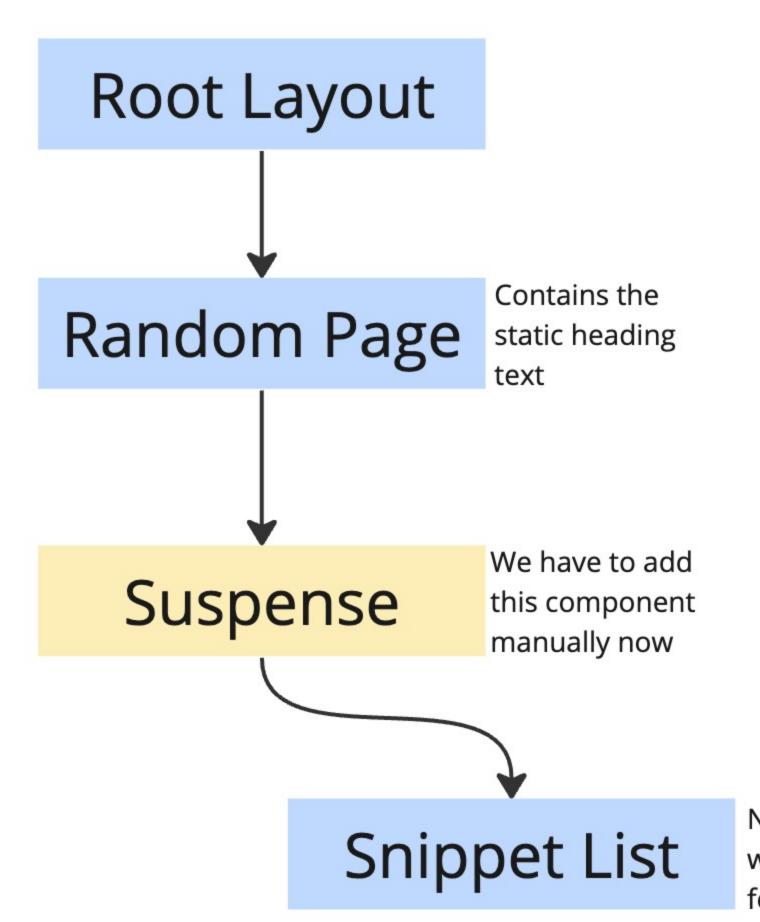


Showing content during loading

Option #1

Add a new *nested layout* with some content appropriate for the page



# Showing content during loading Option #2

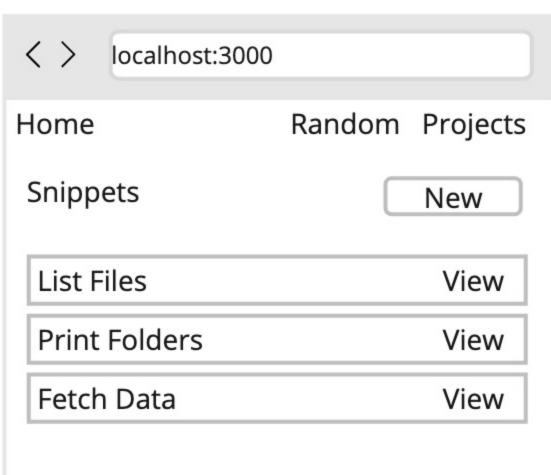
### Remove the 'loading.tsx' file

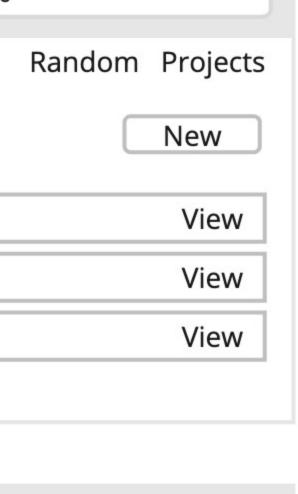
Without the 'loading.tsx' file, 'Suspense' no longer added automatically

Make a new child component that will fetch data and wrap it with 'Suspense'

New server component that will be responsible for fetching data

### List **Snippets**





```
localhost:3000/snippets/new
                    Random Projects
Home
Create Snippet
 Title
 Code
   Save
```

```
View a
Snippet
```

```
Home
                         Random Projects
 Print Files
                             Edit
                                     Delete
 const fs = require('fs');
 const printFiles = () => {
```

localhost:3000/snippets/1

Edit Snippet

Create

Snippet

```
localhost:3000/snippets/1/edit
Home
                                Random Projects
 Print Files
        const fs = require('fs');
        const path = require('path');
        function printFilesAndFolders(dirPath, indent = '')
          const files = fs.readdirSync(dirPath);
          for (const file of files) {
           const filePath = path.join(dirPath, file);
     Save
```

Purpose	Path	Method	Expected Body Data	Returns	Notes
List Snippets	/my/snippets	GET	_	Snippet[]	
Get snippets in a random order	/my/snippets/random	GET	-	Snippet[]	
Get a particular snippet by its ID	/my/snippets/:id	GET	-	Snippet	
Create a snippet	/my/snippets	POST	{ title: string, code: string }	Snippet	Returns an error if you try to create a snippet with title or code that contains the string "hi there"
Edit a snippet	/my/snippets/:id	PUT	{ code: string }	Snippet	Returns an error if you try to create a snippet with code that contains the string "hi there"
Delete a snippet	/my/snippets/:id	DELETE	-	Snippet	Returns an error if you try to delete the snippet with title "Can't Delete Me!"

# https://api-next.fly.dev/my/snippets**?key=12345&delay=2000&error=70**

Add on a random '**key**' query string param. This ensures you'll use different data from anyone else in this course.

'delay' query string param adds a delay to the response to simulate lag

**'error'** query string param adds chance for the request to return an error. Example: "error=30" means there's a 30% chance the request will error

# **Data Fetching Recommendations**

**Do** make a wrapper function around fetch

Error handling, headers, 'body' creation with fetch is tedious. Make a helper function to automate some of these steps

**Do** make helper functions to access your api in a single file. Call these instead of calling 'fetch' directly in a server component

Rewriting the same 'fetch' calls in your different server components is error-prone and frequently makes revalidation more confusing.

**Do** use 'tags' for revalidation rather than paths.

Remembering the different 'paths' that have to be revalidated is **super** error-prone - paths change all the time!

**Don't** ignore error handling. Stuff blows up all the time!

Next doc's official recommendation on error handling is extremely misleading for production environments. Error handling behaves differently in dev vs prod!

# Page Files

```
export default function ListSnippetsPage() {
    const snippets = await api.listSnippets();
    return <div>{snippets.map(() => ...)}</div>
export default function ShowSnippetsPage() {
    const snippet = await api.getSnippet(id);
    return <div>{snippet.title}</div>
export default function RandomSnippetsPage() {
    const snippets = await api.listRandomSnippets
        ();
    return <div>{snippets.map(() => {})}</div>
```

# **API** file

```
1  export function listSnippets() {
2    return request('/my/snippets');
3  }

1  export function getSnippet(id) {
2    return request('/my/snippets/${id}');
3  }

1  export function deleteSnippet(id) {
2    return request('/my/snippets/${id}'), {
3    method: 'DELETE'
4    });
5  }
```

Super simple functions that make a request to the API

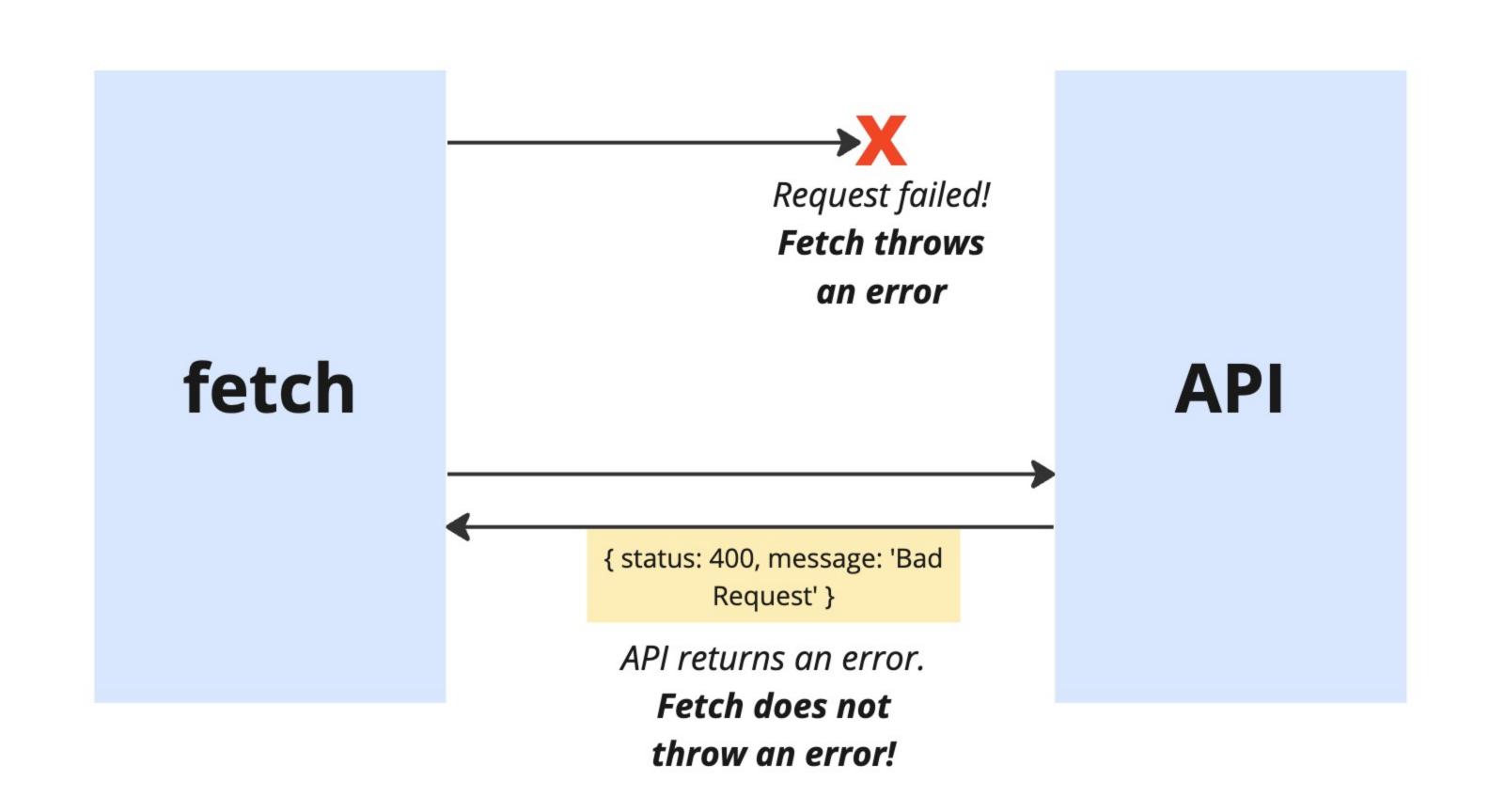
# **Fetch Wrapper**

```
export async function request(path, opts) {
   const res = await fetch(path, {
        //...various options
   });
   const data = await res.json();

   // error handling

   // return data
}
```

Calls the 'fetch' function and handles all the tedious parts





localhost:3000/snippets/1/edit

### Home

Random Projects

### **Print Files**

```
const fs = require('fs');
const path = require('path');

function printFilesAndFolders(dirPath, indent = '') {
    const files = fs.readdirSync(dirPath);

for (const file of files) {
    const filePath = path.join(dirPath, file);
}
```

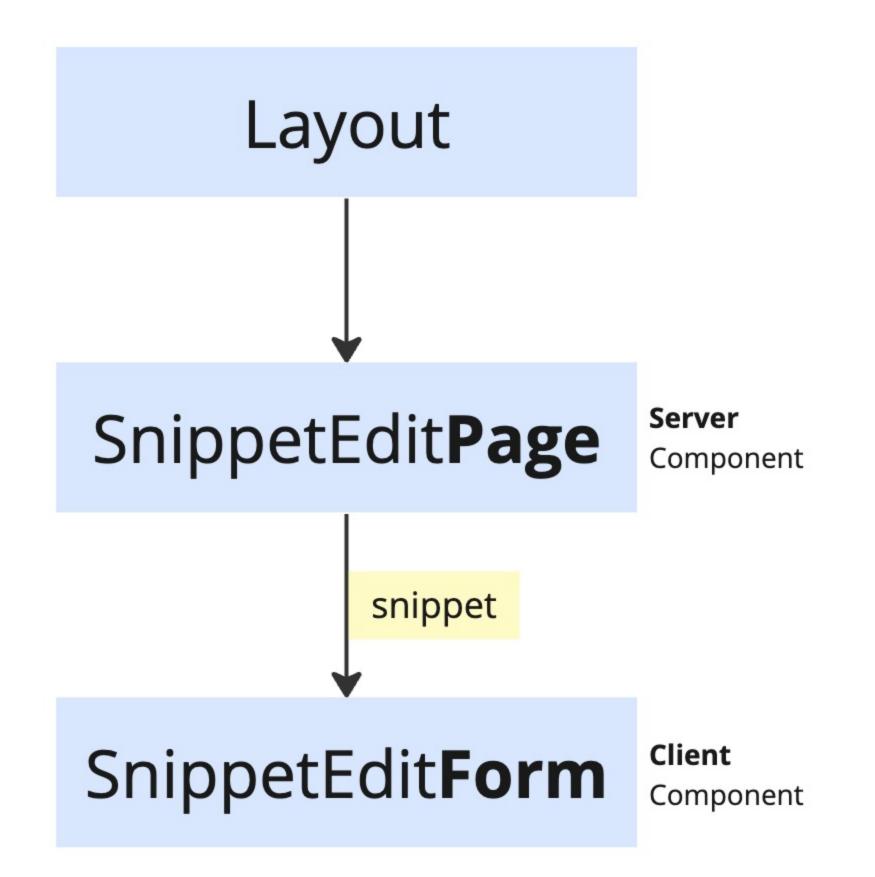
Save

### **React Monaco Editor**

Requires hooks + event handlers to work correctly



But we still need to fetch data...still need a **Server Component** somewhere!



Server components can display Client components

Server components can pass **serializable** values to client components

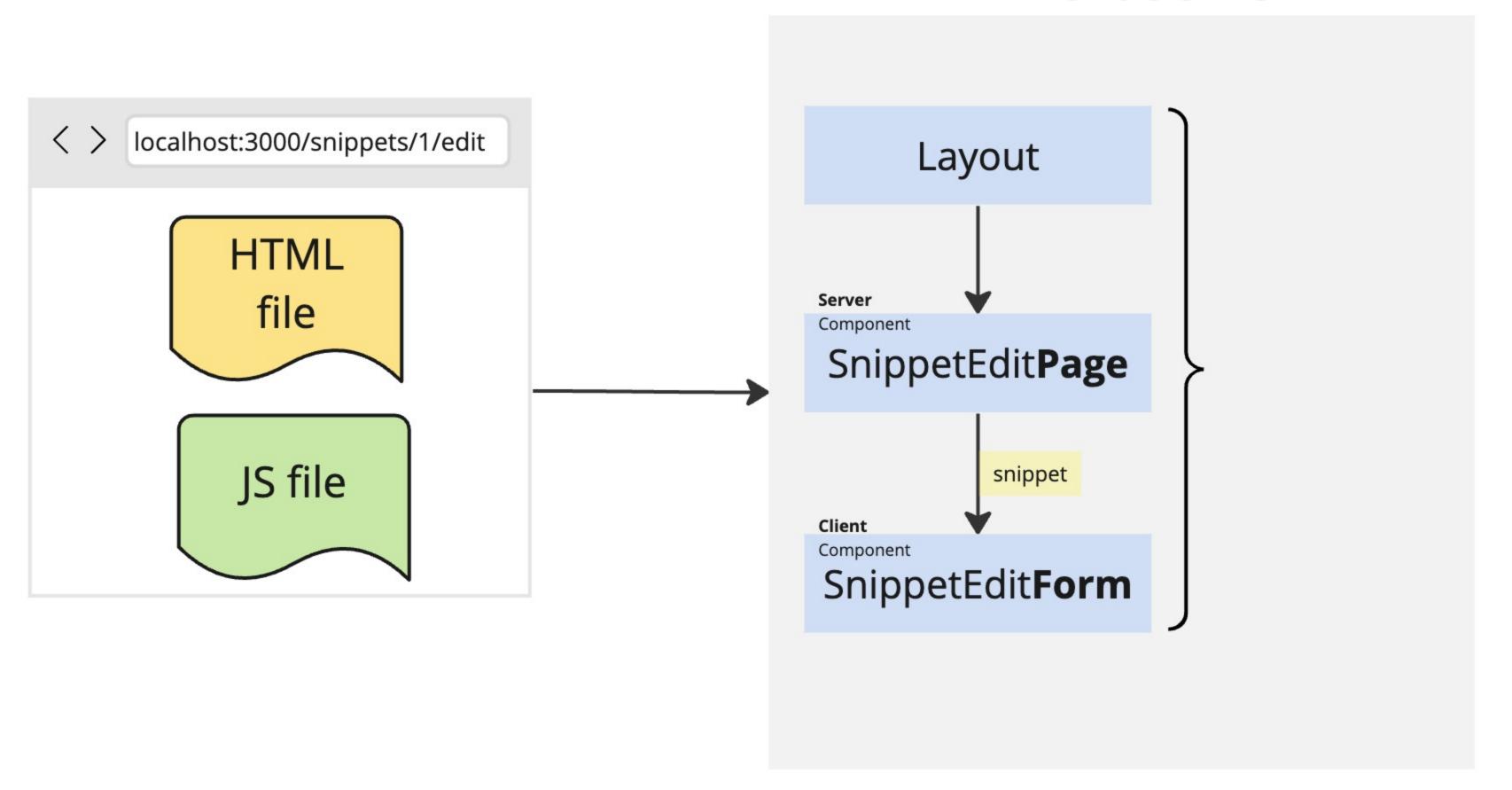
Serializable === can be turned into JSON

Arrays, strings, numbers, plain objects **OK** 

Classes, instances of classes, functions **NOT OK** 

There is one exception for passing down functions - we'll see this soon.

# **Next Server**



# Multiple ways to **define** them

### Option #1

Write 'use server' at the top of a file. All functions exported will be server actions.

```
'use server';

export async function changeSnippet(id, code) {
   await api.editSnippet(id, code);

   revalidate('...')
}

export async function deleteSnippet(id) {
   await api.editSnippet(id);

   revalidate('...')
}
```

# Need to create, delete, modify data?

# **Server Actions!**

Functions that get called from the browser, and run on the server

Two ways to define Server Actions

Many different ways to call them

For right now, I'm going to show you the way that I think you'll most often define + call them

We will look at the other ways of using them for creating + deleting snippets

Define a function that will change data in a file with 'use server' at a the top. All the functions exported from that file will be Server Actions

Client component imports
the Server Action

When the user does something, like click on a button or submit a form, call the Server Action.

Arguments to the Server
Action are serialized (they
must be serializable! No
functions/classes/etc) and
send to the backend server

Server action runs on the backend server

```
vections/index.ts

'use server';

export async function updateSnippet(id, code) {
    await api.editSnippet(id, code);

    revalidateTag('snippets');
}
```

```
⟨ ⟩ localhost:3000
Client Component
  'use client'
  import { startTransition } from 'react';
  import { updateSnippet } from './actions';
  function SnippetEditForm() {
      async function handleClick()
          startTransition(async () =>
              await updateSnippet(id, code);
          });
      return <button onClick={handleClick}>
          Save
      </button>
```

1 revalidate some data then cache

'use server';
export async function updateSnippet(id, code) {
 // Update some data
 await api.editSnippet(id, code);

 // Revalidate to clear cache
 revalidateTag('snippets');
}

2 Update some data, revalidate, then navigate the user to another page

```
'use server';

export async function updateSnippet(id, code) {
   await api.editSnippet(id, code);

   revalidateTag('snippets');
   redirect('/snippets/${id}');
}
```

Fetch some data

```
'use server';
export async function fetchSnippet(id) {
   const snippet = await api.getSnippet(id);
   return snippet;
}
```

### API file

```
import { request } from './request';
export interface Snippet {
  id: number;
  title: string;
  code: string;
export function listSnippets() {
  return request<Snippet[]>('/my/snippets');
export function listRandomSnippets() {
  return request<Snippet[]>('/my/snippets
      /random');
export function getSnippet(id: number) {
  return request<Snippet>(`/my/snippets/${id}`
export function editSnippet(id, code) -
    return request('...')
```

### **Server Actions**

The API file and Server Actions files kind of look similar - they both modify data!

Should we turn the API file functions into Server Actions?

### Probably not.

The API file contains functions that access the api.

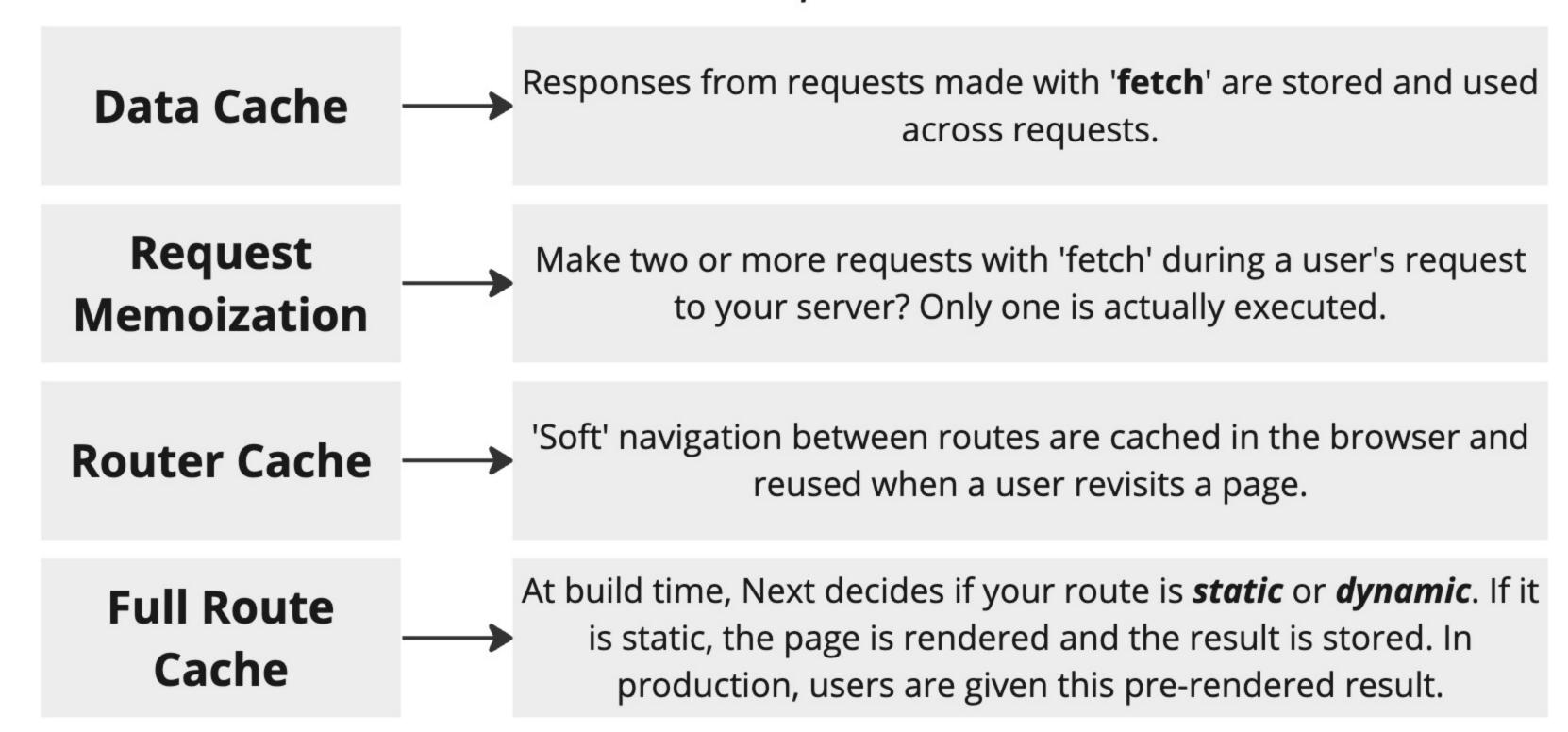
Server actions need to access the api + manage

cache + redirect

# Caching

Next implements caching in several locations.

Can lead to unexpected behavior



#### **Next Server**

API Server

We visit /snippets/4

Edit the code and call

We visit /snippets/4

server action

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Path	Method	Response		
/my/snipp ets/4	GET	{ id: 4, code: "const axios="}		

ID	Data
4	{ id: 4, code: "laskjfdlaksjdflkasjdfl aksjdfasfconst axios="}

### Help! My next route is rendering with out-of-date data!

## There are several ways to control caching





### Forcibly purge a cached response

#### Option #1

Dump cache for everything in a page

```
import { revalidatePath } from "next/cache";

// When we think data that the '/random'
// route uses has changed...
revalidatePath('/snippets/:id/change');
```

### Option #2

Dump cache for all data with a certain tag

```
import { revalidateTag } from "next/cache";

// When we think data with tag 'snippets'
// has changed...
revalidateTag('snippets');

export default async function Page() {
    await fetch('/snippets/random', {
        next: { tags: ['snippets'] }
    })
}
```

#### **Next Server**

#### **API Server**

We visit /snippets/4/edit

Call server action.
Update data on API.
revalidateTag('snippe
ts')

We visit /snippets/4/edit

		4					
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U	u		ш	•	 ı		C

Path	Method	Response	tags

ID	Data
4	{ id: 4, code: "lkjlkjslakfjsdklfajsldkfjc onst axios="}