Snabbdom

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Init函数 ： 返回了patch函数

Patch函数：

H函数：

createElm函数

函数签名：

function createElm(vnode: VNode, insertedVnodeQueue: VNodeQueue): Node

调用流程：

VNode

export interface VNode {

sel: string | undefined;

data: VNodeData | undefined;

children: Array<VNode | string> | undefined;

elm: Node | undefined;

text: string | undefined;

key: Key | undefined;

}

data.hook

data.hook.init

VNodeData

export interface VNodeData {

props?: Props;

attrs?: Attrs;

class?: Classes;

style?: VNodeStyle;

dataset?: Dataset;

on?: On;

hero?: Hero;

attachData?: AttachData;

hook?: Hooks;

key?: Key;

ns?: string; // for SVGs

fn?: () => VNode; // for thunks

args?: Array<any>; // for thunks

[key: string]: any; // for any other 3rd party module

}

Hooks

export interface Hooks {

pre?: PreHook;

init?: InitHook;

create?: CreateHook;

insert?: InsertHook;

prepatch?: PrePatchHook;

update?: UpdateHook;

postpatch?: PostPatchHook;

destroy?: DestroyHook;

remove?: RemoveHook;

post?: PostHook;

}

Vnode

Pr:

Reorder-animation

render();

render();

Questions:

Ts: s is string | number is的用法？