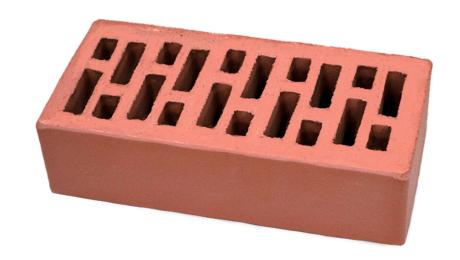
# От фреймворков к сверхфреймворкам



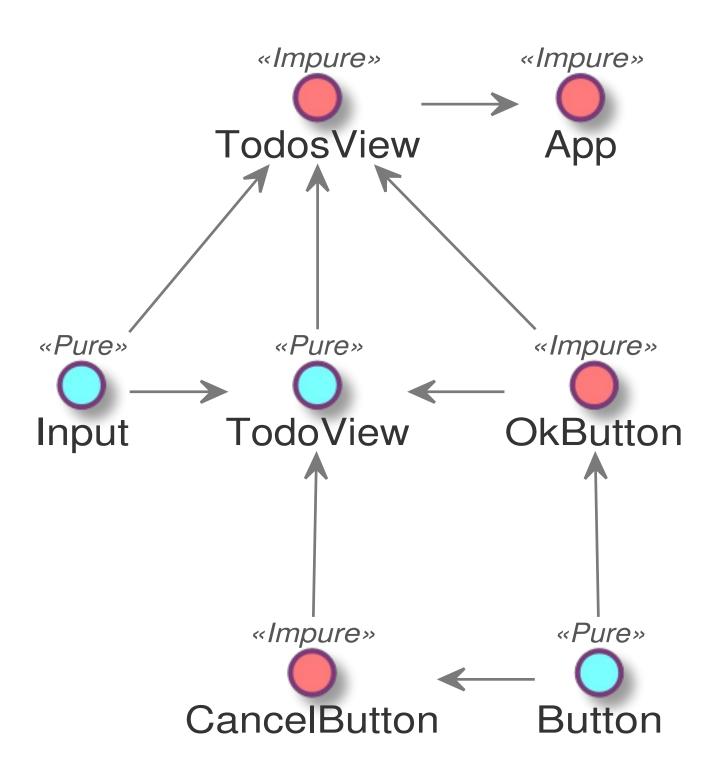
- Component = view + data + logic
- React.setState, redux, rxjs, mobx?
- ts, flow (Angular2 driven)

- PHP Symfony, silex
- Легкий каркас, библиотека, интеграция
- Микросервисы, микроядерность
- JS Angular2



- f(props)
- f(context)(props)
- new F(context).method(props)

## Компоненты



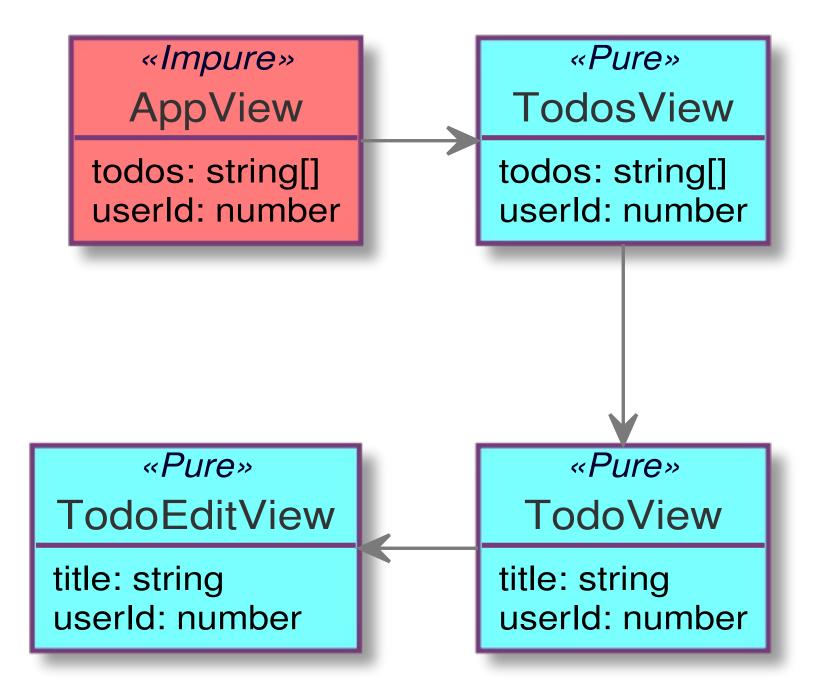
#### React

- Presentional (view)
- No framework reuse
- Container (injector, view)
- No app reuse

## Чистый компонент

```
function CounterView(props: {count: number}) {
  return <div> Count: {props.count} </div>
}
```

- JSX + flow = контракт к шаблонам
- Кастомизируемость
- Рефакторинг: O(depth \* props)



```
function CounterView({count}) {
  return React.createElement('div', null, 'Count: ', count)
}
```

- чистый компонент != чистая функция
- ослабить связь

## vue-jsx

```
Vue.component('jsx-example', {
  render (h) { // <-- h must be in scope
   return <div id="foo">bar</div>
  }
})
```

#### h auto-injection

```
Vue.component('jsx-example', {
   render () {
      // const h = this.$createElement
      return <div id="foo">bar</div>
    }
})
```

• Зависимость от Vue.component

## Нуль-компонент

```
function CounterView({count}, h: CreateElement) {
  return h('div', null, 'Count: ', count)
}
```

#### h auto-injection

```
function CounterView({count} /* ,h */) {
  return <div>Count: count</div>
}
```

#### Переиспользовать

## Компонент с состоянием

- view = component(state)(props)
- state труднее кастомизировать
- O((depth \* subProps) + state)
- props = subProps + state

```
class CounterView
  extends React.Component<void, {name: string}, {count: number}> {
  state = {count: 1}
  constructor(props: Props) { super(props) }
  add() {
    this.setState({ count: this.count++ })
  }
  render() { /* ... */ }
```

- Конструктор занят под props
- setState

```
import Component from 'my-react-like'
```

```
class CounterView
  extends Component<{name: string}, {count: number}> {
  some: Some
  constructor(some: Some) { super(); this.some = some }
  render() { /* ... */ }
}
// ...
```

```
<CounterView name={123} /> // 0 errors
```

#### Типы и JSX в Vue, Deku?

```
function mapStateToProps(store) {
  return { count: store.counter.count }
}
const CounterContainer = connect(mapStateToProps) (CounterView)
```

```
<Provider store={'XYZ'}> // unsafe
  <CounterContainer/>
</Provider>
```

```
class App extends React.Component {
  static childContextTypes = {
    store: PropTypes.object
  }
  getChildContext() {
    return { store: this.props.store }
  }
  render = () => <CounterContainer/>
}
```

```
class CounterContainer extends React.Component {
   static contextTypes = {
     store: PropTypes.object
   }
   render = () => CounterView({ count: this.context.store.count })
}
```



```
@Component({
  selector: 'my-counter',
  templateUrl: './counter.component.html'
class CounterView {
  counter: number = 0
  @Input name: string
  constructor(private counterService: CounterService) { }
  addCounter() {
    this.counter = this.counterService.add(this.counter)
```

- Component = template + view model + logic
- PropTypes на constructor

```
const Injectable = 0 as any
interface ITest {}
class CounterService {}

@Injectable()
class CounterView {
  constructor(private cs: CounterService, test: ITest) {}
}
```

#### tsc --emitDecoratorMetadata test.ts

```
Reflect.metadata(CounterView, "design:paramtypes", [
   CounterService,
   Object
])
```

ITest -> Object, WAT?

map[ITest] = SomeClass

## Angular2 templates

```
@Component({
   selector: 'app',
   template: `{{cnt}} <button (click)="addSome()">Add</button>`
})
export class CounterView {
   counter: number = 0
   add(){
    this.counter += 1
  }
}
```

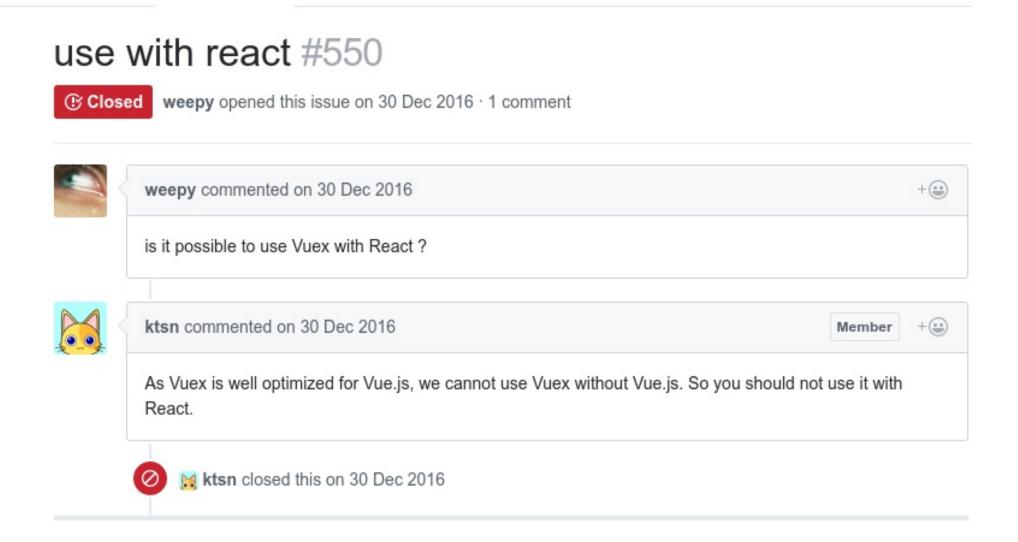
- Типы в шаблонах
- typescript проигнорирует addSome

## Vue

```
var app5 = new Vue({
  el: '#app-5',
  data: {
    message: 'Hello Vue.js!'
  },
  mixins: [myMixin],
  methods: {
    reverseMessage: function () {
      this.message = this.message.split('').reverse().join('')
    }
  }
})
```

- K React.createClass, опять?
- fuck the flow
- Быть всем
- Быть всем в монолите

## vuex - vue only



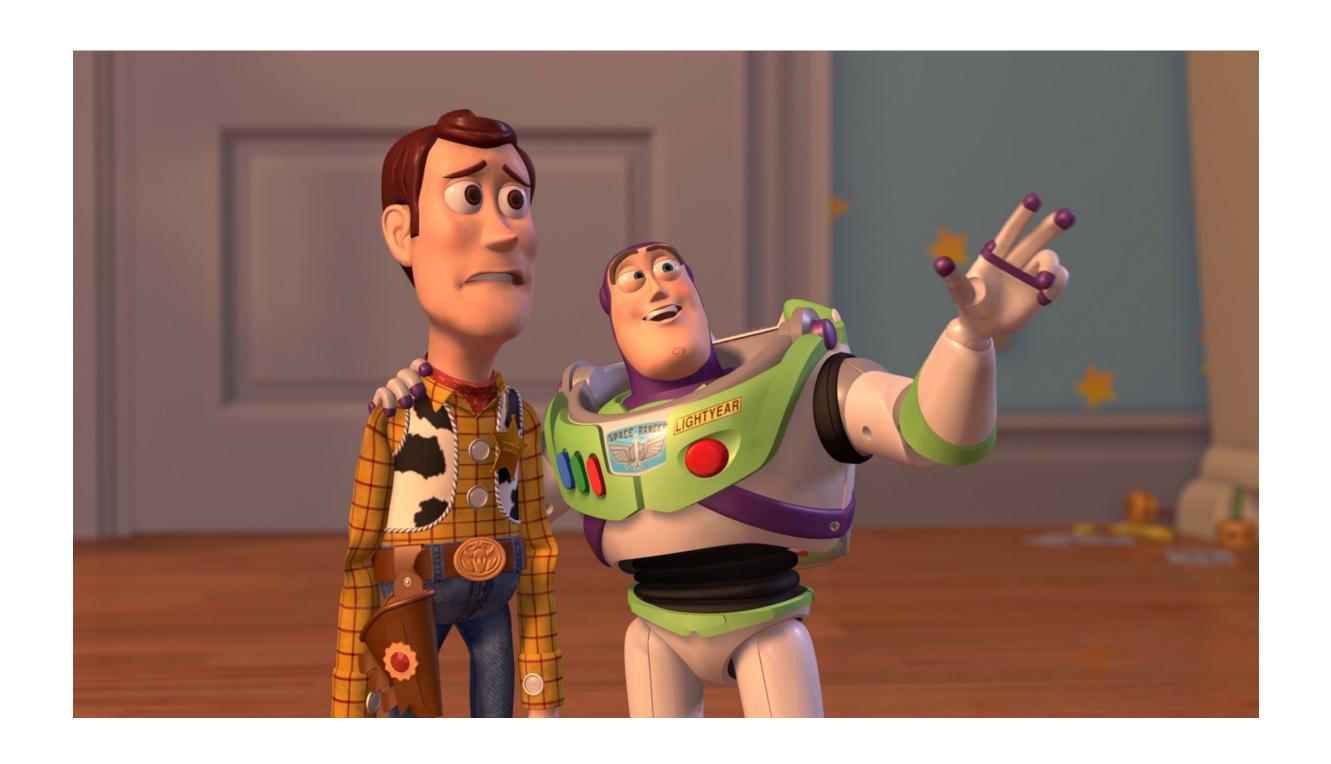


- react-router
- react-router-redux
- mobx-react-router
- inferno-router
- vue-router
- vuex-router-sync

- ReactRouter, ReactSideEffect, ReactHelmet
- Контроллер
- Смешение слоев

```
function CaseComponent({ path }) {
   switch (path) {
    case '/': return App
    case 'foo': return Foo
    default: return App
   }
}
```

```
class Router {
   @observable path = ''
}
const router = new Router()
location.onChange((path: string) => {
   router.path = path
})
```

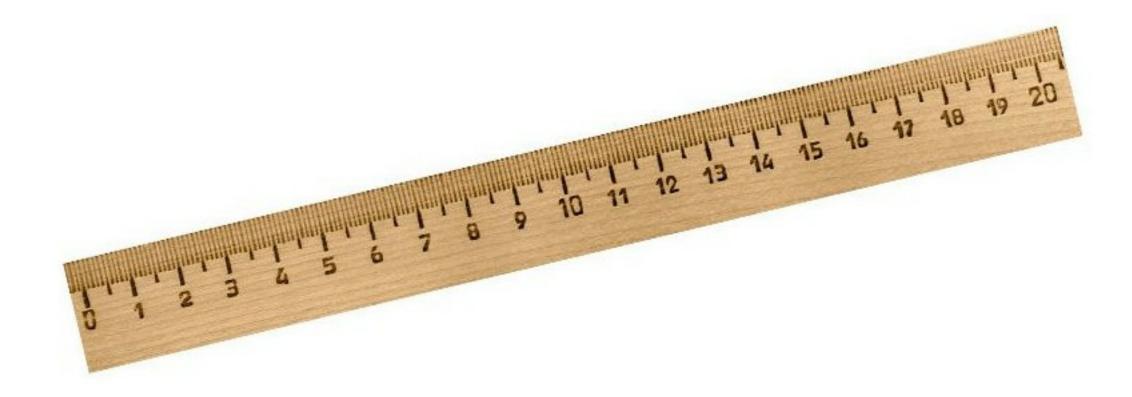


Vendor lock-in everywhere

## Конкуренция

- Типовой код (angular 15K, inferno 5K)
- Монолитный код
- Подсадить на фреймворк
- Одиночки в худшем положении

### Оптимизация фреймворков = хайп



- Хайп 5 > 3
- Связанность, сцепленность
- react fiber, vdom, prepack, inferno
- Не имеет отношения к решению

#### Оптимизации в приложении = костыли

```
class CounterView extends React.Component {
  state = {count: 0}
  shouldComponentUpdate(nextProps, nextState) {
    return nextState.count === this.state.count
  add = () => this.setState({ count: this.state.count++ })
  render()
    return <div>{this.props.name}: {this.state.count}
      <button onClick={this. add}>Add</button>
    </div>
```

## Angular

```
@Component({
  selector: 'app',
  changeDetection: ChangeDetectionStrategy.OnPush,
  template: `{{counter}} <button (click)="add()">Add</button>`
} )
export class CounterView {
 public counter : number = 0;
  constructor(private cd: ChangeDetectorRef) { }
  add()
    this.counter += 1
    this.cd.markForCheck()
```

- Event -> viewRef.detectChanges
- Minesweeper
- OnPush = shouldComponentUpdate



#### Mobx

- cellx, derivablejs, glimmer, mol
  Обратился к свойству подписался
- Ранняя точная оптимизация без VDOM

```
const CounterView = observer(store => <div>{store.count}</div>)
const AppView = observer(store => <div>
  <CounterView count={store}/>
</div>)
class Store {
  @observable count: number = 0
const store = new Store()
React.render(<AppView store={store} />, document.body)
store.count = 1 // rerender
```

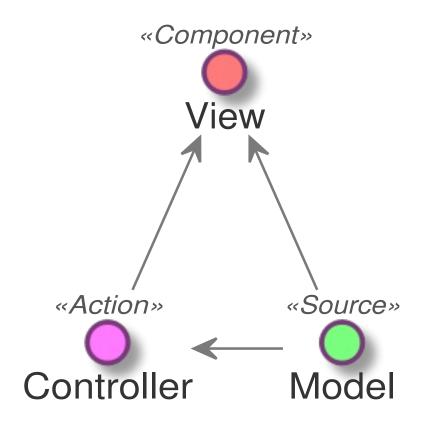
```
const CounterView = /*observer*/(store => <div>{store.count}</div>)
const AppView = /*observer*/(store => <div>
  <CounterView count={store}/>
</div>)
class Store {
  /*@observable*/ count: number = 0
const store = new Store()
React.render(<AppView store={store} />, document.body)
store.count = 1 // rerender
```

#### Reactive-di view

```
function Counter() { this.count = 0 }
function Hello( ref, ref2, t) {
    var text = ref.text;
    var counter = ref2.counter;
    return t.h(2, 'div', null, [
    t.h(2, 'h1', null, ['count ', counter.count])
    ]);
Hello. isComponent = true;
Hello. dependencies = [{ counter: Counter }];
```

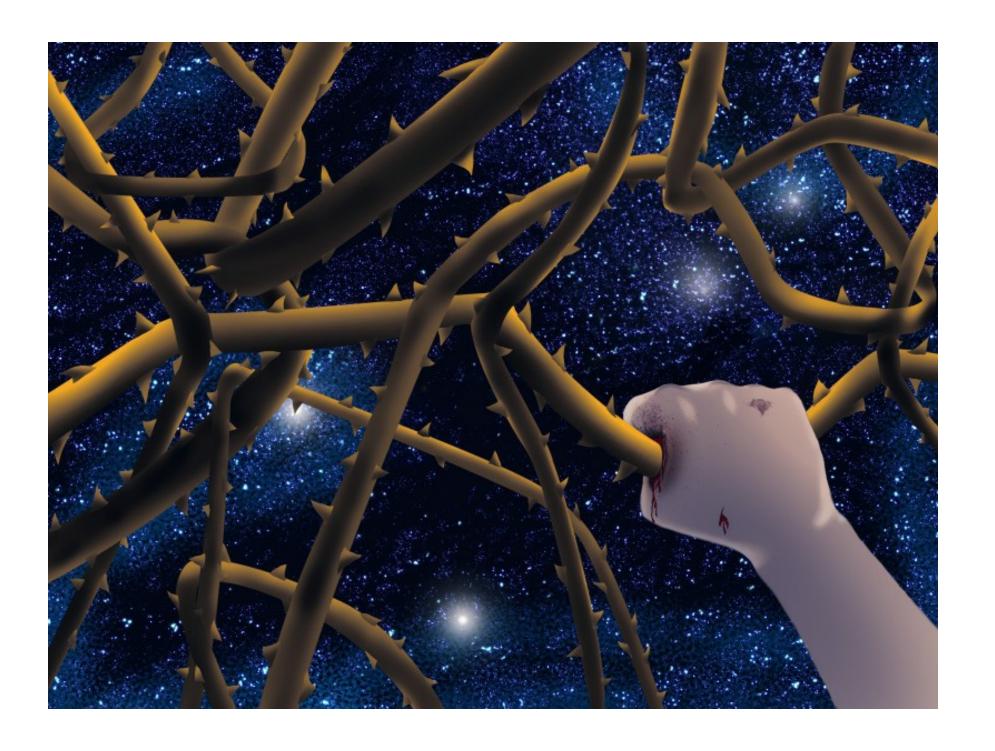
context = DI + metadata

- 15й стандарт
- Совместим с 14м (React)
- Поддерживается в flow
- Работает legacy
- Interoperability
- Ъ-Чистые
- Smart, dumb



- React View
- Mobx Model
- Reactive-di Окружение, все внутри стримов

- Экосистема вокруг типов
- Слои: data ui business logic
- Ненавязчивость (mobx)
- KISS
- КПД: 3-4 (angular 15K, inferno 5K)



- github.com/zerkalica/reactive-di
- medium.com/@sergey\_yuferev
- nexor@ya.ru