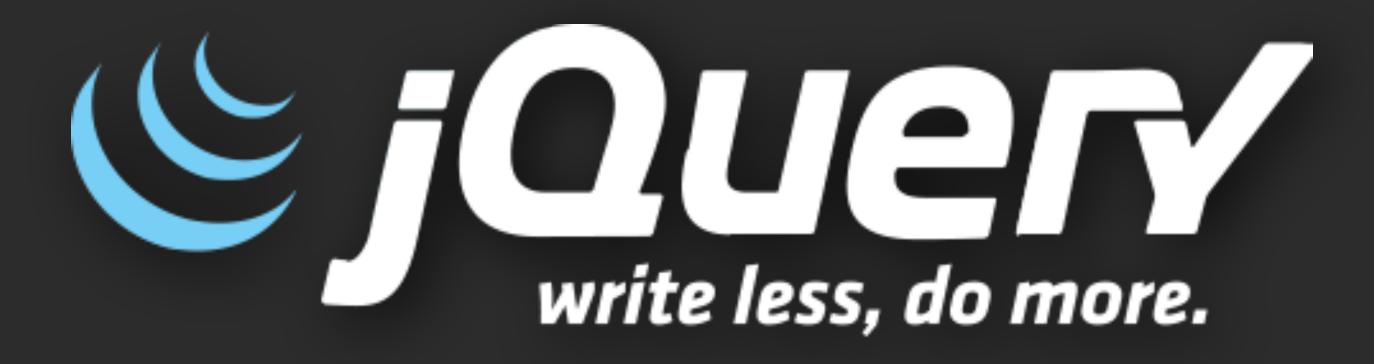
### (Un)popular Opinions

## 6) Redux

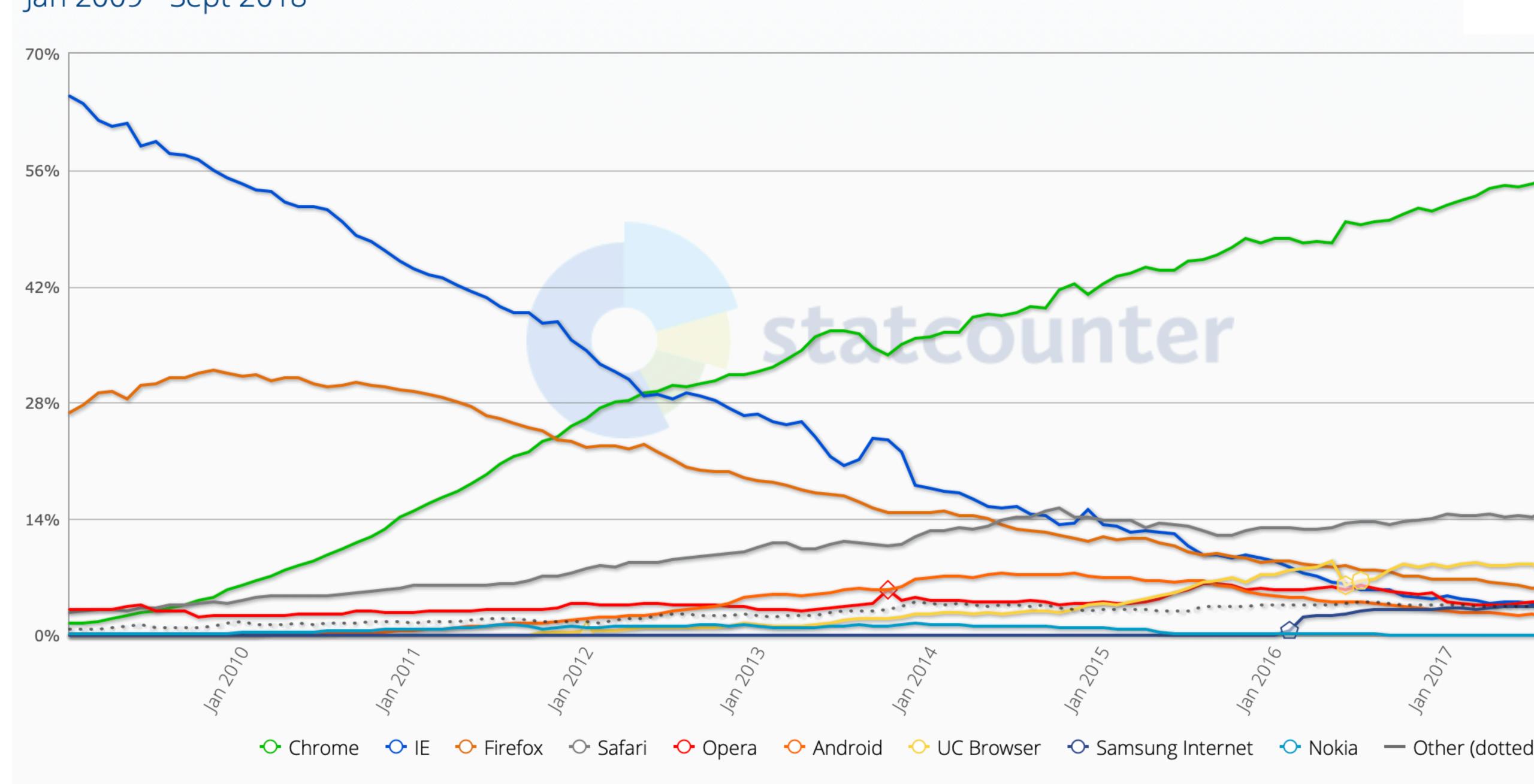
# Who of you ever used has Redux?

# Would you use Redux for your next project?

### Are you a fan of Redux?

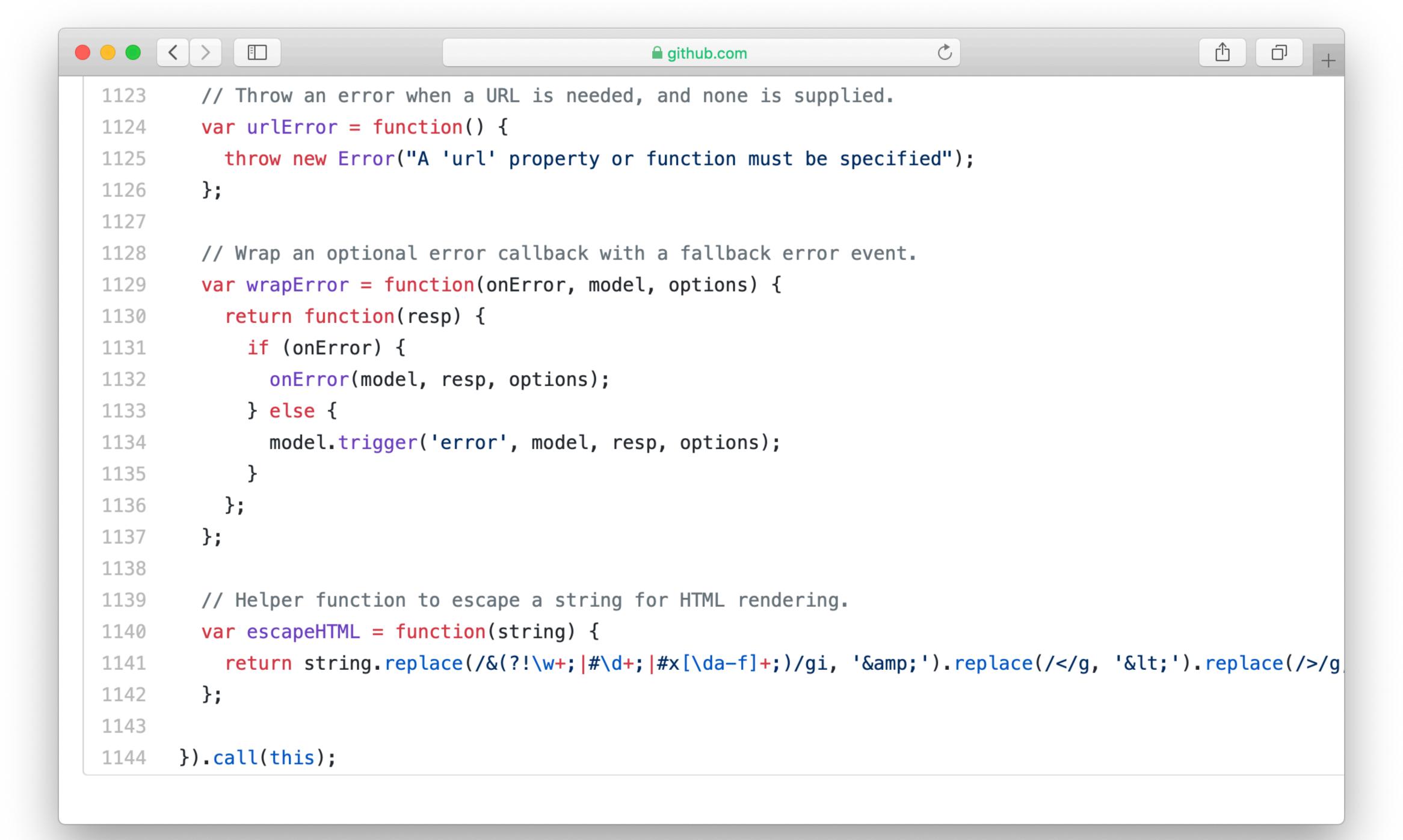


#### Browser Market Share Worldwide Jan 2009 - Sept 2018

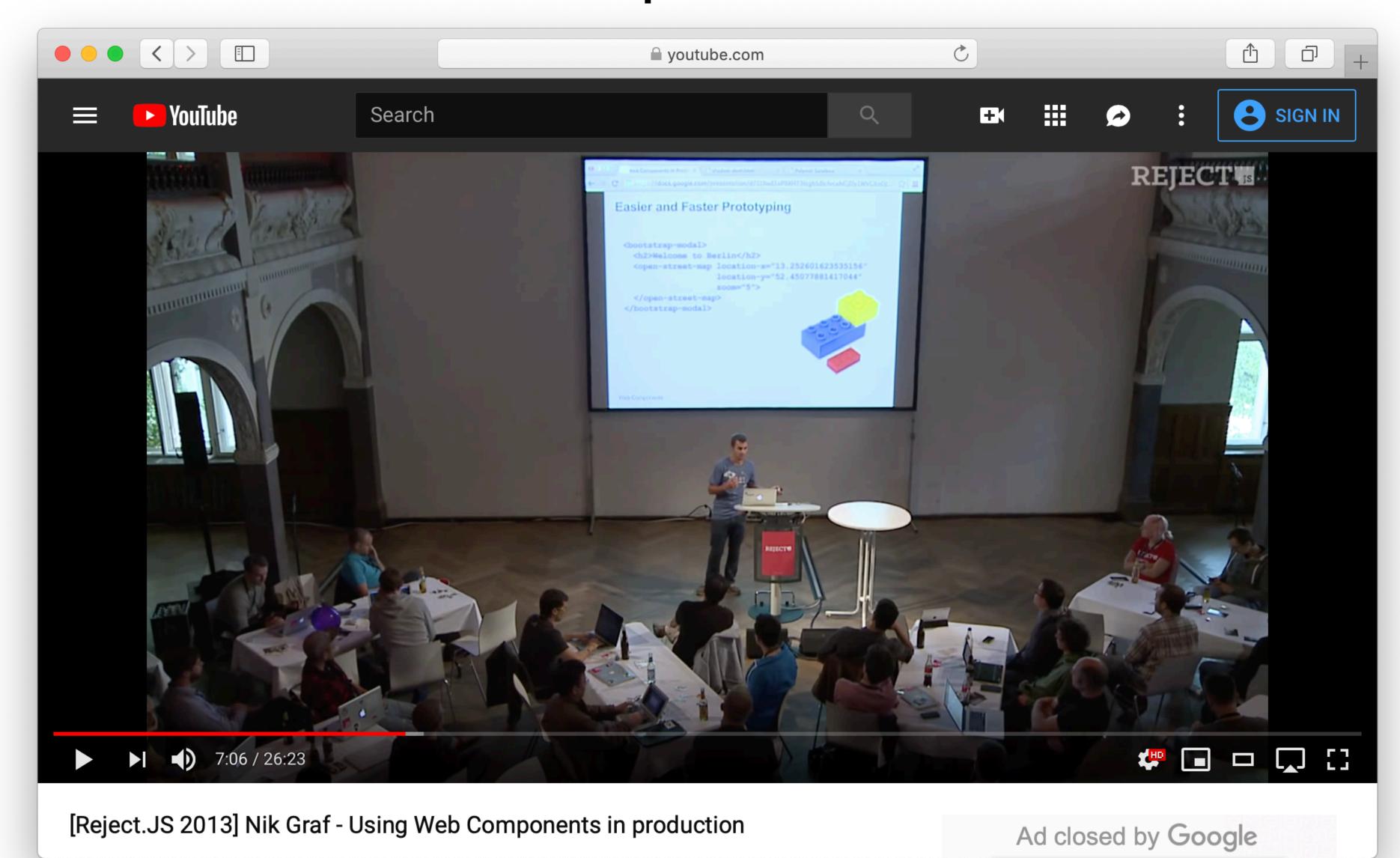




### AWESOME



#### Web Components rock!



#### ... looks familiar?

```
<bootstrap-modal>
  <h2>Welcome to Berlin</h2>
  <open-street-map location-x="13.252601623535156"</pre>
                    location-y="52.45077881417044"
                    zoom="5">
  </open-street-map>
</bootstrap-modal>
```



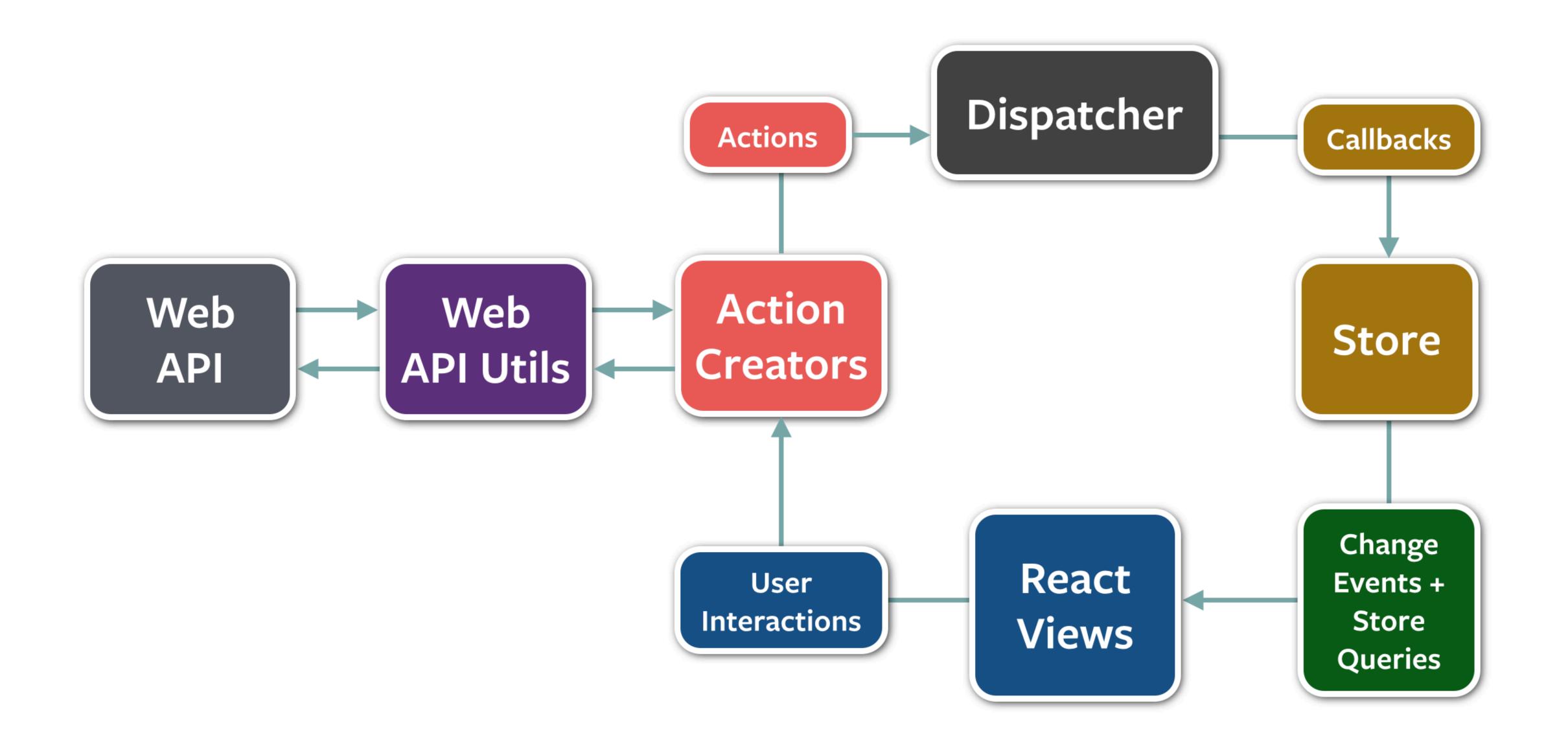
#### rocks



rocks
was kind of ok



### fn(state) => ui



## 6) Redux

# Lesson 1 Judge technology with

the context of time.

## 6 Redux



### npm uninstall redux

npm uninstall redux-saga redux-loop redux-thunk redux-effects react-intl-redux redux react-redux redux-form

### What now?

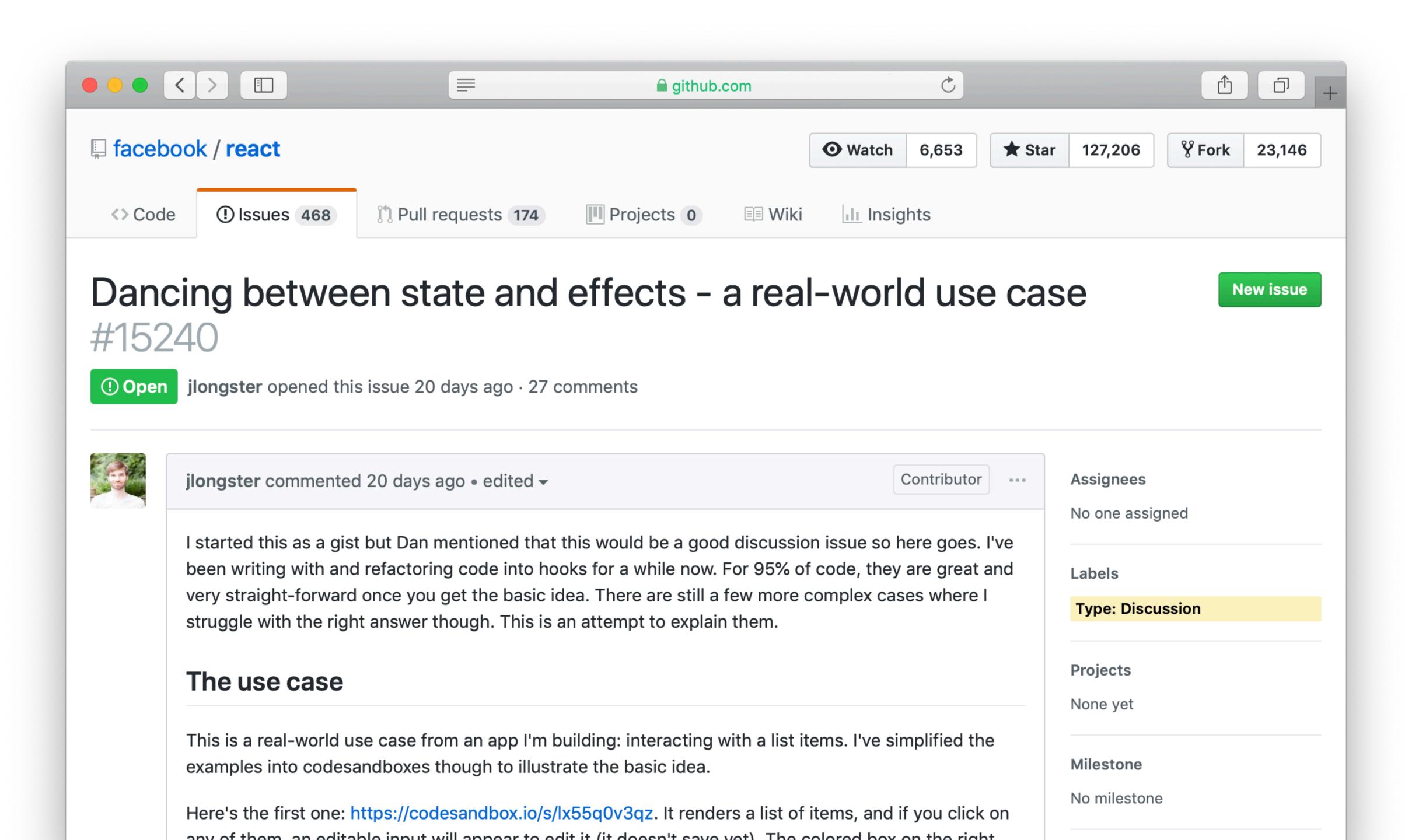


MobX

# What are people really excited about?



#### Is it really a good idea?



Sorry for the length of this. I figure I'd be over-detailed rather than under-detailed, and I've been brewing these thoughts since hooks came out. I'll try to conclude my thoughts here:

- Effects are **very nice**. It feels like we have easy access to the "commit" phase of React, whereas previously it was all in componentDidUpdate and not composable at all. Now it's super easy to throw on code to the commit phase which makes coordinating stuff with state easier.
- Reducers have interesting properties, and I can see how they are fully robust in a concurrent world, but for many cases they are too limited. The ergonomics of implementing many effect-ful workflows with them requires an awkward dance, kind of like when you try to track effect states in local state and split up workflows. Keeping a linear workflow in a callback is not only nice, but necessary in many cases for maintainability.
- Callbacks can be made memoizable without much work. In many cases I think it's easier to use the
  ref trick than reducers, but the question is: just how dangerous is it? Right now it's not that
  dangerous, but maybe concurrent mode really is going to break it.
- If that's the case, we should figure out a better way to weave together effects and state changes.

I hope all of this made sense. Let me know if something is unclear and I'll try to fix it.



46





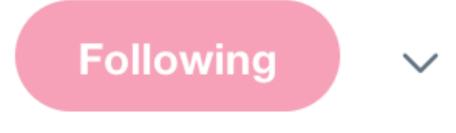






### Unpopular Opinions



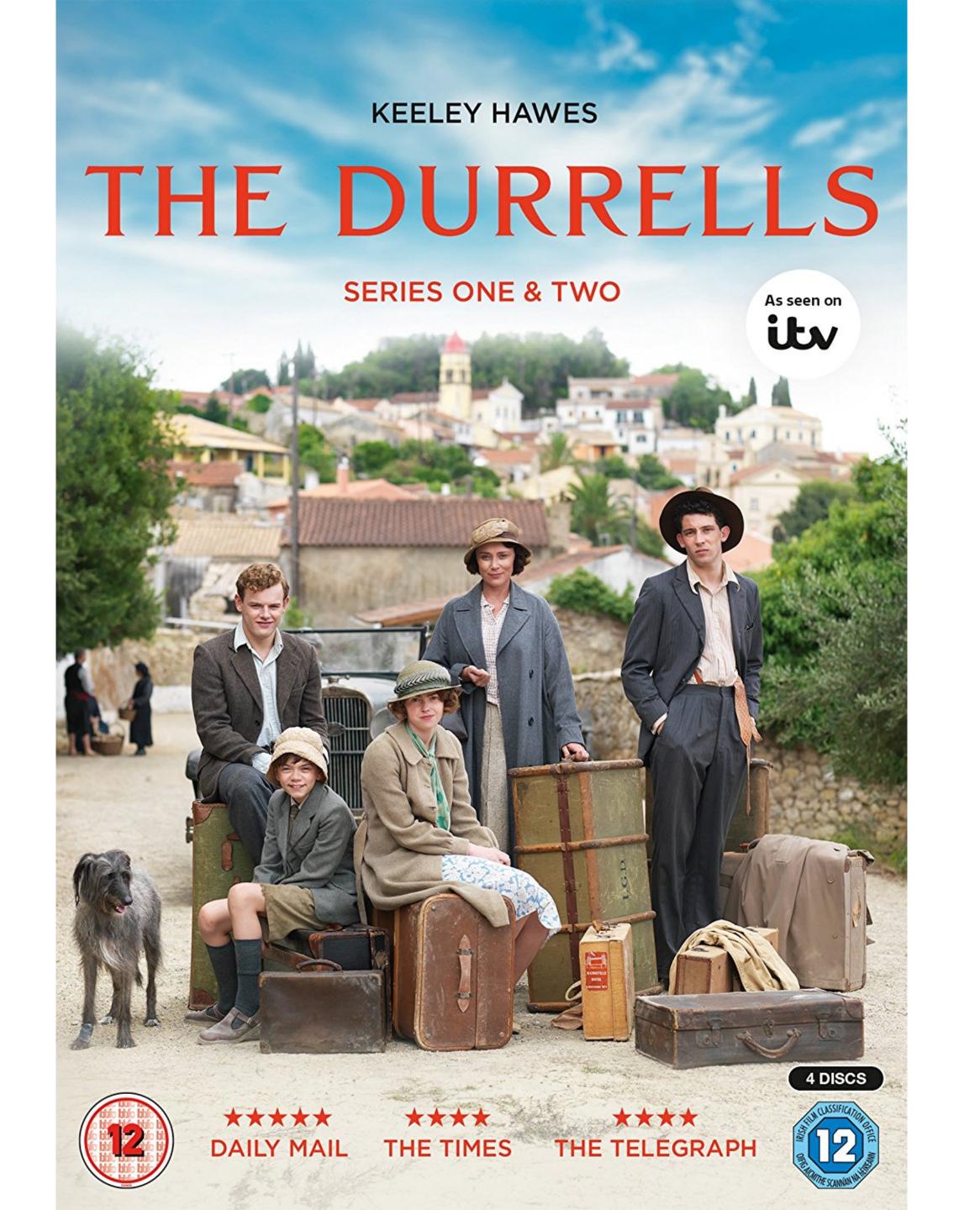


### Unpopular opinion: The Durrells > Game of Thrones

2:55 PM - 17 Apr 2019

1 Retweet 16 Likes

□ 10 □ 16 □























\*\*\*\*
THE TELEGRAPH















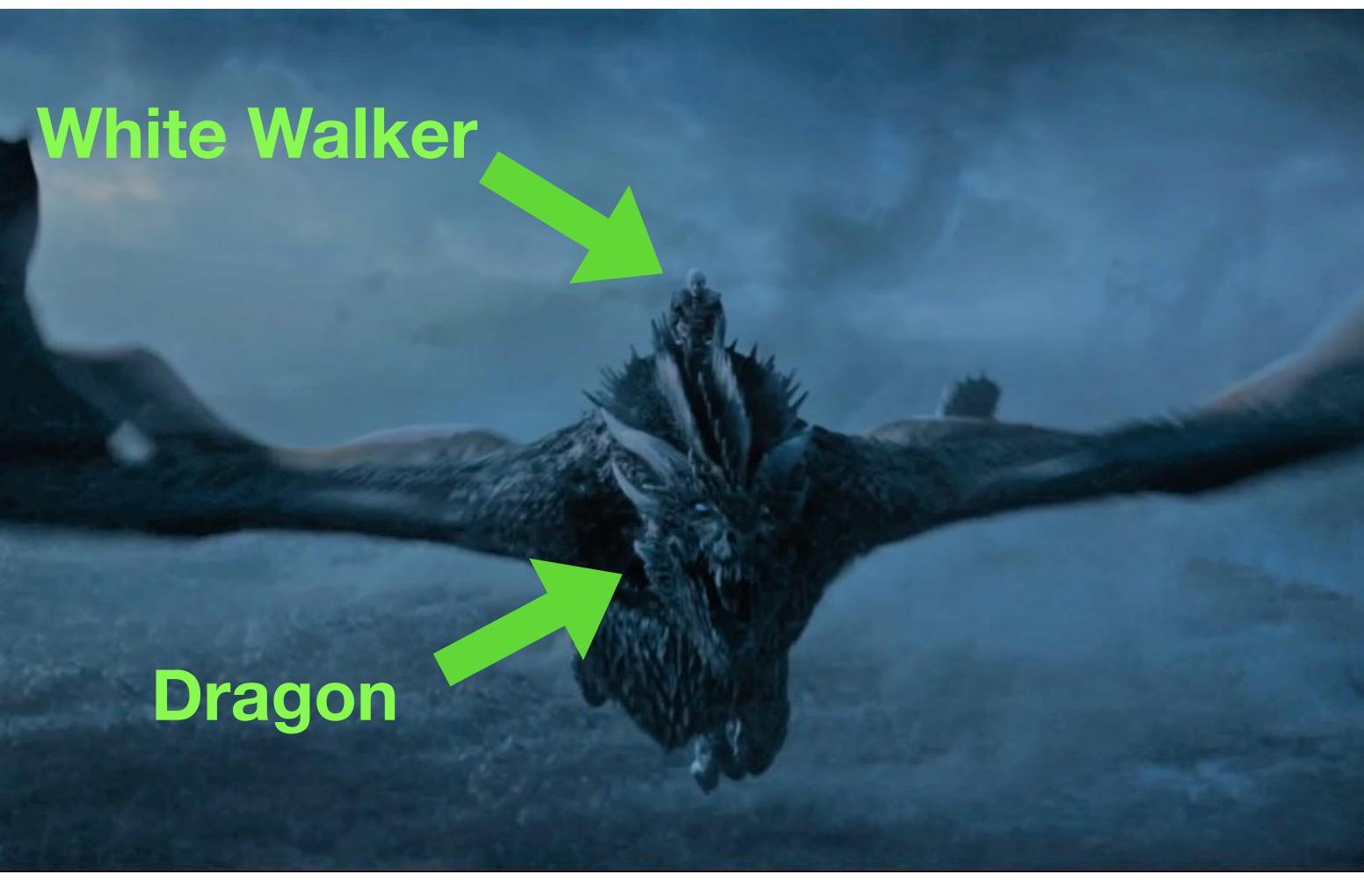


THE TIMES

\*\*\*\*

DAILY MAIL

\*\*\*
THE TELEGRAPH







## Unpopular opinion: @reactjs edition

## Bring it on



3:24 PM - 23 Mar 2019

**183** Retweets **1,117** Likes





















183





### Sebastian Markbåge @sebmarkbage · Mar 23

Replying to @dan\_abramov @reactjs

React doesn't deprecate and delete things quickly enough.



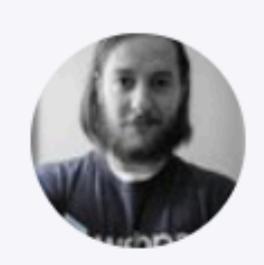
13

 $\Box$ 

4

298





### Sean Thomas Larkin (嫪肖恩) @TheLarkinn · Mar 23

Replying to @dan\_abramov @reactjs

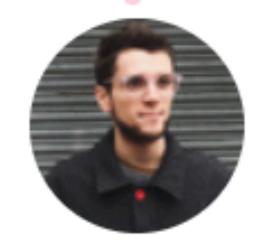
Synthetic eventing is a wasted over-abstraction that hurts userland load times. Only about 15-30% of events are actually used.











#### Dan Abramov @dan\_abramov · Mar 23

Agree in its current form. One solution could be to yank it out. Anorher interesting approach is to see what it could enable if it utilized to its full potential.









#### Ryan Florence @ryanflorence · Mar 23



#### Replying to @dan\_abramov @reactjs

The majority of logic people write in React is for data loading and hooks makes it more confusing for people than classes.

Suspense maybe should have come before hooks.

Excited for when we get it though!



5



7



239





Andrew Clark @acdlite · Mar 23 One is harder than the other Ryan!



1





41





Ryan Florence @ryanflorence · Mar 23 Haha, I know. It's gonna be great though.













#### Paul Henschel @0xca0a · Mar 23



I think the new context api was a little premature. Without selectors, a sure way to bail out of updates and consuming multiple providers it shouldn't have been greenlit. Now we have libs like Redux going back to subscribers in order to serve hooks, no hooks for React-Router, etc.

↑7 5

38



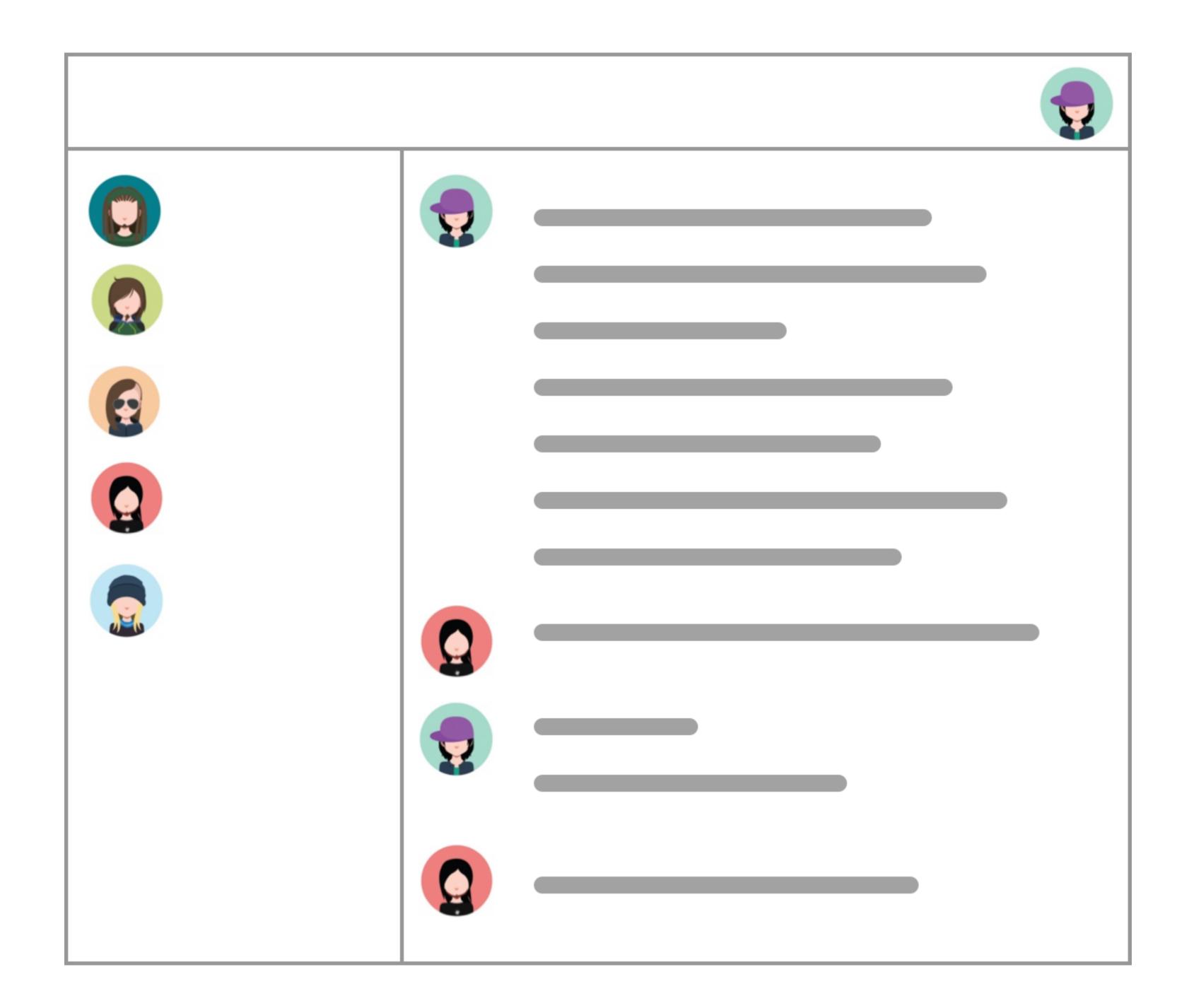


#### Dan Abramov @dan\_abramov · Mar 24

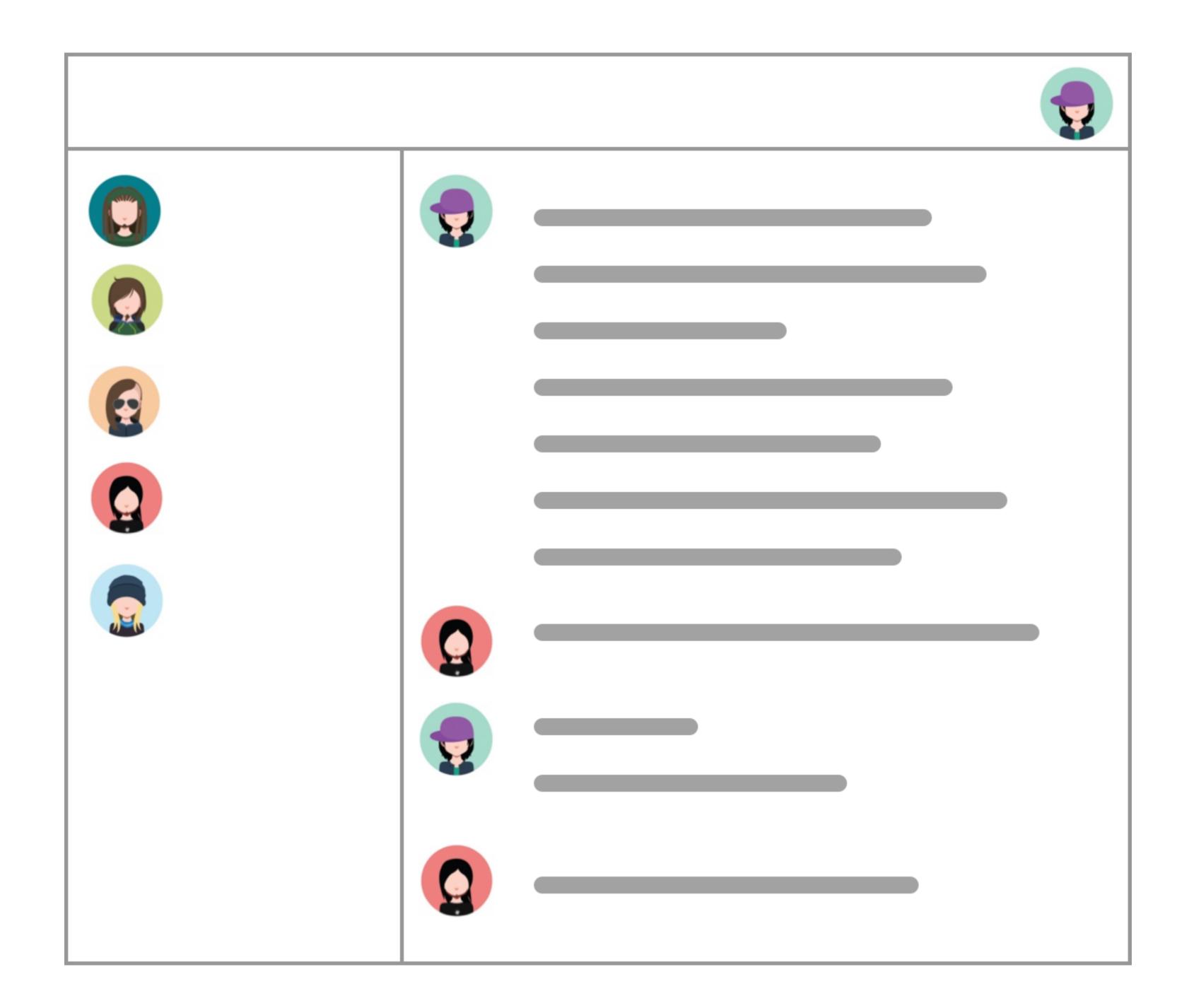
I think the problem here is that context API isn't meant as a catch-all solution. It's meant primarily for relatively infrequent updates. Would you prefer it didn't exist? For fast updates you can still use subscriptions which works the same way as in legacy context.

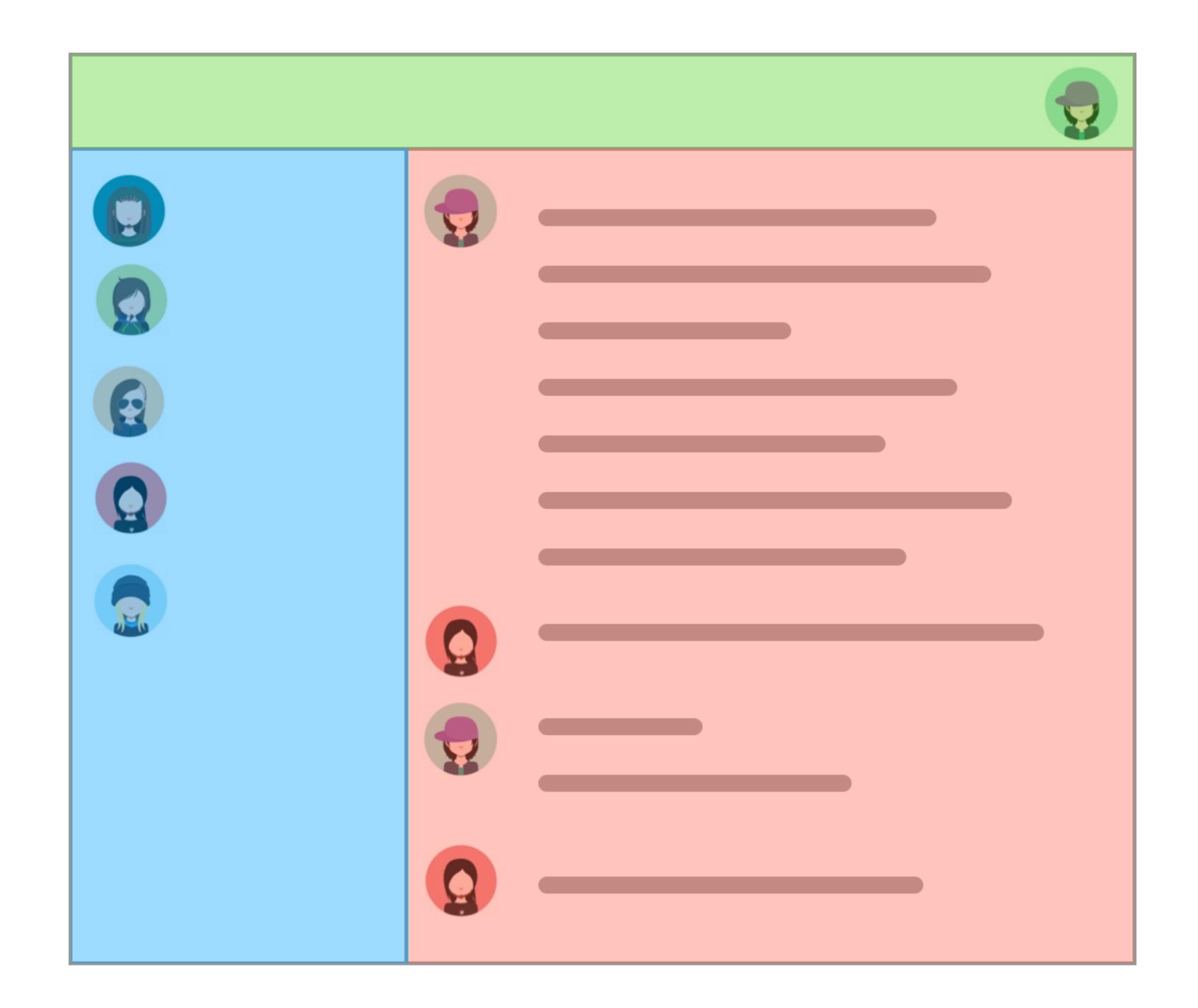


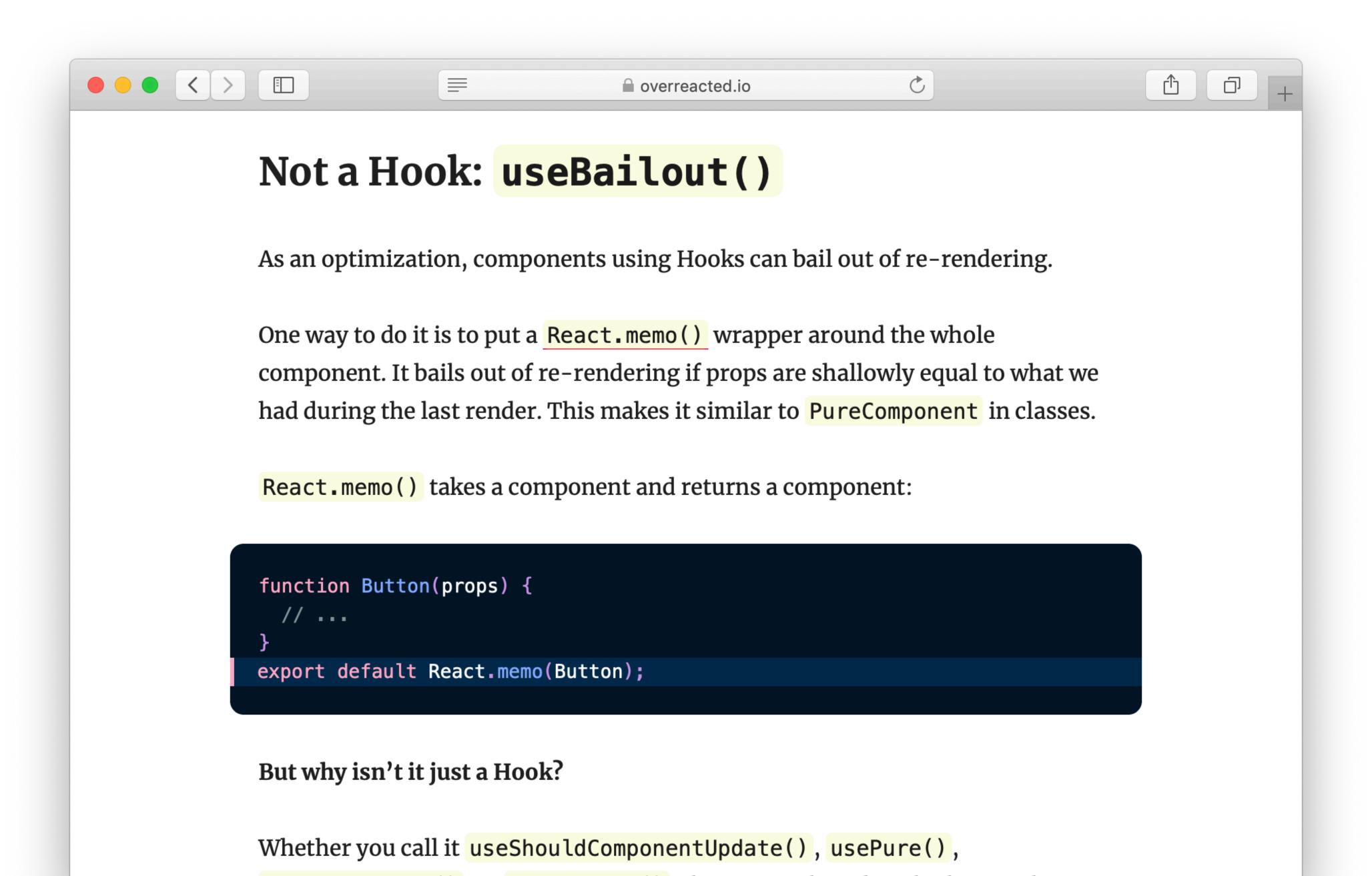
## Context



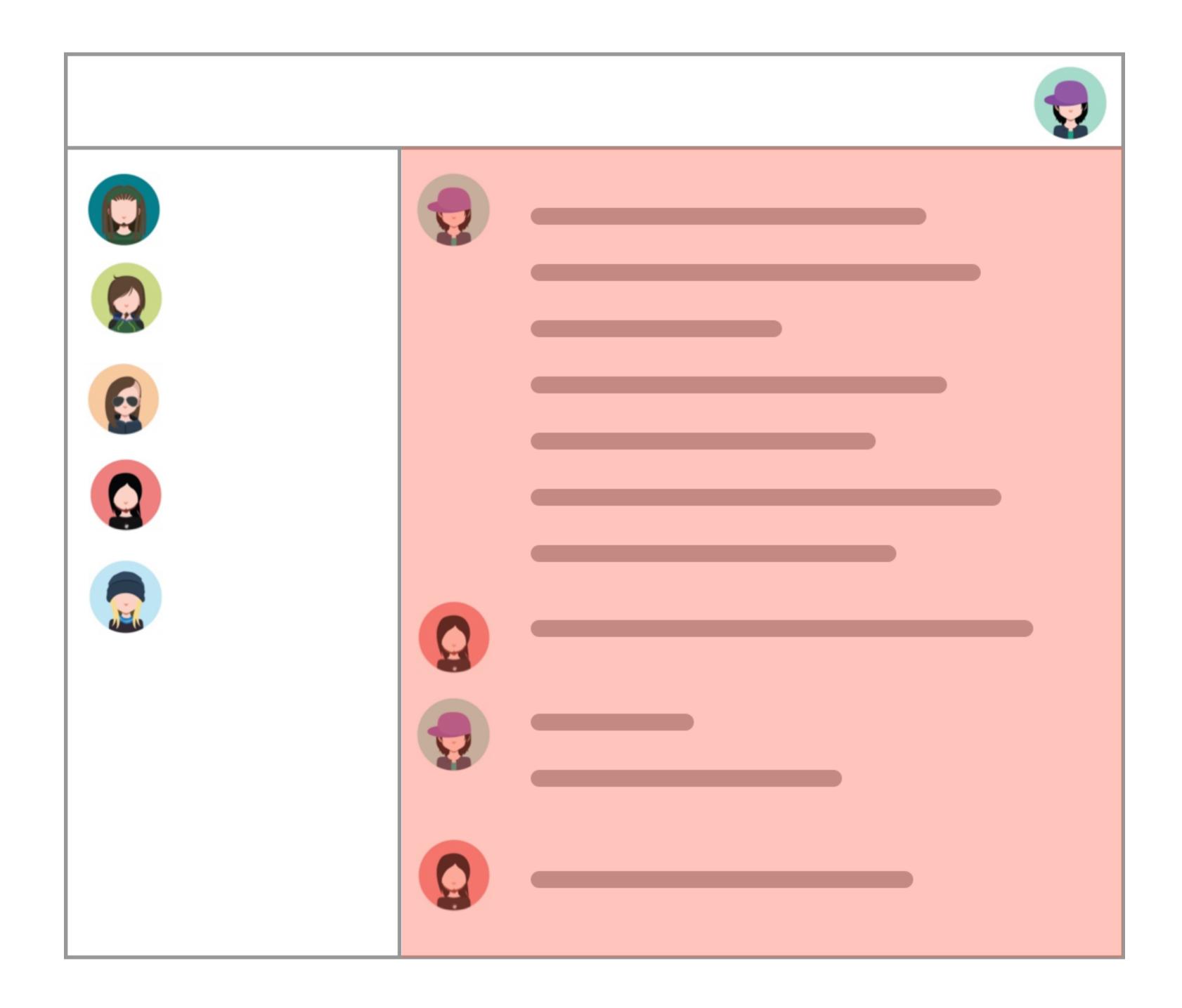
```
function Nav() {
  const { me } = useContext(StoreContext);
function Sidebar() {
  const { friends } = useContext(StoreContext);
function History(props) {
  const { histories } = useContext(StoreContext);
  const history = histories[props.historyId];
  const { friends } = useContext(StoreContext);
```

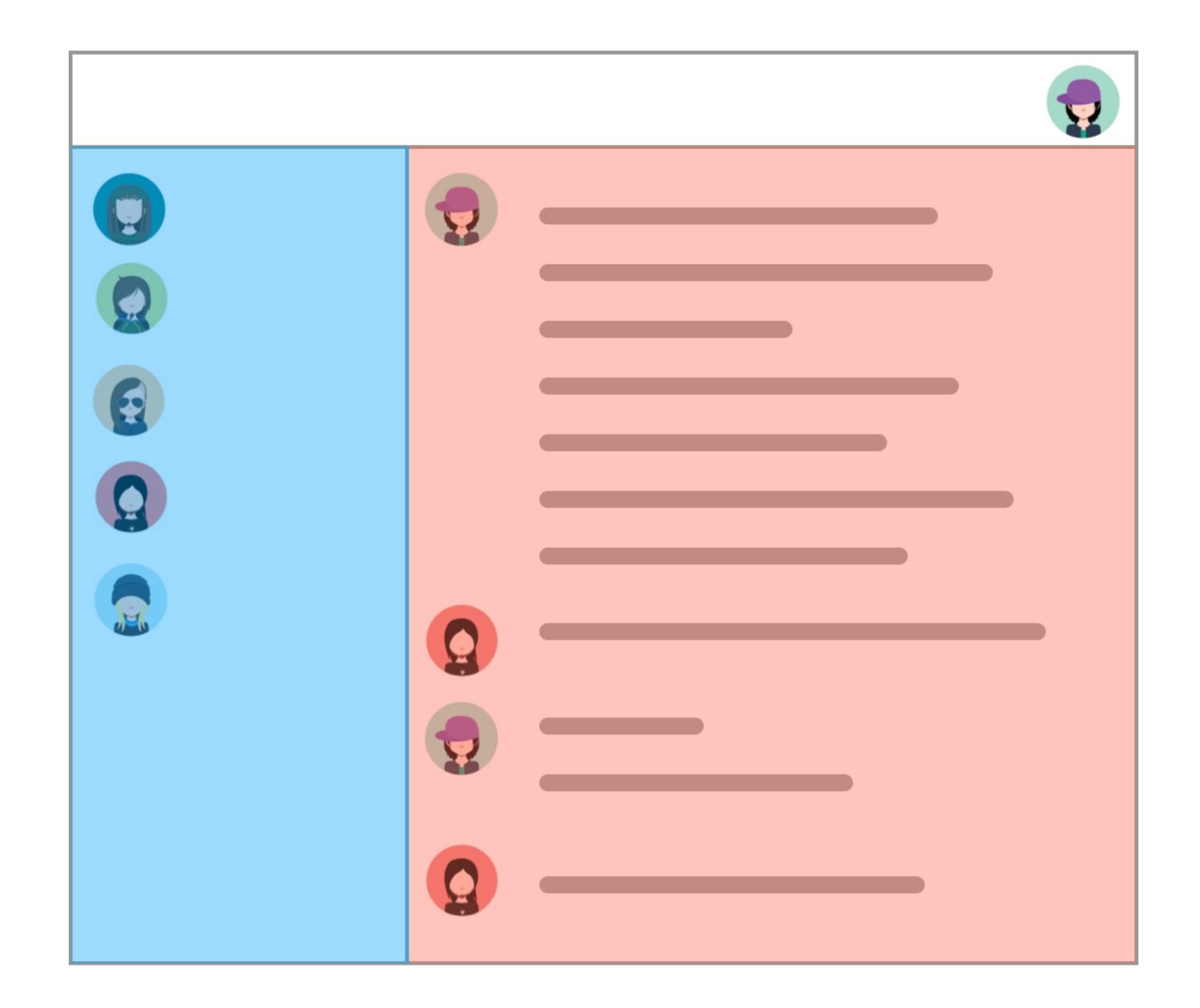






MeContext
FriendsContext
HistoriesContext

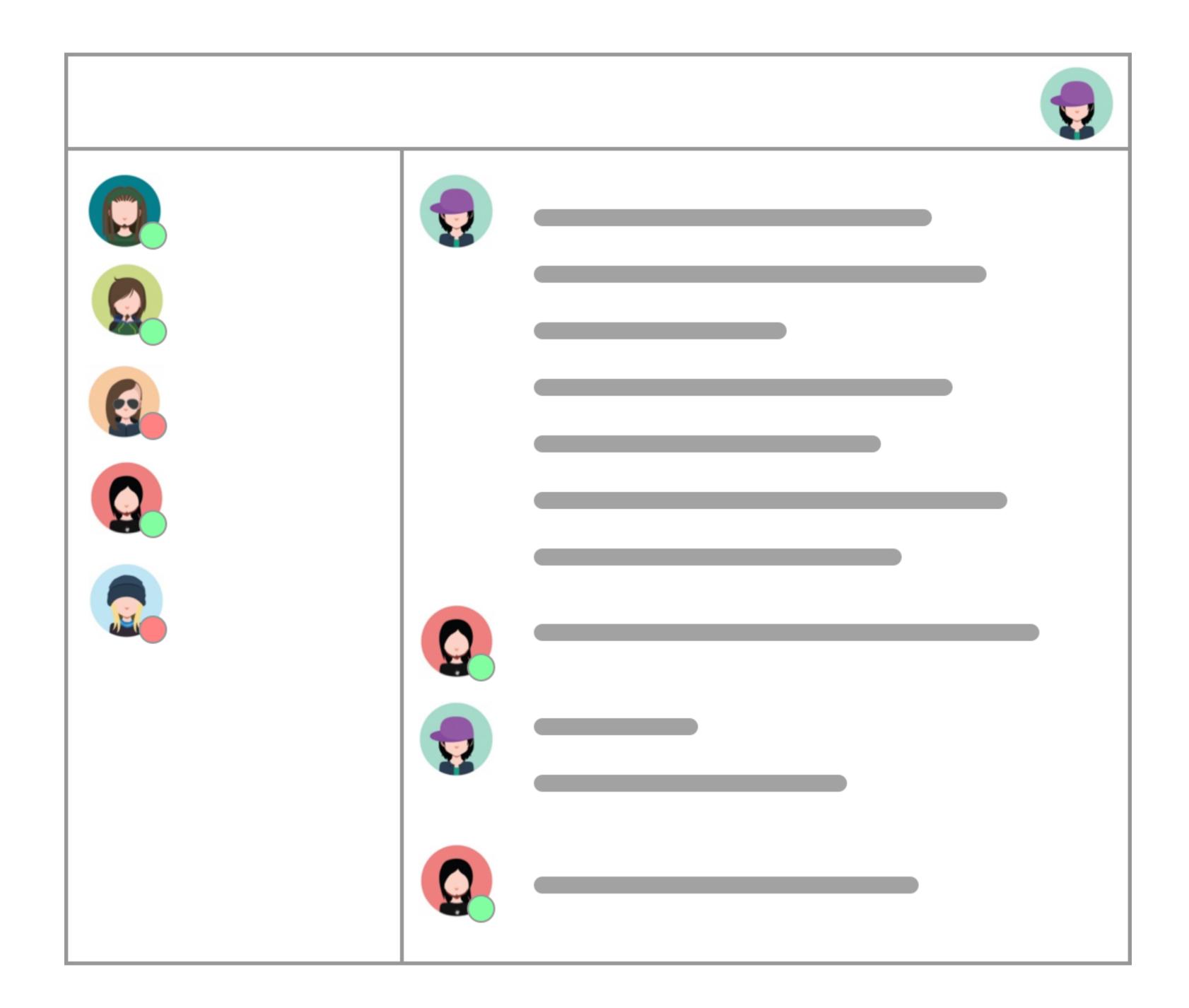


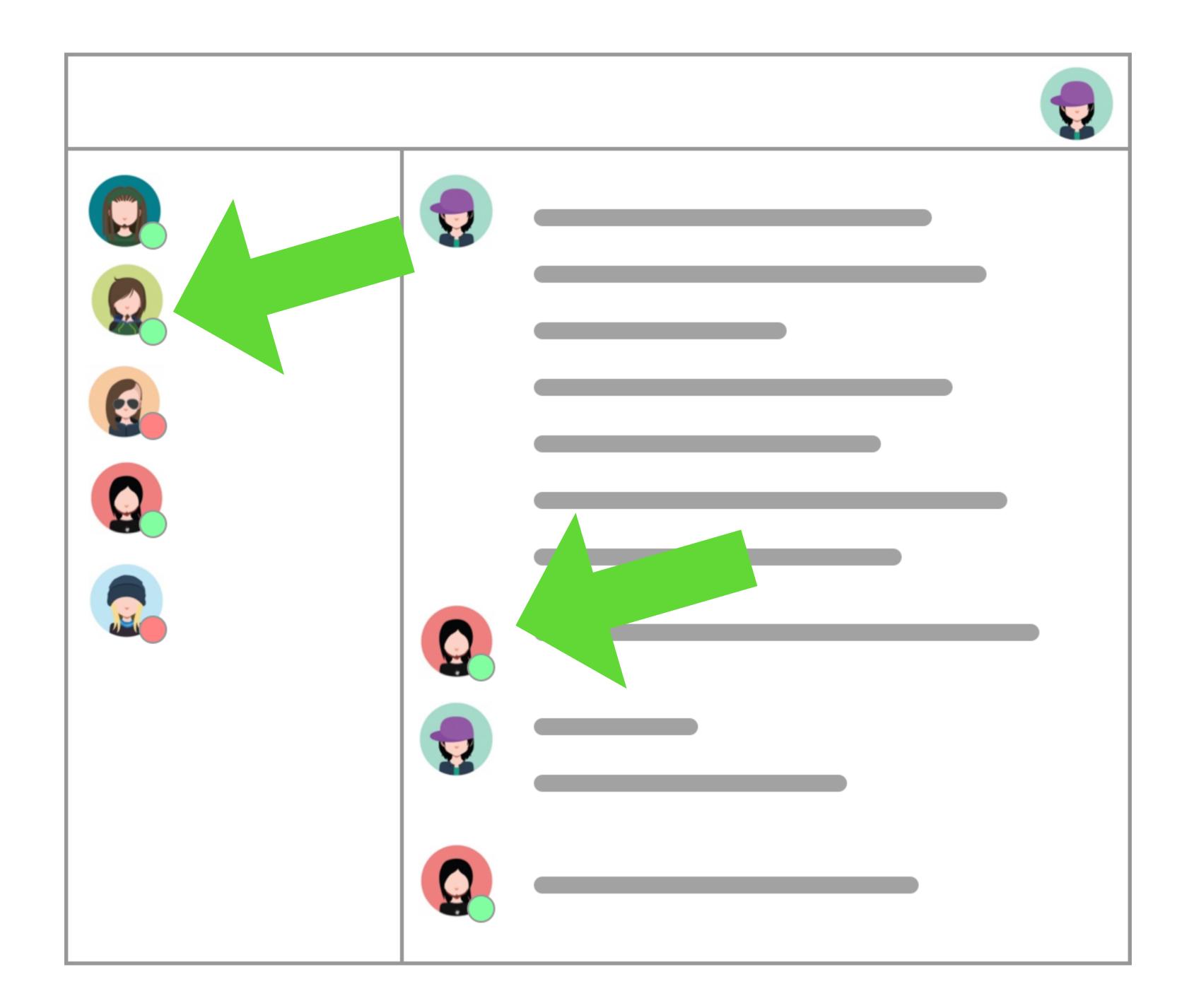




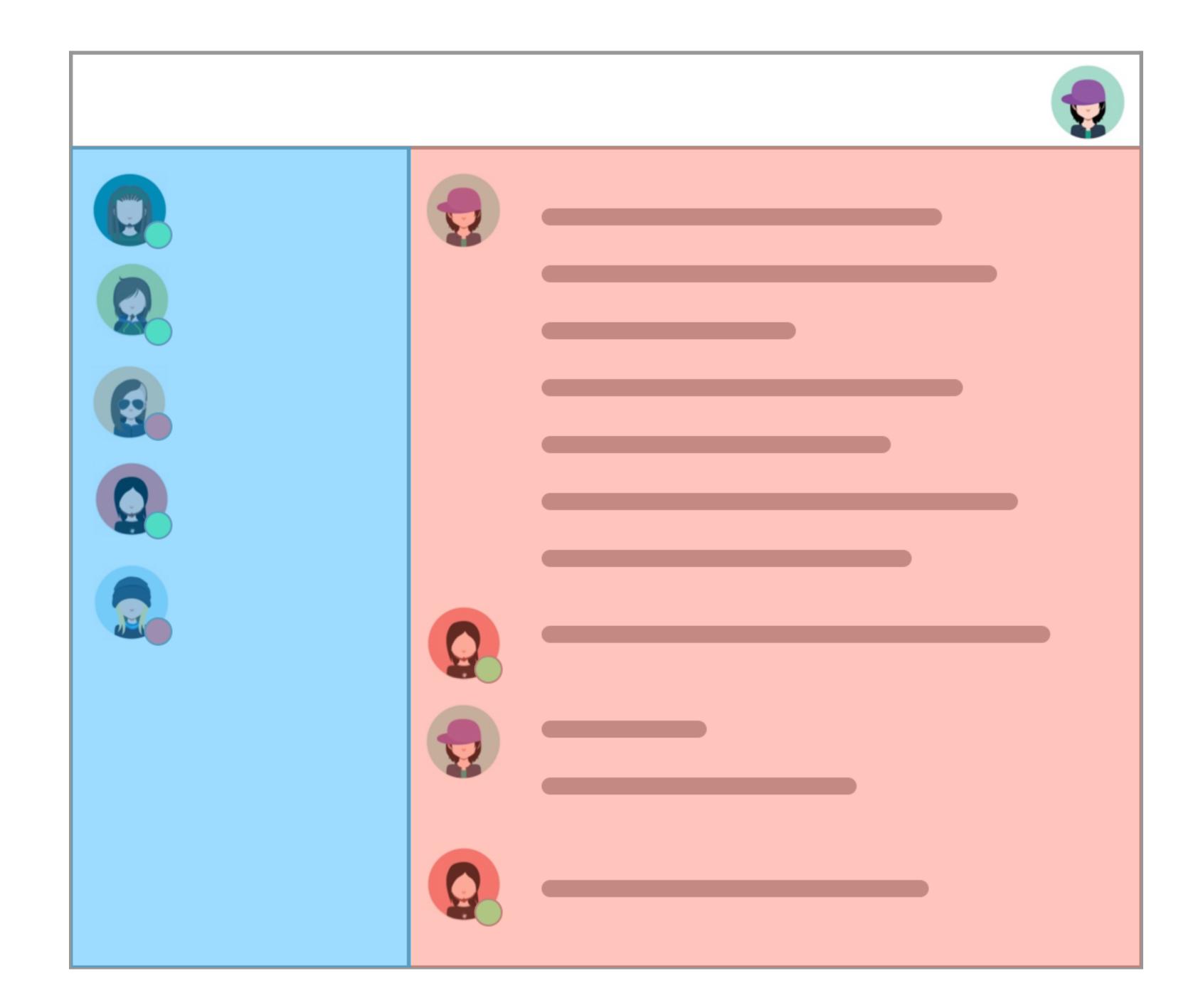
## Feature

## Online indicators



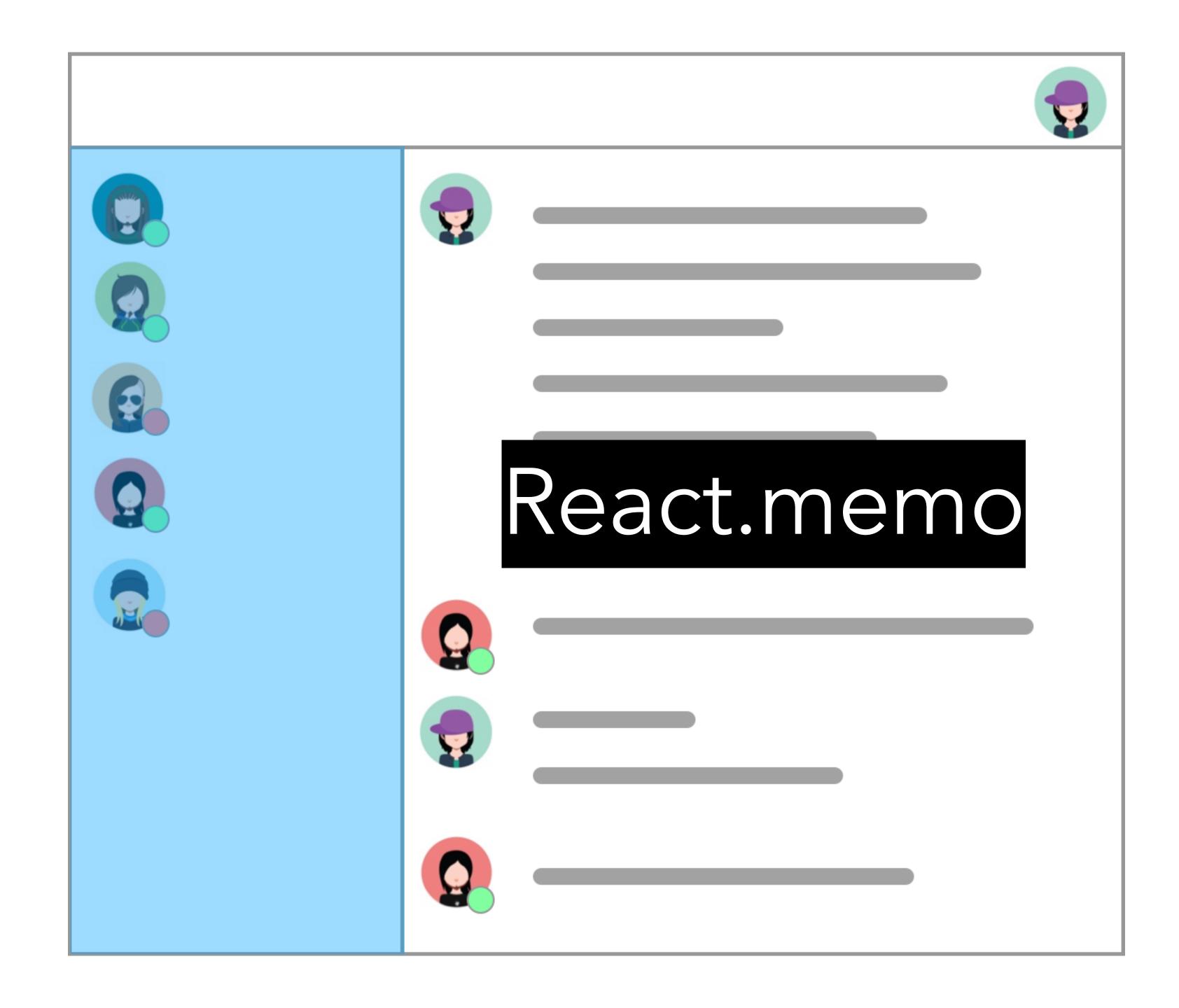


```
function History(props) {
  const histories = useContext(HistoriesContext);
  const history = histories[props.historyId];
  const friends = useContext(FriendsContext);
}
```



## We can duplicate the state!









Replying to @nikgraf @acemarke @kentcdodds

I think the idiomatic solution for "entities" like this is separate caches. It's not truly state because it can always be restored from server (although with latency). Relay/Apollo are examples of such caches but there could be simpler ones.

12:02 PM - 23 Apr 2019

1 Retweet 8 Likes































## What can I store in Context?

## Lesson 2

# Think twice before you move data into Context.

## So what now?

## Is it the right time to jump ship?



Replying to @nikgraf @acemarke @kentcdodds

I think the idiomatic solution for "entities" like this is separate caches. It's not truly state because it can always be restored from server (although with latency). Relay/Apollo are examples of such caches but there could be simpler ones.

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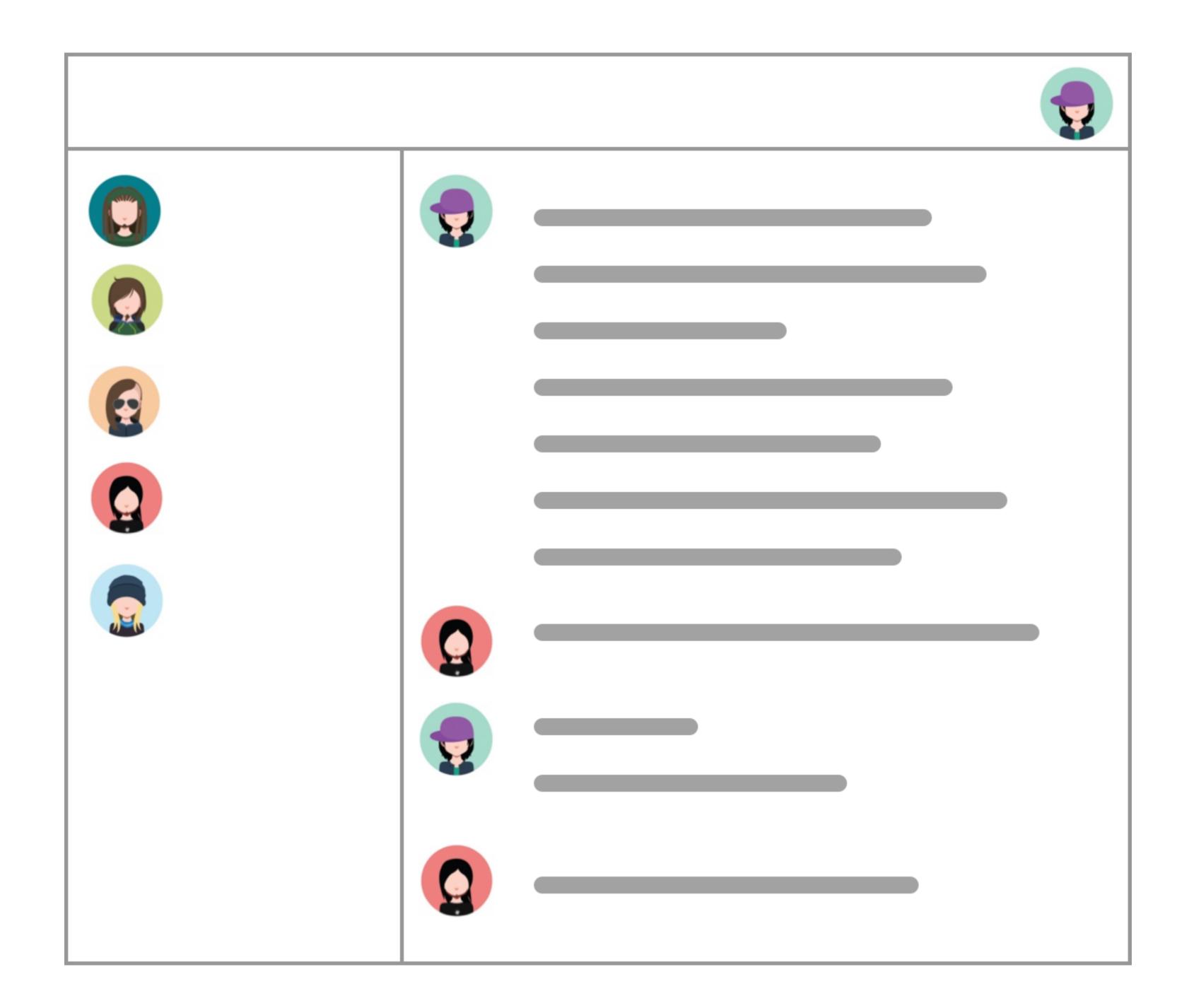






## Lesson 3

Think one two steps ahead before switching technology.



#### Lesson 1

Judge technology with the context of time.

#### Lesson 2

Think twice before you move data into Context.

### Lesson 3

Think one two steps ahead before switching technology.

## Let's get rid of ego and make good decisions.

# Thanks! @nikgraf