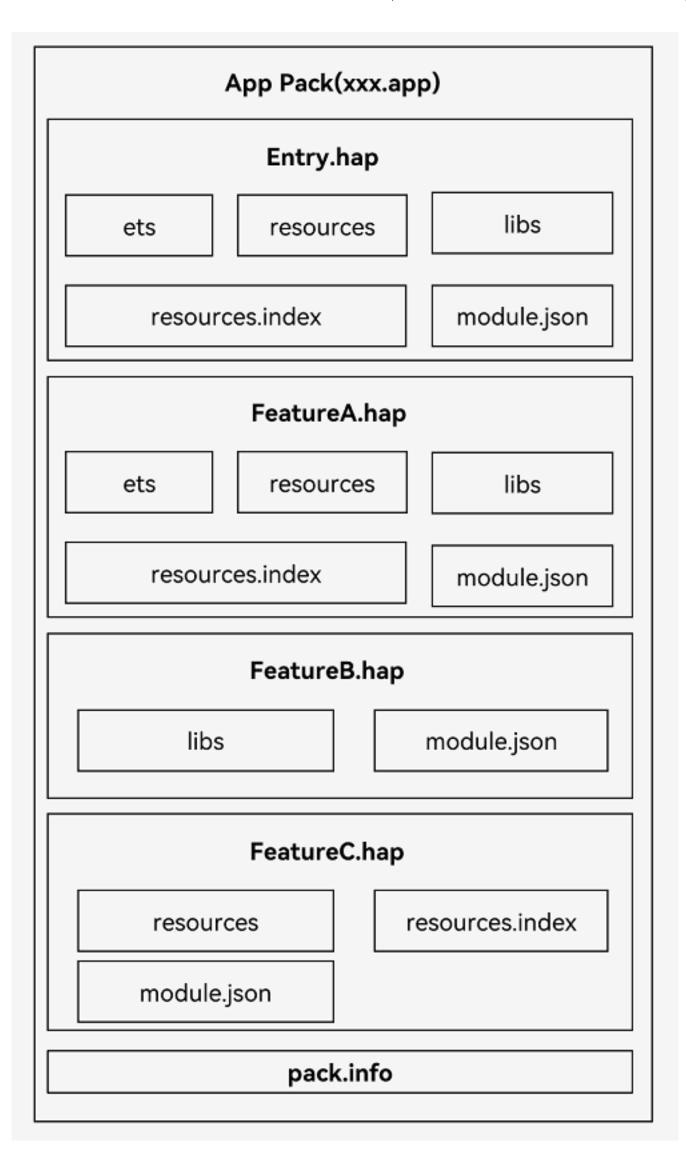
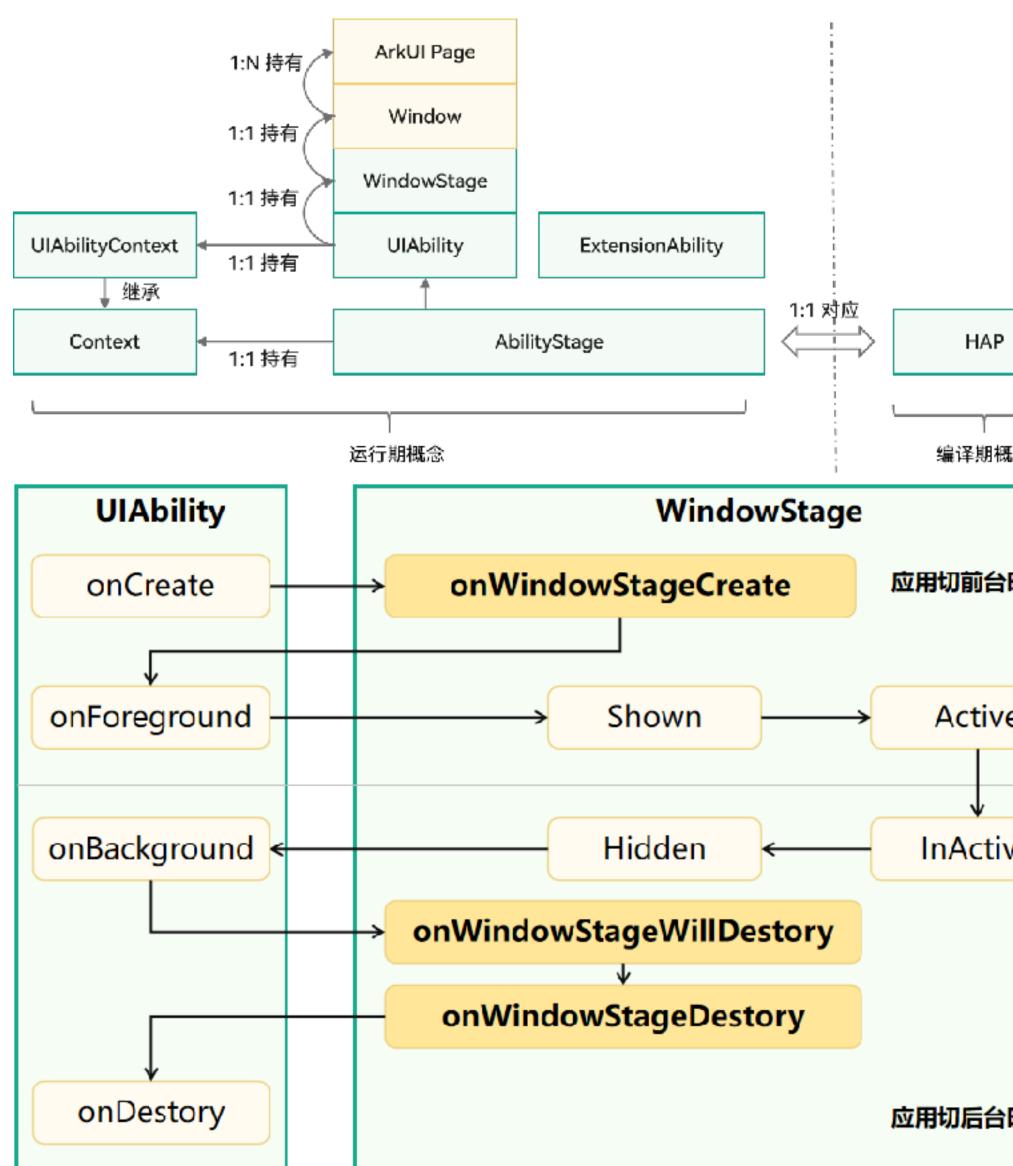
复习

快速入门

- App结构
- Stage模型
- WindowStage





快速入门

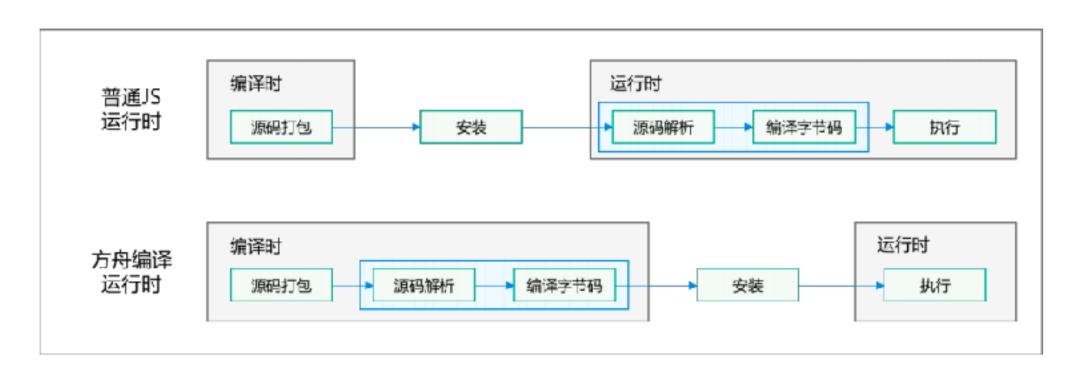
- 启动模式
- Ability
- Want
- HAP、HSP、HAR区别

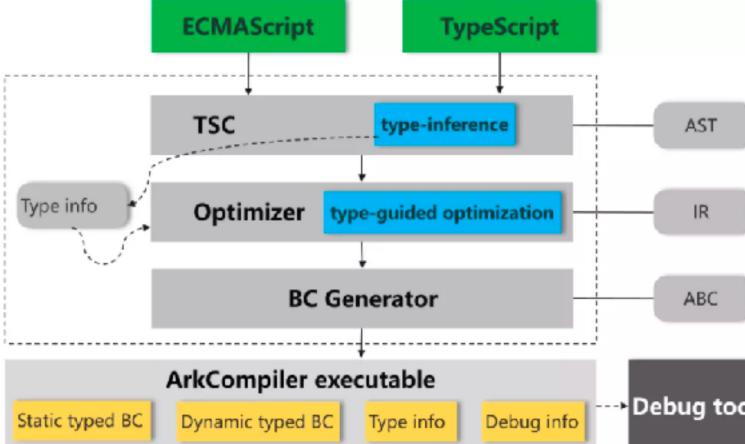
ArkCompiler和ArkRuntime

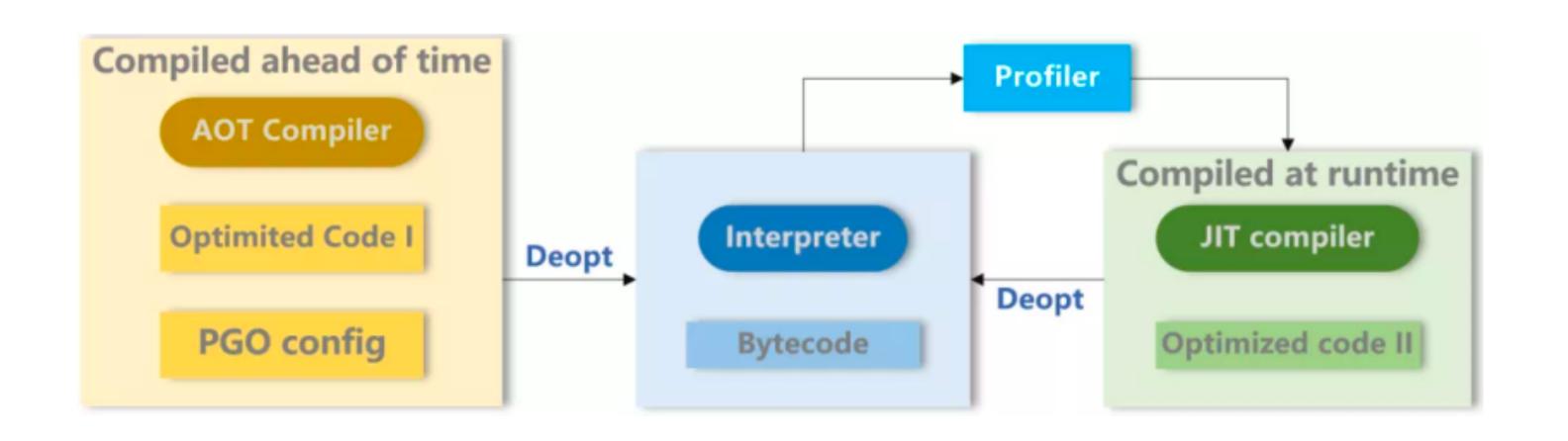
• 方舟编译运行时

• 类型推导

AOT和JIT区别

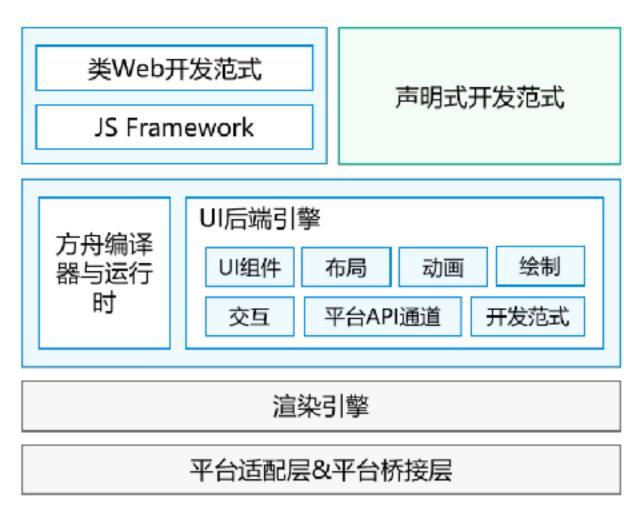


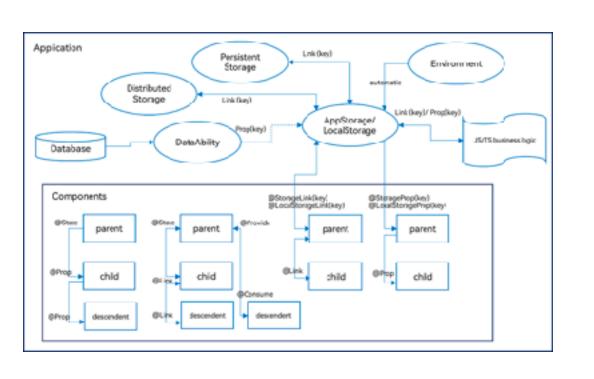


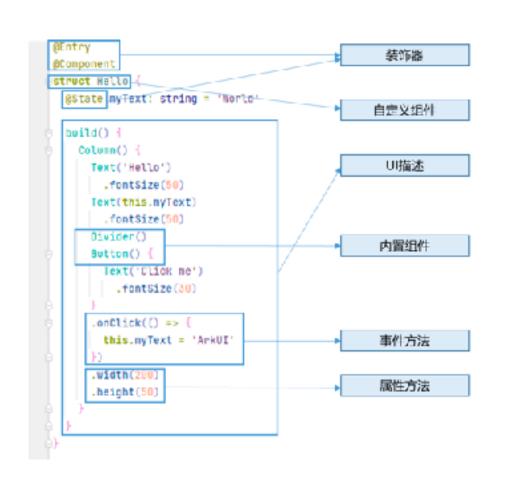


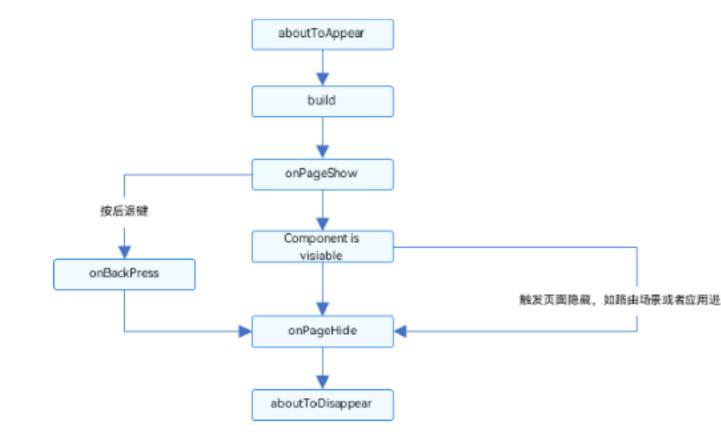
ArkUI

- ArkUI框架
- UI示例
- 页面生命周期、组件生命周
- 状态管理
- 渲染控制
- 布局结构





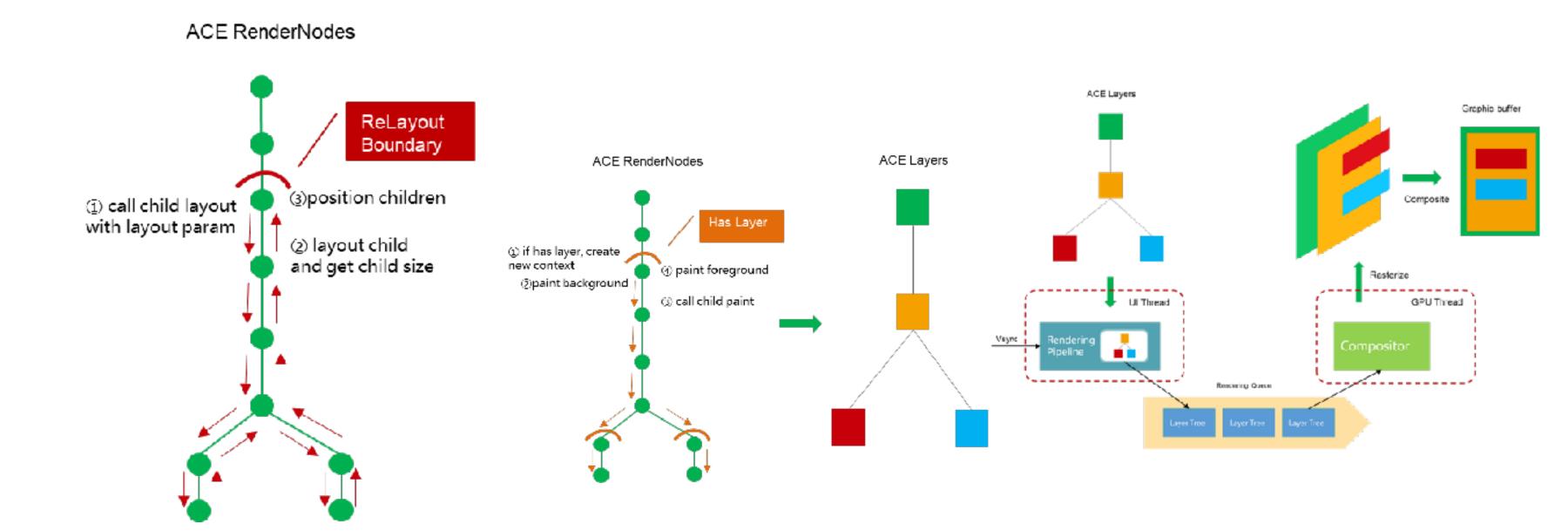




ArkUI

ACE Elements ACE RenderNodes ACE components Root Overlay Stage PageComposed Mount Composed Composed Map Scroll node: ref Composed {id:2, node: ref) Flex Text {id : n, node: ref}

- UI渲染
 - Component树、Element树、Render树
 - 布局的步骤
 - 绘制
 - 光栅化合成机制



ArkU

- 大前端框架演进
- React、Flutter、ArkUI对比

需求分析

- 层次性
- 涉众
- 需求获取
- 关注点
- 需求的组织

AbilityKit、Network Kit、ArkData和ArkWeb

runJavaScript

图数执行结果:responseData:

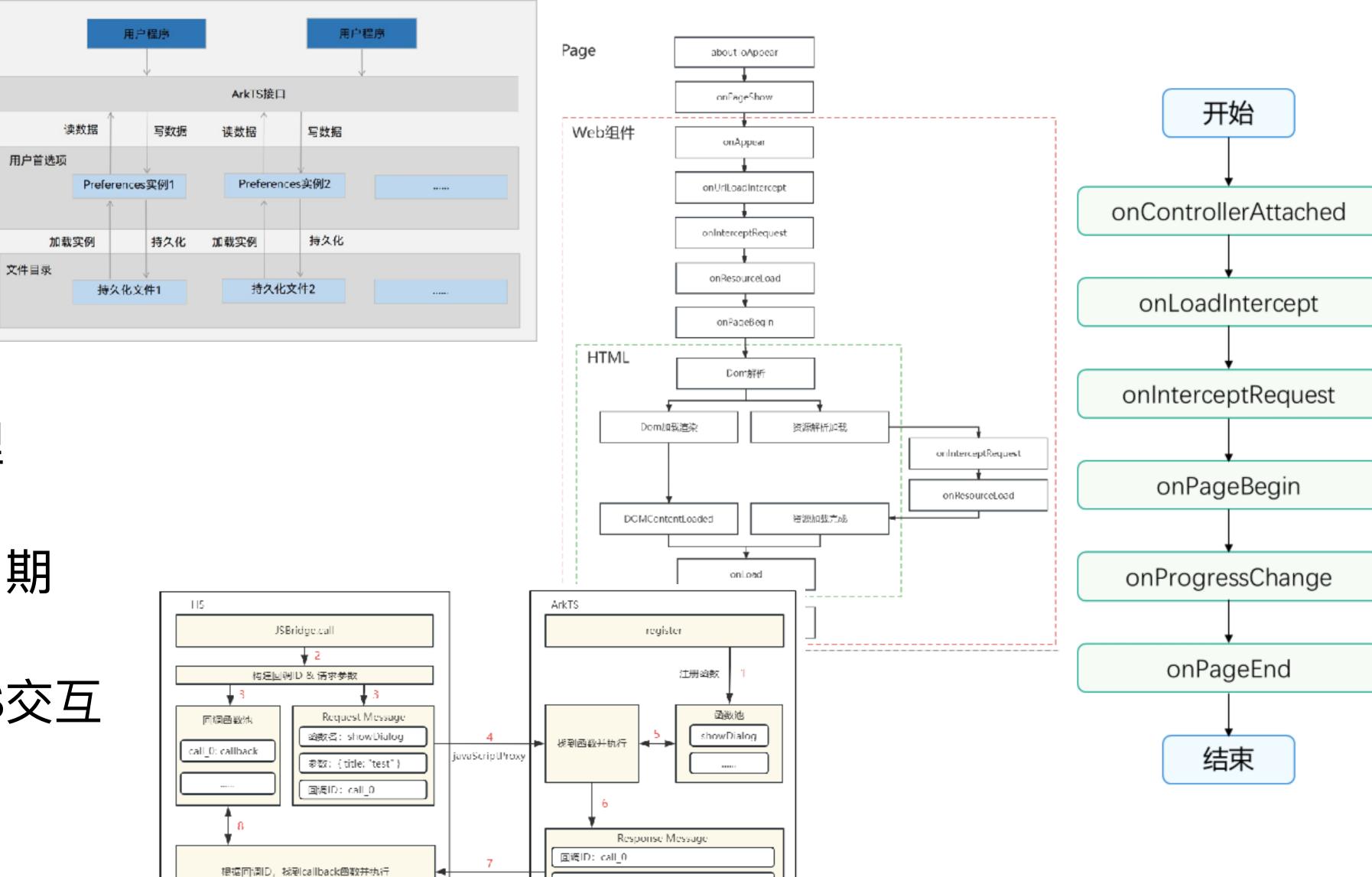
• 启动UIAbility

• 冷启动和热启动

• 用户首选项原理

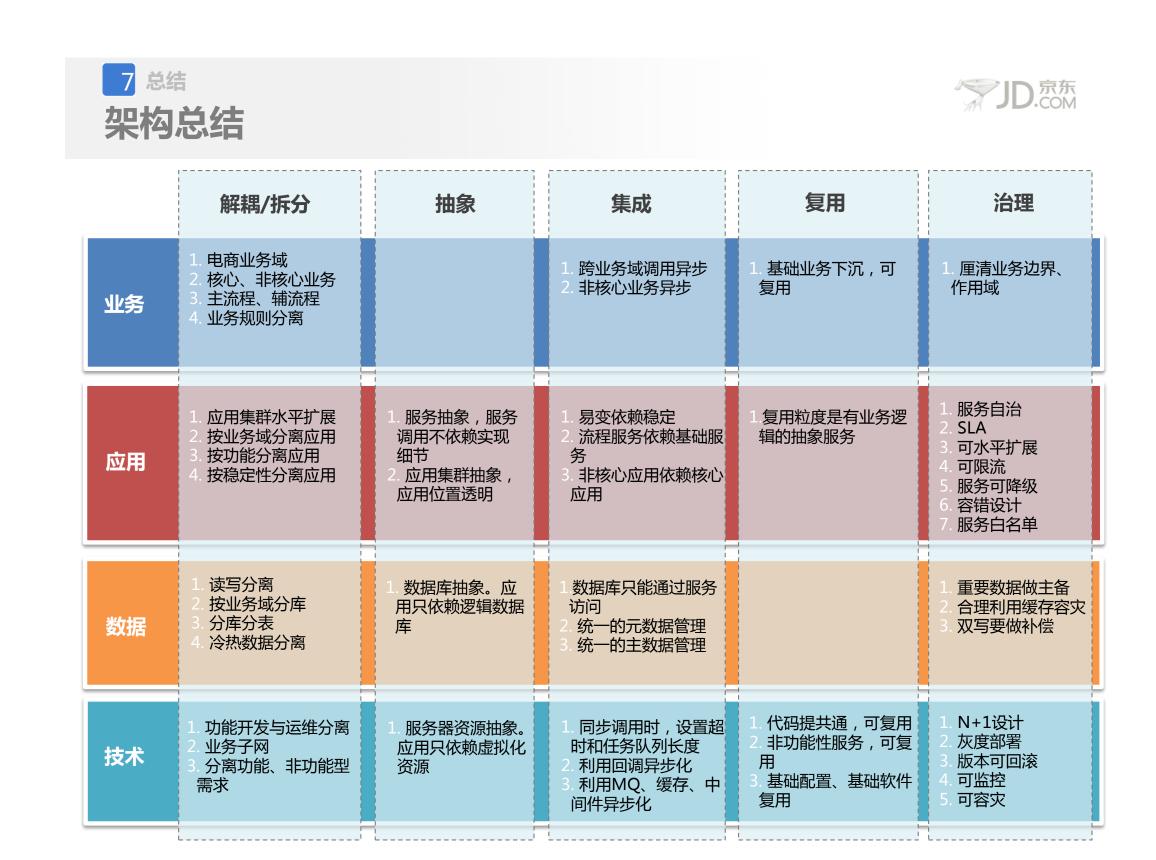
• Web组件生命周期

• H5页面和ArkTS交互



架构设计视角

- 业务、应用、数据、技术
- 整体横向分层抽象,局部纵向贯穿分解



高可用高并发

- 大型网站架构演化历程
- 高可用
 - 负载均衡与反向代理
 - 隔离
 - 限流
 - 降级
 - 超时与重试机制
 - 回滚

- 压测和预案
- 高并发
 - 应用级缓存
 - HTTP缓存
 - 连接池
 - 异步并发
 - 扩容
 - 队列

进程与线程

worker

宿主线程

基础设施

代码

序列化

工作线程1

基础设施

对象

代码

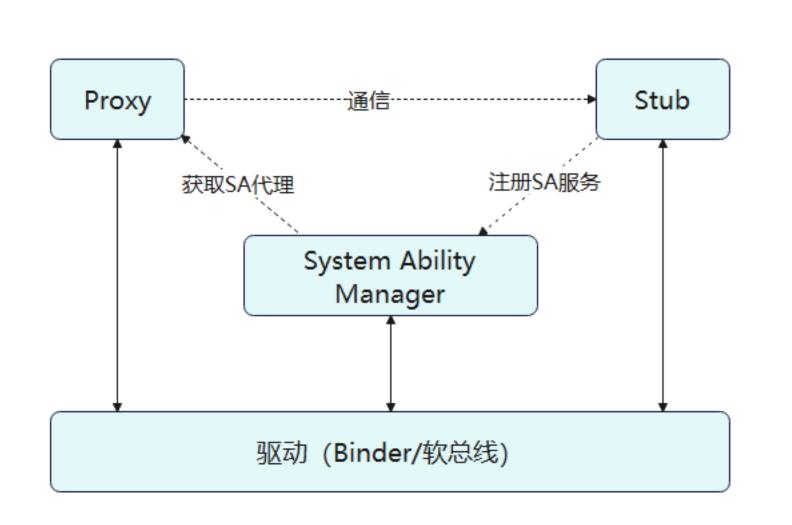
工作线程2

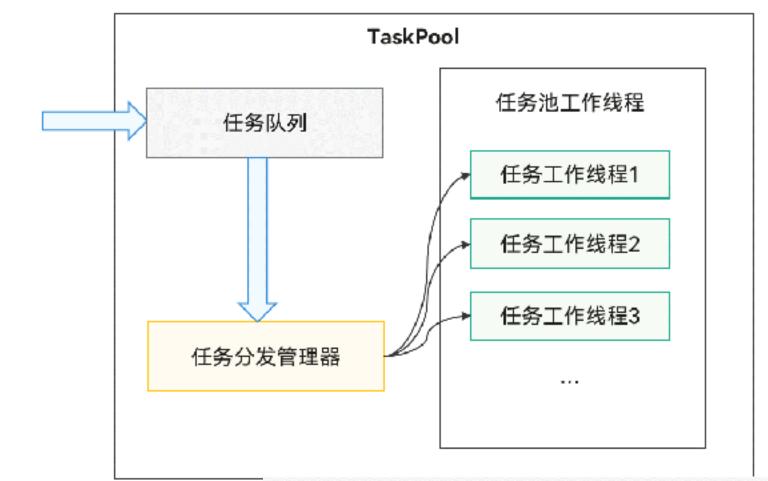
基础设施

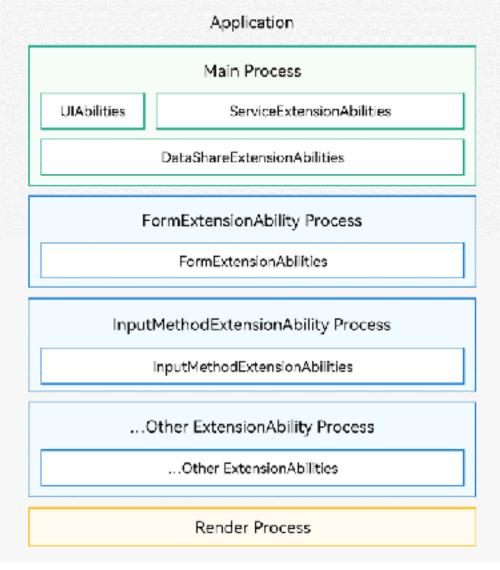
对象

代码

- 异步并发 (Promise和async/await)
- TaskPool机制和Worker机制
- 进程模型
- IPC机制

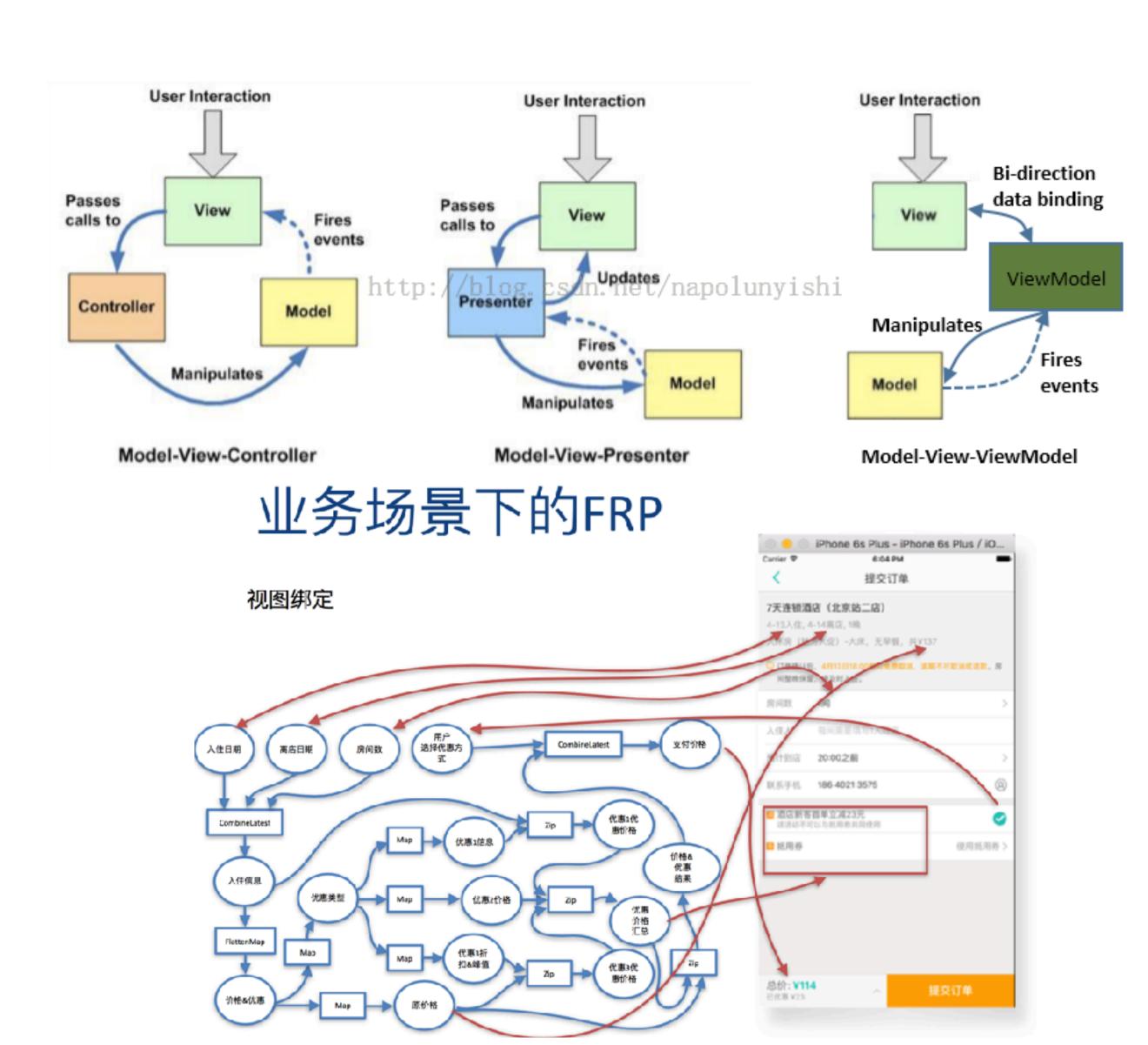






客户端架构

- MVC vs MVP vs MVVM
- FRP+MVVM



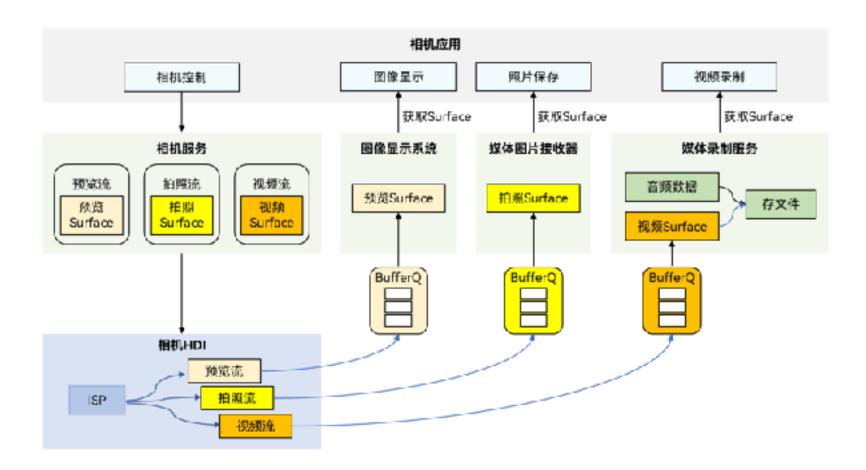
关注点

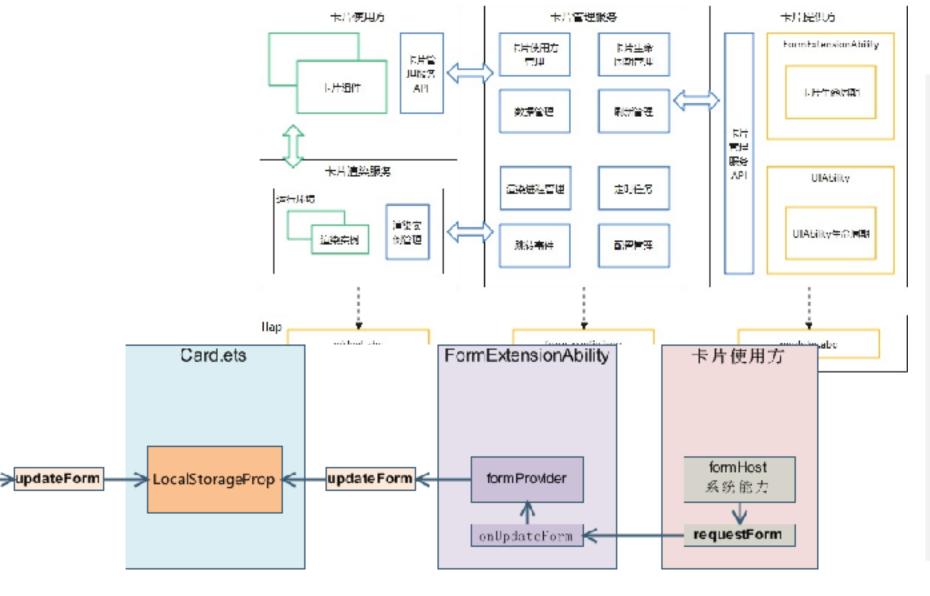
- 秒杀系统
- 可视化全链路日志追踪

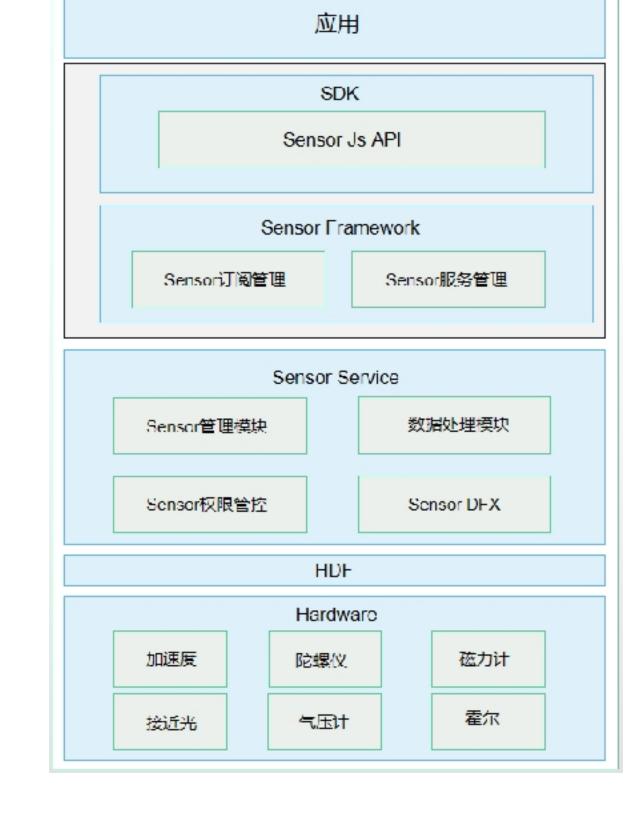
系统工具库

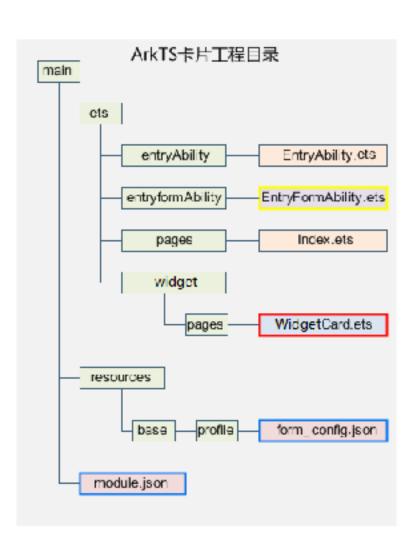
- 相机开发服务
- 传感器运作机制
- 卡片实现原理
- 卡片渲染原理
- 卡片数据交换

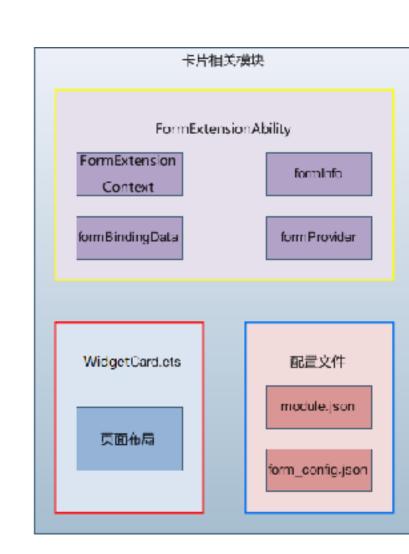
form Provider





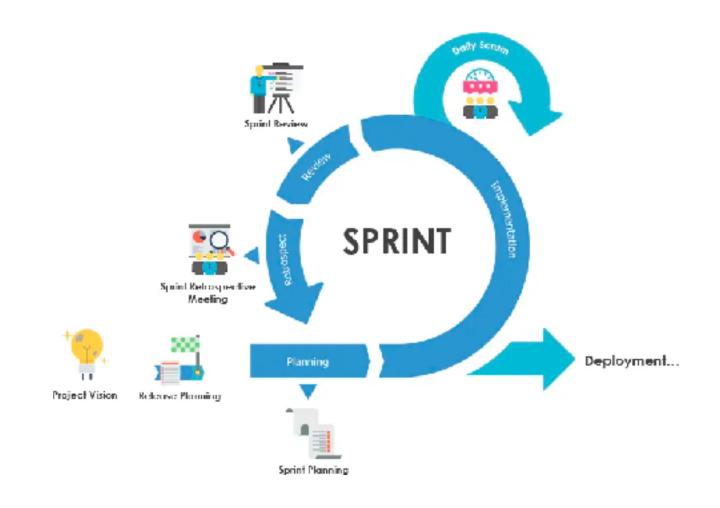






致捷软件开发

- Scrum
- 看板中的WIP
 - WIP太高,工作闲置
 - WIP太低,人员闲置



从微服务到云原生

- 微服务架构
- Docker、K8s、Istio架构
- Serverless
- 云原生

高级特性

- 脚本基础流程运行图
- UI测试用例
- NAPI对比JNI

