

JavaScript 的困境与挑战

GMTC 2019 全球大前端技术大会·深圳站

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收获国内外一线大厂实践 与技术大咖同行成长

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2019年7月起 TC39代表

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1998

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JavaScript

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IE 4

- 前ES3时代 1995~1999
- ES3时代 2000~2010
- Harmony时代 2008~2016
- ES6/Babel时代 2014~2020
- TS/JS生态新时代 2019~

2011: ES5 — Improve the Safety of JavaScript

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- API扩展和标准化: JSON、Array.prototype.forEach/map/filter...
- 通用化, 可实现平台对象: get/set accessor、Object.defineProperty、etc.
- 适应于PITL (programming-in-the-large)

2014： 透过ES6看JS未来

- Module 使得 JS 生态系统能重新统一
- Module / Class 等让 JS 更适合大型编程
- Promise 等将最佳实践标准化
- Generator / Proxy 等提供了现代语言所需的重要设施
- Arrow function / Destructring 等不仅是语法糖，而且填了长期以来的一些坑

2015~2017: JS — 世界第一程式設計語言

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Babel makes the language

Modular

22% stage 4

20% stage 3

25% stage 2

33% stage 0/1

Enable language features
incrementally

Hardest to upgrade

→ Always use

latest feature!

Ecosystem

JavaScript have:

The most **ubiquitous** platform:

Browser

The most **active** platform:

Node.js

The **largest** companies:

Google Microsoft

Apple Facebook

The most experienced experts
in the language committee

----- & -----

The largest developers

Community

立了 Flag

隐忧浮现

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JS fatigue

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学不动了

边际效用 性价比

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2020: JavaScript 的困境与挑战

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前端开发编程语言的过去、现在和未来

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TS/JS未来面临的挑战

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TS背着JS包袱
JS背着历史包袱

社区复杂、差异性
怎么做tradeoff?
委员会语言弊病?

历史包袱

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不能破坏 兼容性

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只能通过增加特性
来解决以前的问题

Arrow Function

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lexical this

<https://johnhax.net/2020/js-challenges/slide#37>

不可避免地使得
this语义更加复杂

- 工程方案
- 事实标准
- 真·标准

长期共存

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- CommonJS
- ES module
- Bundle

CJS/ESM互操作性问题

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--experimental-modules

包入口可不可以
分别指定CJS/ESM?


```
<script></script>  
<script type=module></script>  
<script type=module async></script>
```

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Polyfill+Transpiler

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Polyfill

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狭义Polyfill

广义Polyfill

- Global
- Prototype

- `Array.prototype.flatten` (MooTools)
- `Array.prototype.flat` (HighChart)

- Polyfill
- Experimental implementation

Babel

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Stage-x Preset

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22% stage 4

20% stage 3

25% stage 2

33% stage 0/1

无意中在Production中
使用了unstable features

JavaScript

BabelScript

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babel-plugin-macros

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长得像函数
其实并不是

TypeScript

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Stage 3

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2012

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- arrow function
- class
- es module
- decorator
- private property / private field
- public property / public field

ESLint

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Stage 4

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- 早期stage也/更需要保护
- 标准缺乏lint社区的反馈

Maximally Minimal

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先解决温饱
再考虑小康

每个人的需求不一样
谁能代表开发者？

`Map.prototype.upsert ()`

如何衡量成本和收益？

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有争议的提案

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Top-level Await Class fields

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『改革进入深水区』

好做的都已做完了
剩下的都是难搞的

Pipeline Operator

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value |> f
f(value)

```
value |> f(...args)
```


- `f(...args)(value)`
- `f(...args, value)`
- `f(value, ...args)`
- `f.call(value, ...args)`

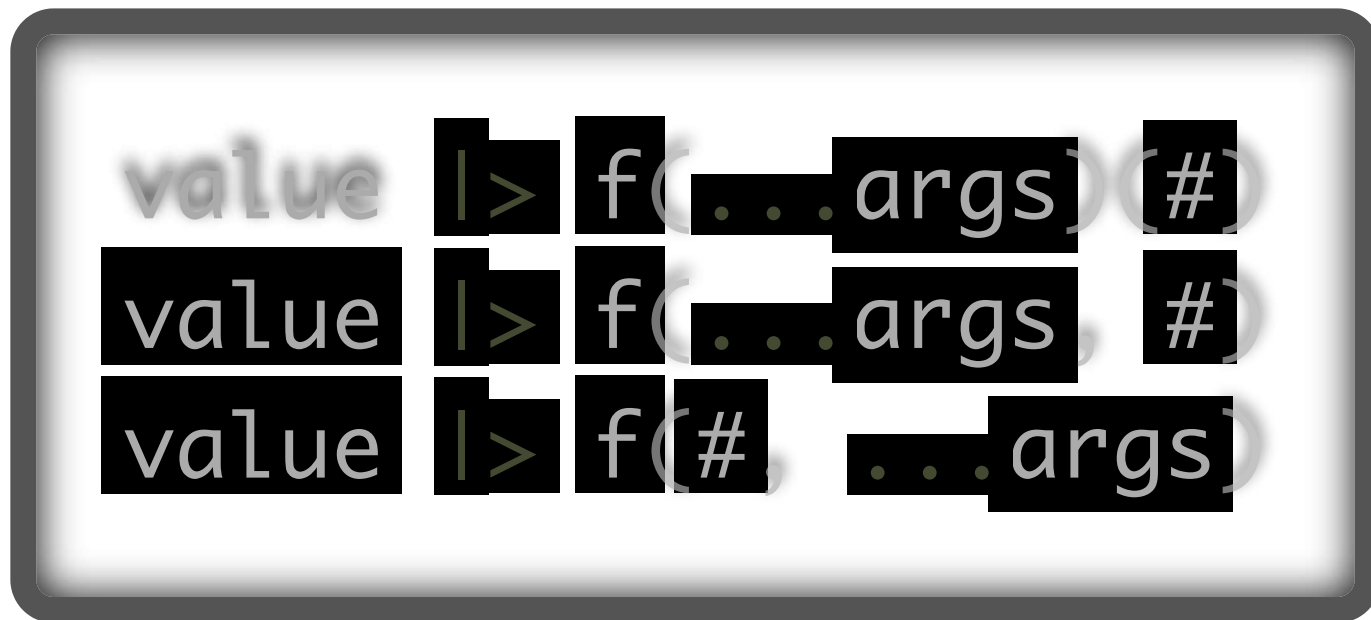
F# Style

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```
value |> f(...args) // f(...args)(value)
value |> x => f(...args, x)
value |> x => f(x, ...args)
```

Smart Style

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- 更符合FP主流?
- 更普适JS?

Binary AST

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- 不同平台的需求
- 性能和动态性的矛盾

Roadmap?

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主导者？

全局观？

总结

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QA

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