

CACHING – PART 2

The caching provided brings additional benefits beyond reducing network requests. State management complexity drops drastically because you can simply “re-fetch” the data without actually performing another network request. So rather than the standard flow of:

Request Data -> Set Loading State -> Receive Response -> Render || Error State

We now simply request data, provide a loading and error component up front, and see the end result once the data has been fetched (or retrieved from cache). *The data never has to enter the application's store.*

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|-----------|---|
| ✓ SUCCESS | octanner / perf-give-api / EAI-13 #3115 Merge pull request #1447 from octanner/EAI- |
| ✓ SUCCESS | octanner / perf-give-api / EAI-13 #3118 EAI-13 |
| ✓ SUCCESS | octanner / perf-give-api / EAI-13 #3117 EAI-13 |
| ✓ SUCCESS | octanner / perf-give-api / EAI-13 #3116 EAI-13 |
| ✓ SUCCESS | octanner / team-awards / SIM-442 #872 Incorporates feedback |
| ✓ SUCCESS | octanner / give-widget / VP-6923-selectbox-component fixed a comment by julia |
| ⊖ NOT RUN | octanner / give-widget / VP-6923-selectbox-component VP-6923-selectbox-component |
| ✓ SUCCESS | octanner / give-widget / VP-6923-selectbox-component VP-6923-selectbox-component |
| ! FAILED | octanner / perf-greatwork-ui / prod_copy_down_test_fi fix more (hopefully all) tests |
| ! FAILED | octanner / personalized-awards / master #1 |

TOOLING

ENSURING STABILITY AND PERFORMANCE