

本节课整体介绍

- ES6 module
- 并发请求
- class
- 装饰器
- 请求的封装
- express 简单中间件处理

ES6 module 与 CommonJs的区别

```
// util.js
export let token = null

export const getToken = () => {
   console.log('get Token')
}

setTimeout(() => {
   token = 'token value'
}, 1000)
```

```
// import {token} from './util'
const {token} = require('./util')

console.log('token', token)

setTimeout(() => {
   console.log('token', token)
}, 2000)
```

tree-shaking

tree-shaking:不同,ES6 不装载不需要的模块,webpack production模式使用tree-shaking直接删除;module.exports导出的是一个整体的对象 require也是一个整体的对象

注意: export default 对象被 import 后,挂在 default 上的属性和方法,即使没有被调用,也无法被 treeshaking,所以我们在组织模块文件时,应当尽可能避免 export default {A, B, C} 的写法。export const xxx = {} 同理。

```
export default {
  request() {
    console.log('request')
  },
  response() {
    console.log('response')
  }
}
```

```
import util from './util'
console.log(util.request)
```

vue2与3写法的变化

```
// 2.x
import Vue from 'vue'
Vue.nextTick(() => {
    // 一些和DOM有关的东西
})

// vue2 导出 https://github.com/vuejs/vue/blob/dev/src/core/index.js
// export default Vue

// 3.x
import { nextTick } from 'vue'
nextTick(() => {
    // ...
})

// vue3 导出 https://github.com/vuejs/vue-next/blob/master/packages/vue/src/index.ts
// export { compileToFunction as compile }
// export * from '@vue/runtime-dom'
```

值的引用 or 值的拷贝

module.exports require 如果修改了变量,则require中的不变

ES6 module 与 CommonJs的用法

module.exports require

```
module.exports = {
} module.exports.xxx = "
module = {} // wrong,其他模块require后获取不到这里的导出的
```

export import

http模块的封装

获取token

```
// util.js
import axios from "axios";

export let token = null

let getTokenPromise = null

export const getToken = () => {
   if(!getTokenPromise) {
      getTokenPromise = axios.get('/api/token').then(res => {
      token = res.data.token
      return token
      })
   }

return getTokenPromise;
}
```

请求头添加token

// http.js

```
import axios from 'axios'
import {token, getToken} from './util'
const instance = axios.create({
  baseURL: '/api'
})
instance.interceptors.request.use(async config => {
  let headerToken = token
 if(headerToken) {
    console.log('token已存在', headerToken)
 } else {
    console.log('token不存在发起请求')
    headerToken = await getToken()
 }
  config.headers.token = headerToken
  return config
})
instance.interceptors.response.use(res => res.data)
```

```
export const getTabs = () => instance.get('/tabs')
export const getNewsList = () => instance.get('/news/list')
```

服务端验证token

```
app.use('/api', function(req, res, next) {
   if(req.path === '/token' || req.headers.token === '42gd2') {
      next()
   } else {
      next('invalid token')
   }
})

// ...

app.use('/api', function(err, req, res, next) {
   res.send({
      error: 1,
      message: err
   })
})
```

客户端并发请求

```
// Promise.all
const [tabs, newsList] = await Promise.all([getTabs(), getNewsList()])

// or await
const tabsTask = getTabs()
const newsTask = getNewsList()

const tabs = await tabsTask
const newsList = await newsTask
```

避免发送重复请求

```
import axios from 'axios'

const peddingMap = new Map()

export const addPeddingRequest = (config) => {
   const {url, method} = config

   const mapKey = [url, method].join('&')
```

```
if(peddingMap.has(mapKey)) {
    const cancel = peddingMap.get(mapKey)
    cancel(mapKey)
    peddingMap.delete(mapKey)
  }
  config.cancelToken = new axios.CancelToken(cancel => {
    peddingMap.set(mapKey, cancel)
 })
}
export const deletePeddingRequest = (config) => {
  const {url, method} = config
  const mapKey = [url, method].join('&')
  peddingMap.delete(mapKey)
}
// http.js
instance.interceptors.response.use(res => {
  deletePeddingRequest(res.config)
  return res.data
}, error => {
  if(axios.isCancel(error)) {
    console.error('此请求被取消', error)
  return Promise.reject(error)
})
```

App

```
class App {
  constructor({root}) {
   this.root = root;
   this.init()
 }
  init() {
    this.requestData()
  }
  async requestData() {
    // const [tabs, newsList] = await Promise.all([getTabs(), getNewsList()])
    const tabsTask = getTabs()
    const newsTask = getNewsList()
    const tabs = await tabsTask
    const newsList = await newsTask
    console.log(tabs, newsList)
    new Tab(tabs).mount(this.root)
```

```
new NewsList(newsList).mount(this.root)
}
new App({root: document.body})
```

Component

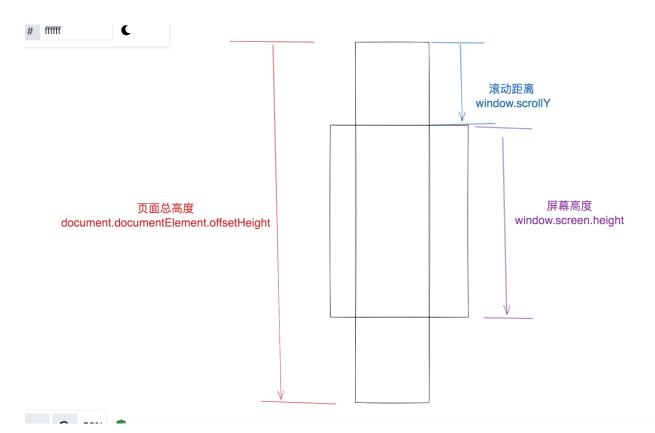
```
export default class Component {
  constructor(data) {
    this.props = {
      data,
    }
  }
  constructElement() {
    const html = this.render()
    const $container = document.createElement('div')
    $container.innerHTML = html
    this.$el = $container.firstChild
  }
 mount($container) {
    if(!this.$el) {
      this.constructElement()
   $container.appendChild(this.$el)
  }
  render() {
    return null
  }
}
```

实现新闻列表

```
)
}).join('')}

}
}
```

新闻列表滚动加载



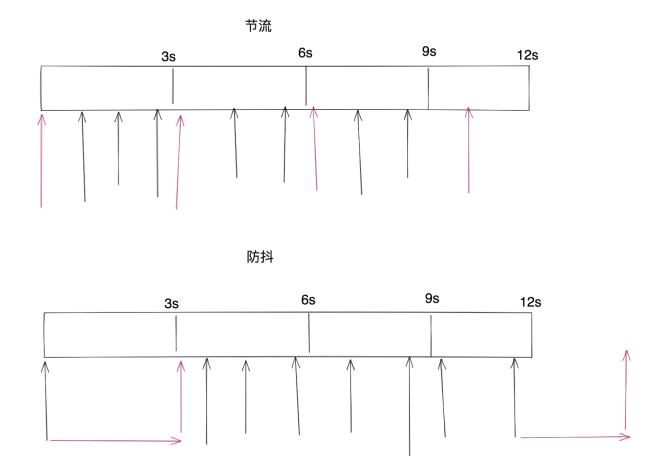
```
listenScroll() {
  const DISTANCE = 100
  window.addEventListener('scroll', () => {
    const scrollY = window.screen.height
    const screenHeight = window.screen.height
    const domHeight = document.documentElement.offsetHeight

    if(domHeight - (scrollY + screenHeight) < DISTANCE) {
        this.appendList()
    }
    })
}

async appendList() {
    console.log('appendlist')
    const newsList = await getNewsList()
    new NewsList(newsList).mount(this.root)
}</pre>
```

防抖与节流的区别

以时间为3秒为例 防抖:关键词——等待,等待3秒内没有新的action,就执行 节流:关键词——丢弃,三秒内的action只执行一次,其余的action会被丢弃



普通节流

```
// util.js
export function throttle(func, timeout = 1000) {
  let done = false
  return (...args) => {
    if(!done) {
      func.call(this, ...args)
      done = true
      setTimeout(() => {
         done = false
      }, timeout)
    }
}
// index.js
constructor({root}) {
    this.root = root;
```

```
this.init()
this.appendList = throttle.call(this, this.appendList, 500)
}
```

装饰器实现节流

```
// util.js
export const decoratorThrottle = (timeout = 1000) => {
  return (targetPrototype, propName) => {
    const oldMethod = targetPrototype[propName]
    let lastActionTime = 0
    targetPrototype[propName] = function(...args) {
      const currentTime = Date.now()
      if(currentTime - lastActionTime > timeout) {
        oldMethod.call(this, ...args)
        lastActionTime = currentTime
     }
    }
    return targetPrototype
 }
}
// index.js
 @decoratorThrottle(500)
 async appendList() {
    console.log('appendlist')
    const newsList = await getNewsList()
    new NewsList(newsList).mount(this.root)
 }
```