

MobX the journey

the good parts, the bad parts

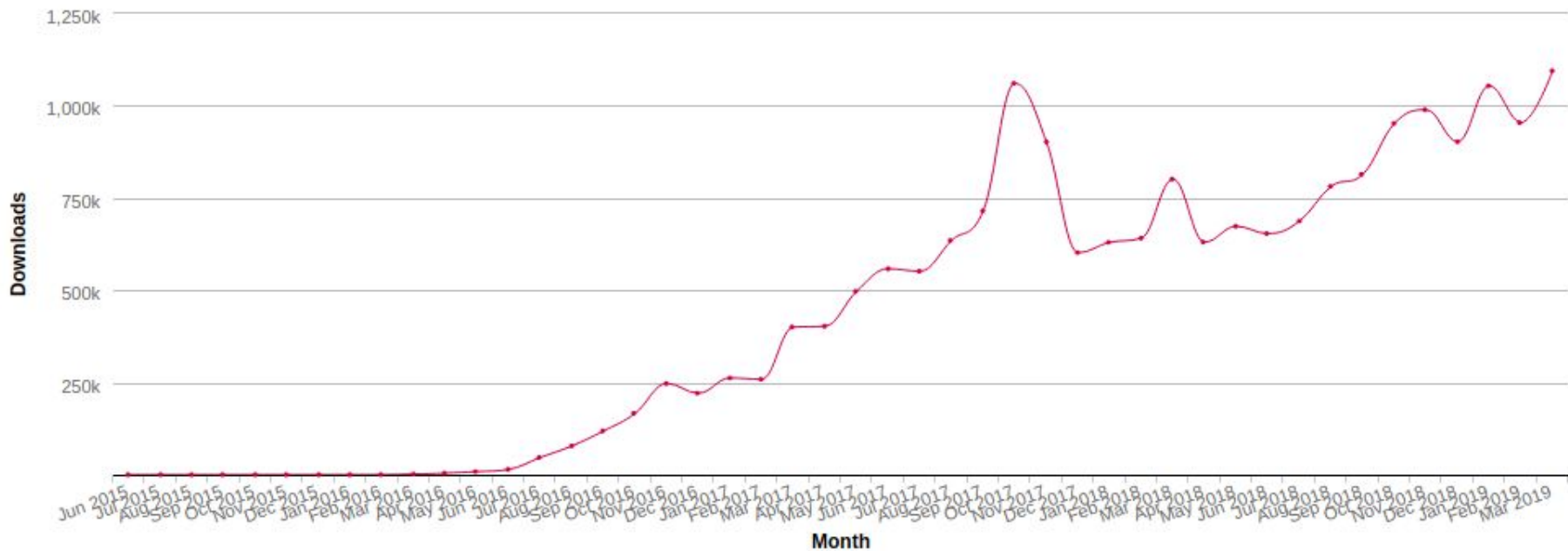
@mweststrate - michel.codes - React-Finland - 25-4-2019



React Europe, 2015

Downloads per month

Click and drag in the plot to zoom in



Outlook

Search

New message

Delete

Archive

Junk

Sweep

Move

Favorites

Inbox32

Drafts

Archive

Add favorite

Folders

In-Place Archive - Adele Vance

Groups

Business Development8

Electronic Events1

test Compass3

Outlook Managed IOS Android1

X1050 Launch Team9

More

New group

FocusedOtherFilter

1Other: New conversations
Microsoft Planner

Adele Vance

You've joined the test Comp...7:53 AM

WorkBrilliantlyTogether Welcome to the tes...

Yesterday

OM

Outlook Managed IOS Android

You've joined the Outlook ...Wed 9:37 PM

WorkBrilliantlyTogether Welcome to the Ou...

Last week

Business Development

Add upcoming group event...Fri 8/10

Don't miss upcoming events You're new to ...

Last month

Alex Wilber

Northwind Traders Project ...Tue 7/24

There will be a detailed legal review of the ...

Henrietta Mueller

Daily StandupTue 7/24

No preview is available.

Miriam Graham

> All HandsTue 7/24

Monthly All Hands. Agenda for the meeting...

June

Mark 8 Project Team

Mark 8 Project Supc6/14/2018

Business Development

Private group • 18 members

Send email

Follow in inbox

AboutMembersEmail

About this group

Description

Welcome to the BizDev team.

BusinessDevelopment@M365x947445.onmicrosoft.com

Group members

Megan BowenMarketing Manager

MA MOD Administrator

Adele VanceSenior Product Manager

Alex WilberMarketing Assistant

Christie ClineProduct Marketing

Diego SicilianiHR Manager

Apps

Mail

Calendar

Files

Notebook

Site

Planner

A cinematic promotional image for the video game Battlefield V. The central figure is a woman with blonde hair, wearing a dark trench coat, holding a submachine gun. She is in a dynamic, forward-leaning pose. The background is a chaotic battlefield scene with smoke, fire, and debris. Several biplanes are visible in the sky. The overall color palette is dominated by cool blues and greys, contrasted with warm oranges and reds from the fire and explosions. The title 'BATTLEFIELD V' is overlaid in a large, white, sans-serif font with a blue outline. In the bottom right corner, the EA GAMES logo and the EA logo are present.

BATTLEFIELD V

Open Source

The good parts

The bad parts

OSS for life!

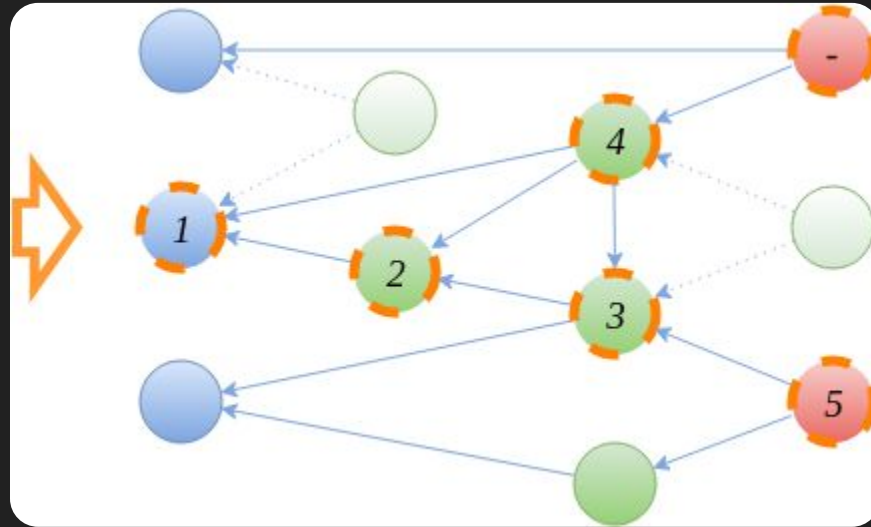
that's all

@observer

```
class ArrowView extends Component {  
  render() {  
    const {from, to} = this.props.arrow;  
    const [x1, y1, x2, y2] = [  
      from.x + from.width / 2,  
      from.y + 30,  
      to.x + to.width / 2,  
      to.y + 30  
    ];  
    return <path className="arrow"  
      d={`M${x1} ${y1} L${x2} ${y2}`}  
    />;  
  }  
}
```

boxes

box props ?!



Derivation tree



nobody cares
how smart the solution is



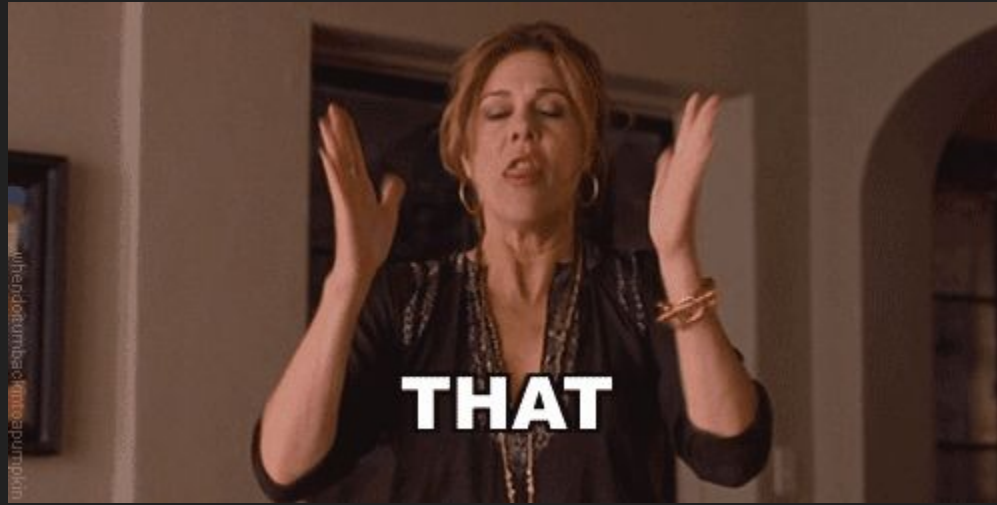
Reactive Conf 2015

the OSS project **dead zone**

Nobody takes a serious look

Nobody cares how smart your solution is

No critical mass yet, devs don't like to gamble



if you can't sell the lib...
sell the problem



Michel Weststrate 

@mweststrate



MobX doesn't try to make an academic point.
It just tries to enable you to go home early
each day :)

 Tweet vertalen

19:48 - 3 jun. 2016

39 retweets 91 vind-ik-leuks



4



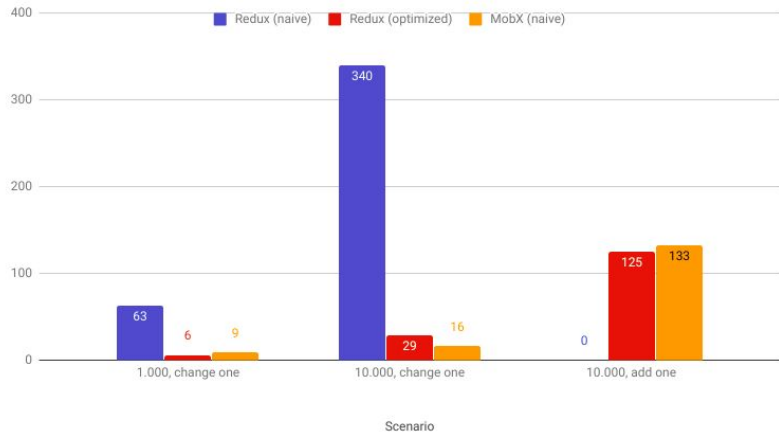
39



91



Time in ms needed to process changing a single todo item in TodoMVC



Bonus tip

Use <https://github.com/mobxjs/mobx> to skip all of this subscribing code. Same app using **mobx** (<http://codepen.io/lavrton/pen/WwPaeV>):

```
sum time 83.49000000000024
```

```
average time 0.16698000000000046
```

Time for rendering with mobx state

About 1.5x faster than the previous result (and difference will be much more if you have more elements). And code is much simpler:

<https://medium.com/@lavrton/how-to-optimize-rendering-of-a-set-of-elements-in-react-ad01f5b161ae>



Dan Abramov

@dan_abramov

Following



Really impressed how fast MobX can be without giving up expressive and clean code!



mweststrate/mobx-todomvc

Trimmed down TodoMVC used for benchmarking. Contribute to mobx-todomvc development by creating an account on GitHub.

github.com

RETWEETS

23

LIKES

69



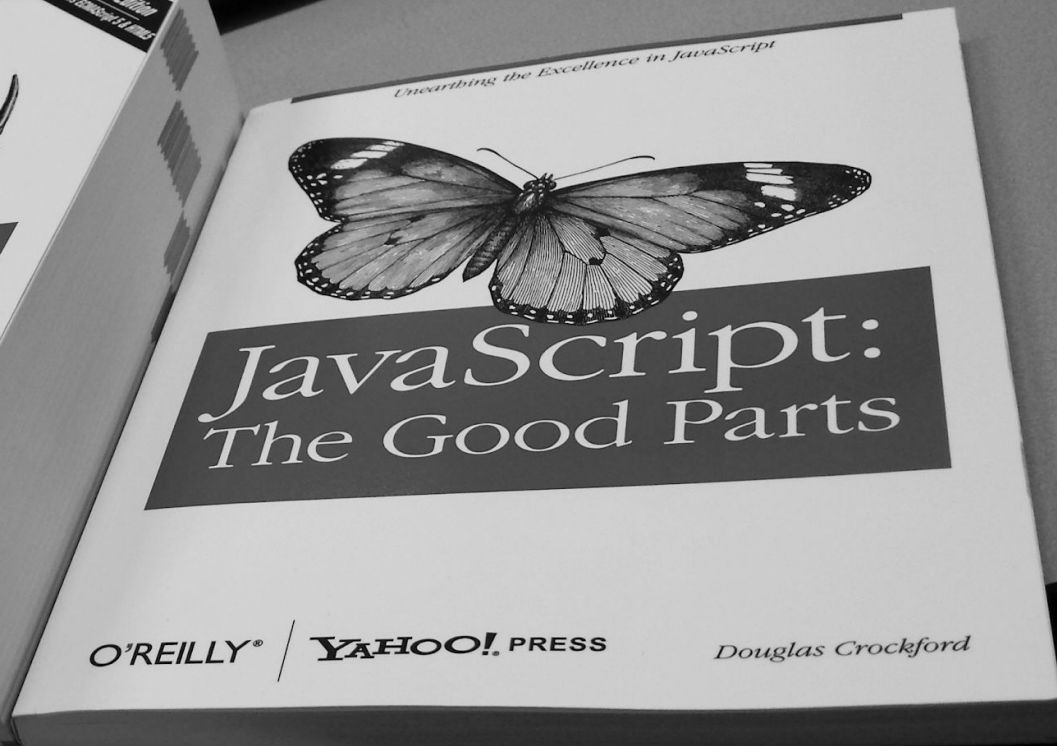
Anything that can be derived from the application state, should be derived. Automatically.

getting out of the OSS **dead zone**

What problem are you solving?

What makes your approach unique?

Testimonials!

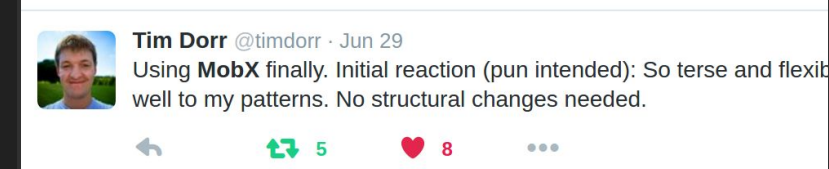
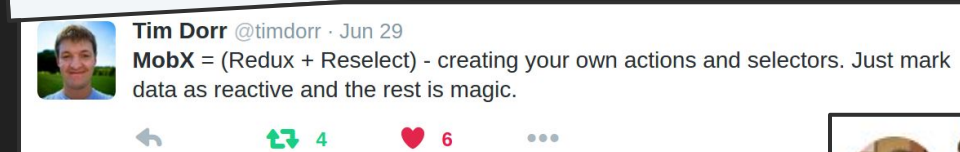
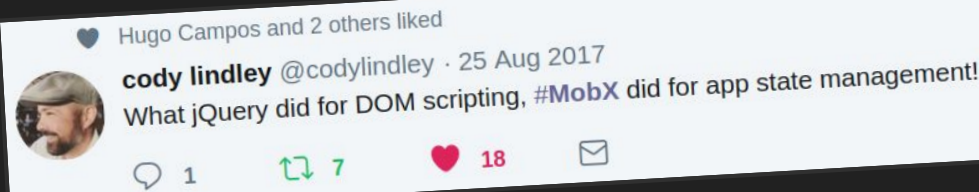
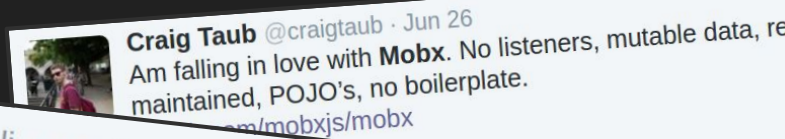
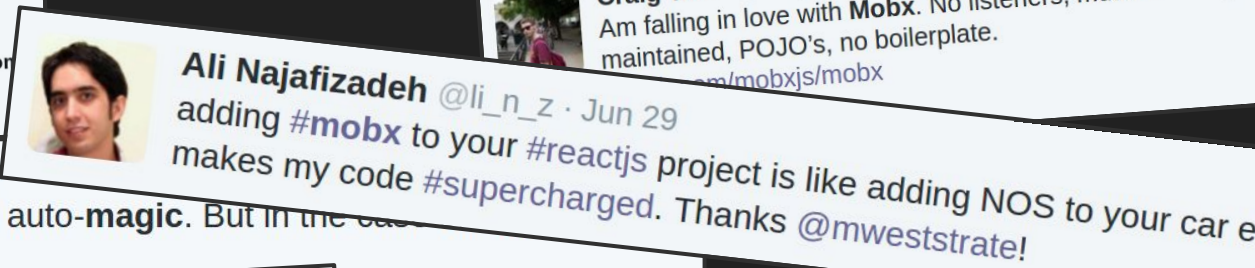
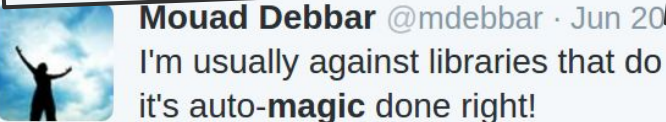


OSS - the good parts

learning



happy users! 🥰





mweststrate

691 commits 122,616 ++ 76,556 --

#1



mattiamanzati

198 commits 89,273 ++ 76,306 --

#3



xaviergonz

298 commits 89,220 ++ 62,614 --

#2



k-g-a

60 commits 2,076 ++ 1,384 --

#4



urugator



aleclarson

189 commits 15,009 ++ 15,017 --

#2



core contributors 🙌



beautiful confs & awesome ppl

MobX Quick Start Guide

Supercharge the client state in your React apps with MobX

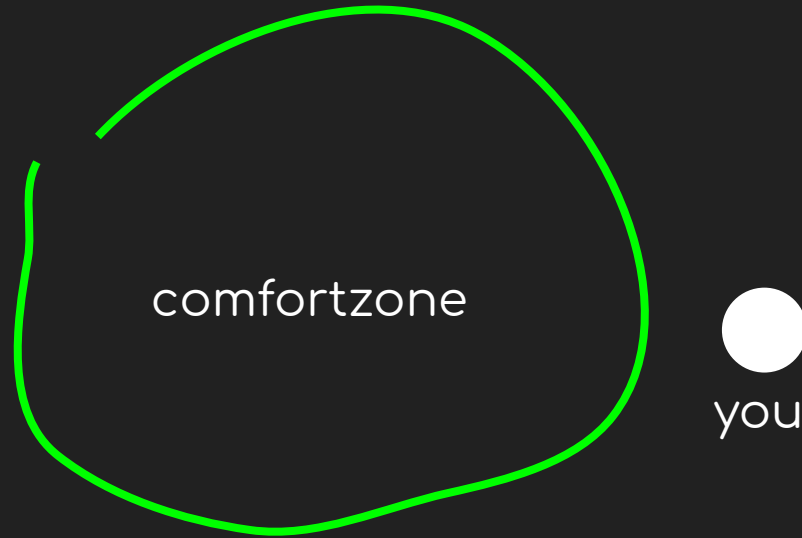


By Pavan Podila and Michel Weststrate

Packt
www.packt.com

vid tutorials - workshops - book

always keep learning



always keep learning



you



comfortzone

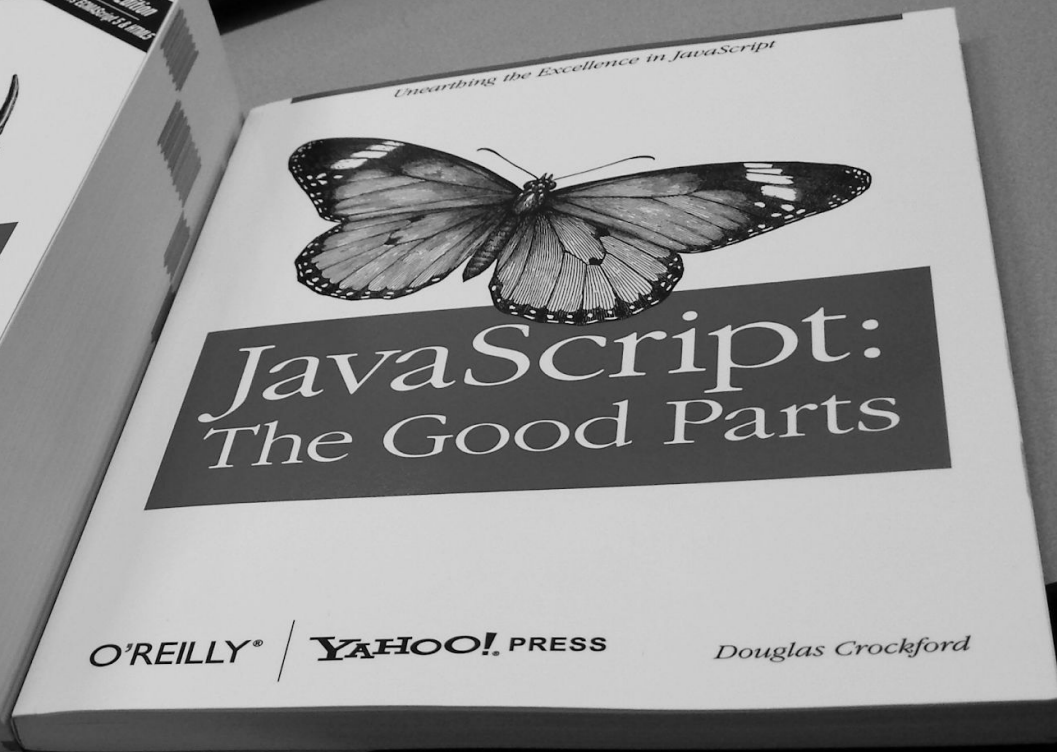
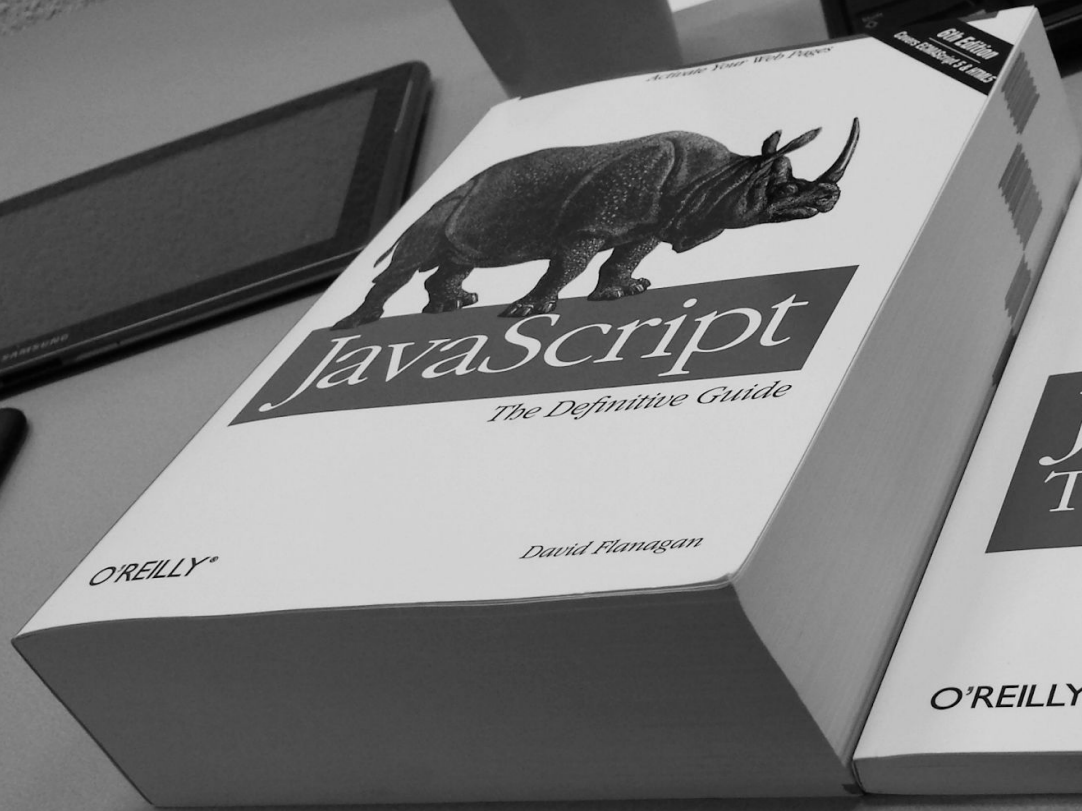
getting a raise 🤖💰

seeing others succeed



our industry is unique! 🚔

became independent 😄💧



OSS - the bad parts

@#\$\$@#\$\$ JS stack

babel / typescript / legacydecorators maybe not the best idea ever /
fields proposal / es2015 / UMD module / broken minifiers / common JS
modules / metro bundler / flow types / ESM modules / treeshaking
webpack or maybe not / internet explorer anyone / proxies / or not /
es5 polyfills / meteor bundler wtf / custom bundler please change
your project wtf wtf / optional deps / bundlephobia not like / peer
deps / peer deps / did i mention peer deps yet? or decorators?

no SLA is the worst SLA

OSS has no holidays

not yet another package... 🙄



Jani Eväkallio  #ReactFinland

@jevakallio

Volg je nu



The Continuing Legend of @NikkitaFTW and the Glorious Life of a Conference Speaker

 Tweet vertalen

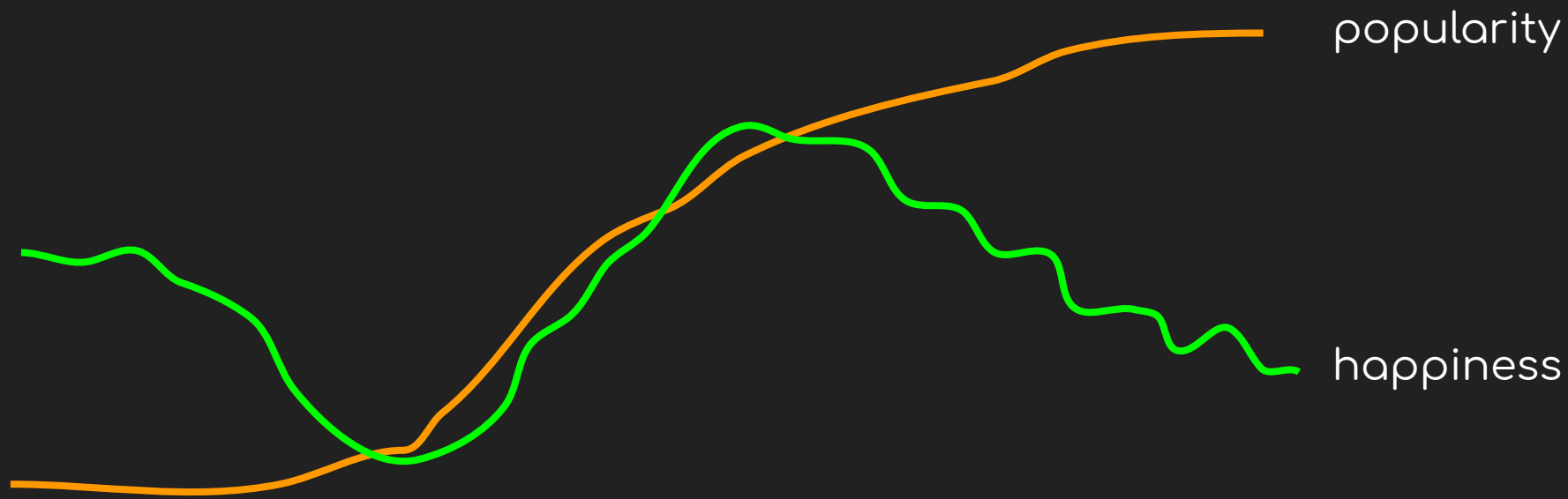


15:08 - 25 apr. 2018

...as quoted by colleague...

“When you're awake at night, rather than spending the rest of the night watching the rooftop and being frustrated, it's better to do something productive”

-Michel, when asked on how he can maintain a popular open source project while having two kids



the OSS trap

don't want to let thousands of users down

don't want to let family down

who makes up for the difference?

a new feature

or

a new gig?



an awesome job

or an

awesome project



paint the door

or

review a PR



“above all else, guard your heart,
for everything you do flows from
it”

Proverbs 4: 23



living **life** is the **most impactful** OSS
project you will ever have

free work needs to be
passion driven

Conclusion

1. I'm extremely grateful for all contributors & sponsors
2. We live in a privileged, unique industry, filled with opportunity
3. Messaging is crucial for any project to succeed
4. When filing issues, remember: you are asking for free help on something you are being paid for!
5. Obtain sponsoring for projects from your managers!
6. Contribute to OSS. It will advance your career
7. Guard your heart and live a balanced life



don't just develop software
develop **you**.

@mweststrate