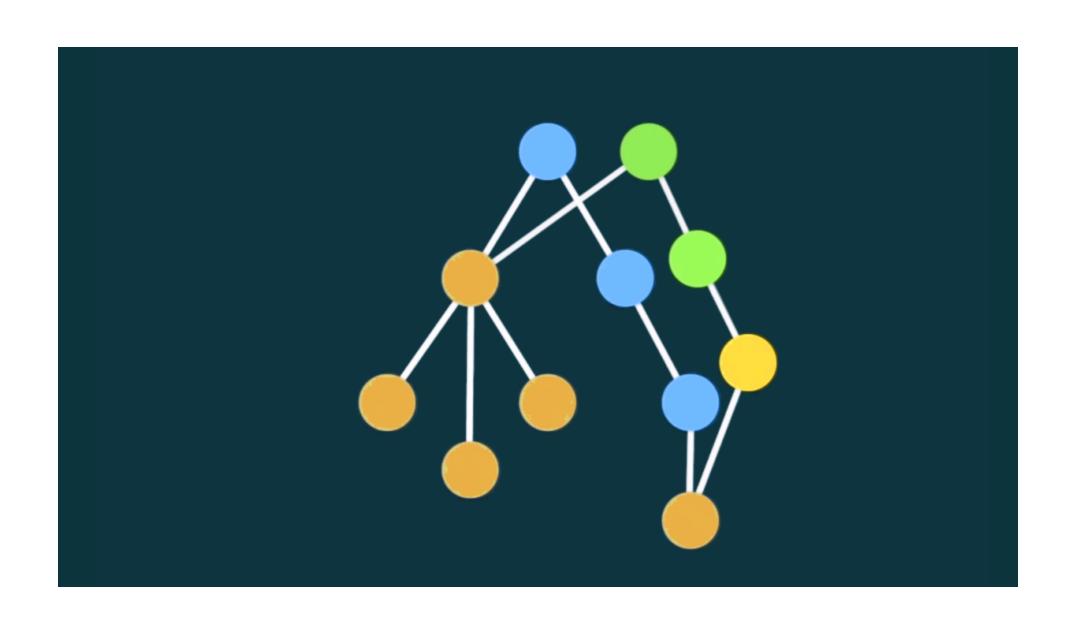
# **Asynchronicity + mutation**



http://redux.js.org/docs/introduction/Motivation.html

Immutable data operations





# **Immutable App Architecture**

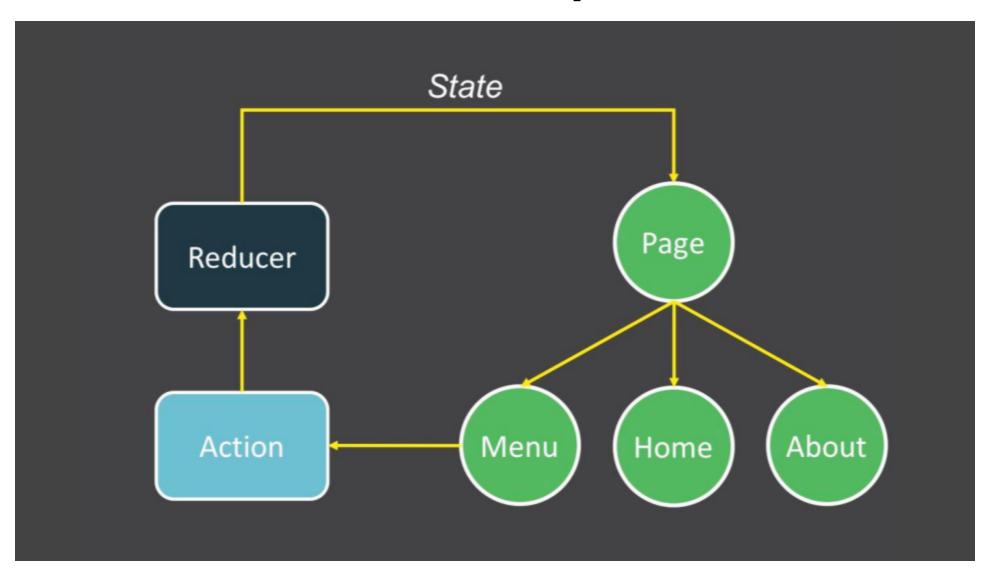
by Lee Byron

https://youtu.be/pLvrZPSzHxo



since 2015

# Looks simple



# Reality...

React / Redux cheat sheet

# Too much boilerplate

Reducers
Action type constats
Action creators
mapStateToProps
mapDispatchToProps

• • •

# you might not need Redux

2016 - ?

## You Might Not Need Redux



People often choose Redux before they need it. "What if our app doesn't scale without it?" Later, developers frown at the indirection Redux introduced to their code. "Why do I have to touch three files to get a simple feature working?" Why indeed!

People blame Redux, React, functional programming, immutability, and many other things for their woes, and I understand them. It is natural to compare Redux to an approach that doesn't require "boilerplate" code to update the state, and to conclude that Redux is just complicated. In a way it is, and by design so.

https://medium.com/@dan\_abramov/you-might-not-need-redux-be46360cf367



https://twitter.com/acdlite/status/1024852895814930432

# **Thinking in React**

Why take Redux if you don't need it? Start with React alone. Add more stuff later.

https://reactjs.org/docs/thinking-in-react.html

### **Redux benefits**

- Single state tree + immutable operations (inside reducers)
- connect(<YourComponent />) to state anywhere

<Counter increment={2} />



```
import React from 'react';
export class Counter extends React.Component {
  state = {
   counter: 0
  handleClick = () => {
   this.setState({counter: this.state.counter + this.props.increment})
  render() {
    return <button onClick={this.handleClick}>{this.state.counter}</button>
```

#### Using object (may fail due to asynchronicity)

```
this.setState(
    { counter: this.state.counter + this.props.increment }
);
```

#### Using function

```
this.setState(
  (state) => ({
    ...state,
    counter: state.counter + this.props.increment
  })
);
```

#### **Extract action**

```
incrementAction = (state) => ({
    ...state,
    counter: state.counter + this.props.increment
})

this.setState(this.incrementAction);
```

#### **Action creator**

```
incrementAction = (increment) => (state) => ({
    ...state,
    counter: state.counter + increment
})

this.setState(incrementAction(this.props.increment));
```

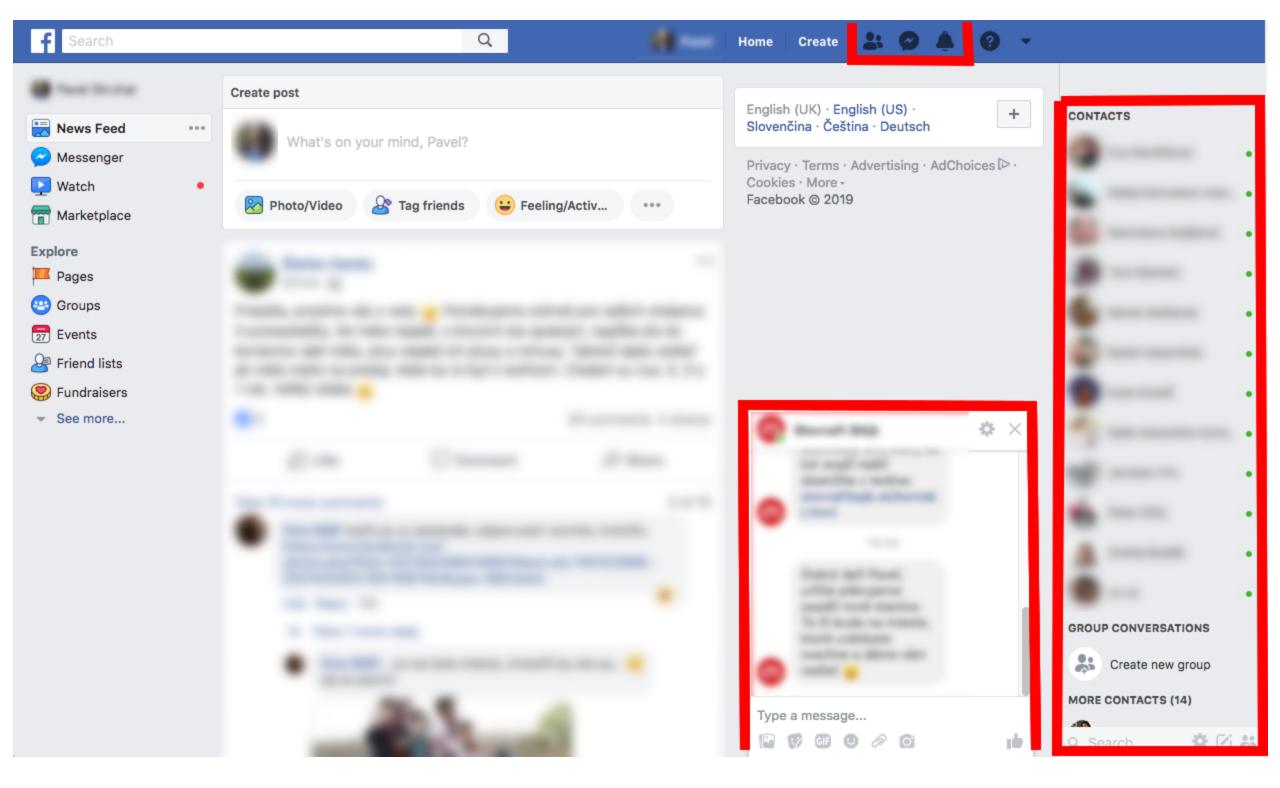
#### Familiar? (redux)

#### **Redux benefits without Redux**

✓ Single state tree + immutable operations (inside reducers)

? connect(<YourComponent />) to state anywhere

## connect() to the same state



#### **React Context**

this.context - experimental

Stable Context API - React 16.3.0 (March 29, 2018)

### When to use Context

- Share data that can be considered "global"
- Avoid passing props through multiple elements

```
const UserContext = React.createContext({
  user: 'Joe',
});
class App extends React.Component {
  render() {
    return (
      <UserContext.Provider value={{ user: 'Mike' }}>
        <Main />
      </UserContext.Provider>
```

```
class Toolbar extends React.Component {
  render() {
    return (
      <div>
        <UserContext.Consumer>
            ({ user }) => (
              <div>Hi {user}!</div>
        </UserContext.Consumer>
      </div>
```

```
export const UserContext = React.createContext();
class App extends React.Component {
  state = { user: 'Mike' }
  handleLogout = () => {
    this.setState( state => ({...state, user: null}))
  render() {
    return (
      <UserContext.Provider</pre>
        value={{
          user: this.state.user,
          onLogout: this.handleLogout
        }}
        <Main />
      </UserContext.Provider>
```

```
class Toolbar extends React.Component {
  render() {
    return (
      <div>
        <UserContext.Consumer>
            ({ user, onLogout }) => (
              <div>Hi {user}!
                <button onClick={onLogout}>Logout</button>
              </div>
        </UserContext.Consumer>
      </div>
```

**Extracting the "global" state** 

```
// UserContext.js
import React from 'react';
const { Consumer, Provider } = React.createContext();
class UserProvider extends React.Component {
  state = { user: 'Mike' }
  handleLogout = () => {
    this.setState( state => ({...state, user: null}))
  render() {
    <Provider value={</pre>
     user: this.state.user,
      onLogout: this.handleLogout
    }>{this.props.children}
export { UserProvider, Consumer as UserConsumer }
```

```
import { UserConsumer } from './UserContext'
class Toolbar extends React.Component {
  render() {
    return (
      <div>
        <UserConsumer>
            ({ user, onLogout }) => (
              <div>Hi {user}!
                <button onClick={onLogout}>Logout</button>
              </div>
        </UserConsumer>
      </div>
```

# **Exercise**

Both buttons are re-rendered every time - they don't need to be.

0

-1 |

+1

# How?

- shouldComponentUpdate()
- PureComponent but needs to be a class component
- React.memo wrap function component

### React.memo

```
React.memo(
   (props) => <div>{props.greeting}</div>
);
```

**React Suspense** 

#### **Suspense + React.lazy**

# **React Hooks**

slides by @mariouhrin



# **Made with MDX Deck**

https://github.com/jxnblk/mdx-deck