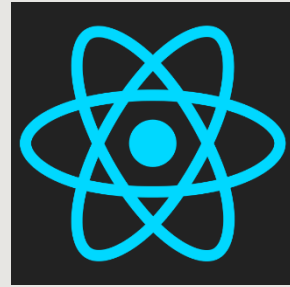


State Management



Sven Kölpin - open knowledge GmbH

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User 1 ■	User 2 ■	User 3 ■
17:6:44:	17:6:59:	17:7:24:
Check out my message	Check out my message	Check out my message
17:6:49:	17:7:9:	17:7:39:
Check out my message	Check out my message	Check out my message
17:6:54:	17:7:14:	17:7:54:
Check out my message	Check out my message	Check out my message
17:7:4:	17:7:29:	17:7:59:

- User 1
- User 2
- User 3
- User 4
- User 5
- User 6
- User 7
- User 8
- User 9
- User 10
- User 11
- User 12
- User 13
- User 14
- User 15
- User 16
- User 17
- User 18
- User 19
- User 20

Sven's book

en

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User 1 ■

17:6:44:

Check out my message

17:6:49:

Check out my message

17:6:54:

Check out my message

17:7:4:

User 2 ■

17:6:59:

Check out my message

17:7:9:

Check out my message

17:7:14:

Check out my message

17:7:29:

User 3 ■

17:7:24:

Check out my message

17:7:39:

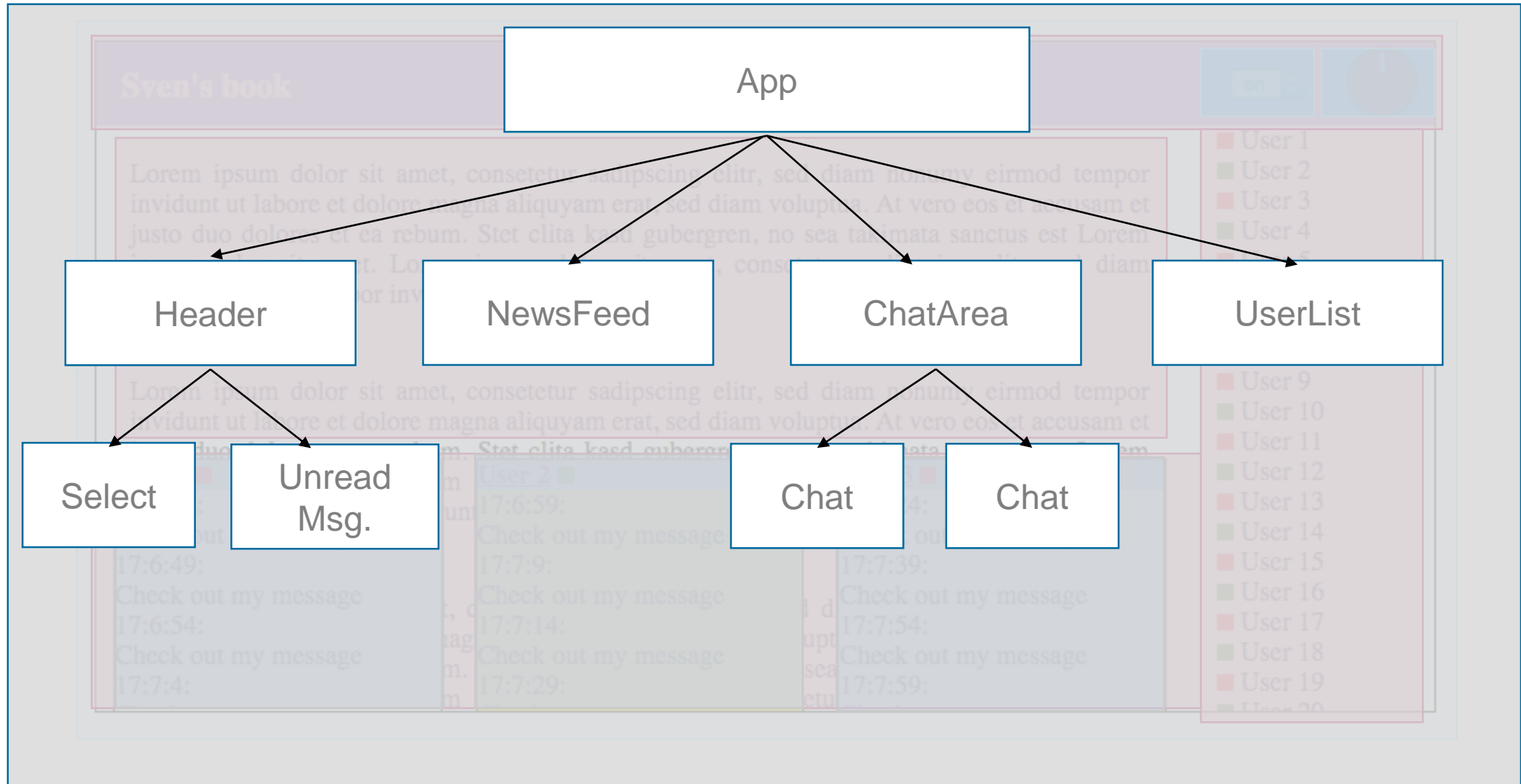
Check out my message

17:7:54:

Check out my message

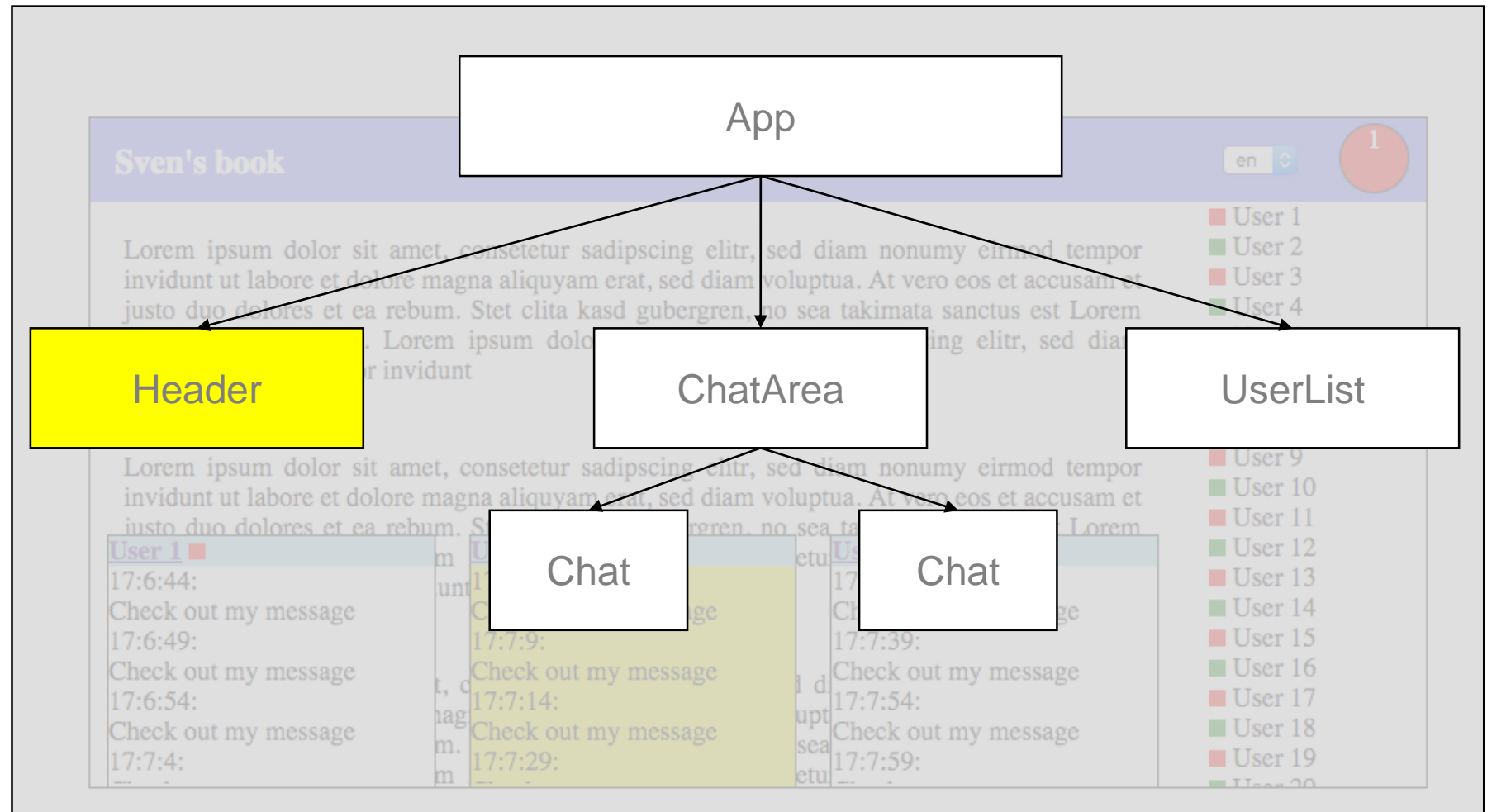
17:7:59:

- User 1
- User 2
- User 3
- User 4
- User 5
- User 6
- User 7
- User 8
- User 9
- User 10
- User 11
- User 12
- User 13
- User 14
- User 15
- User 16
- User 17
- User 18
- User 19
- User 20



Language

Unread messages



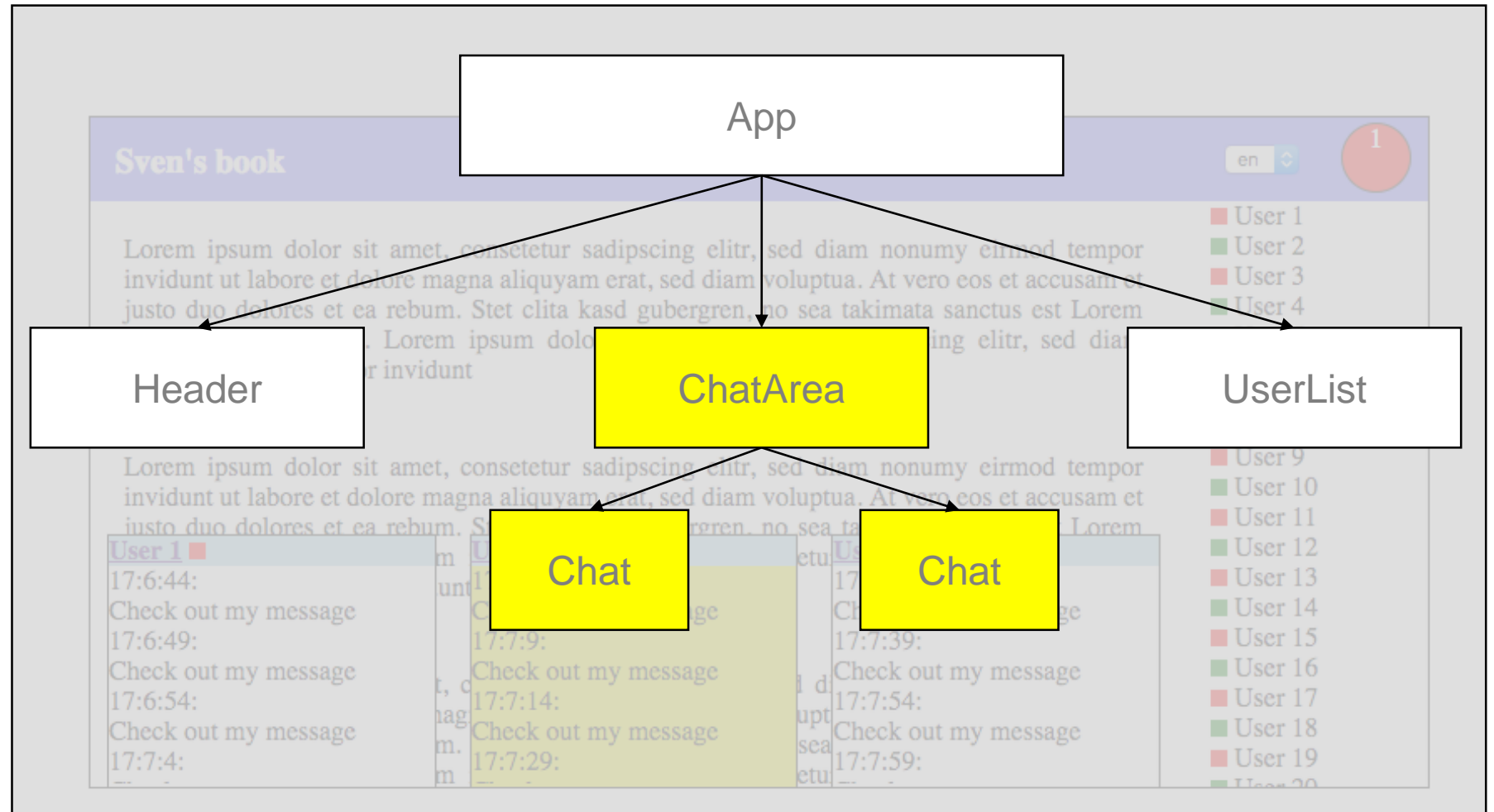
Open Chats

Messages

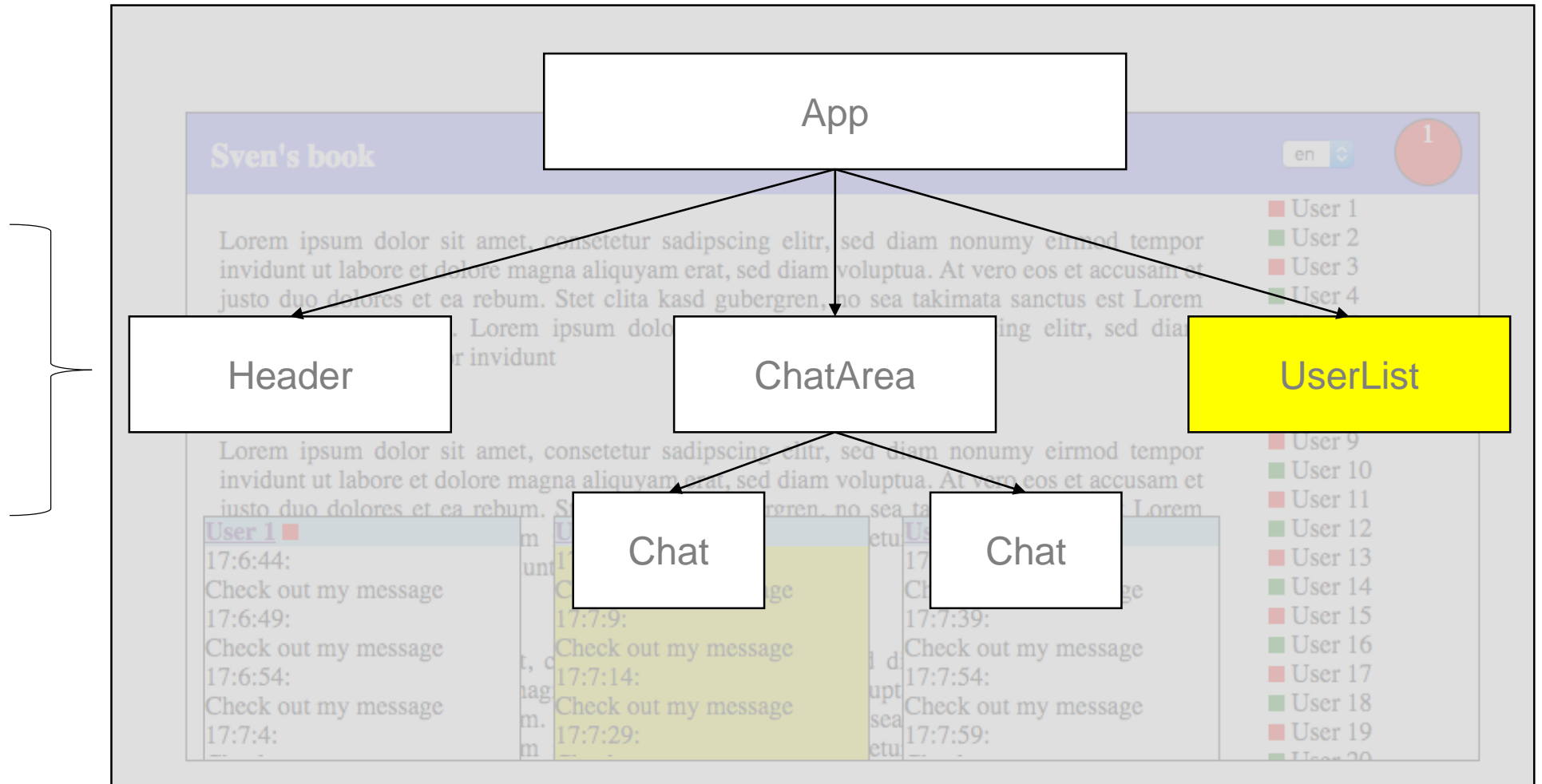
Num. Unread

Friends

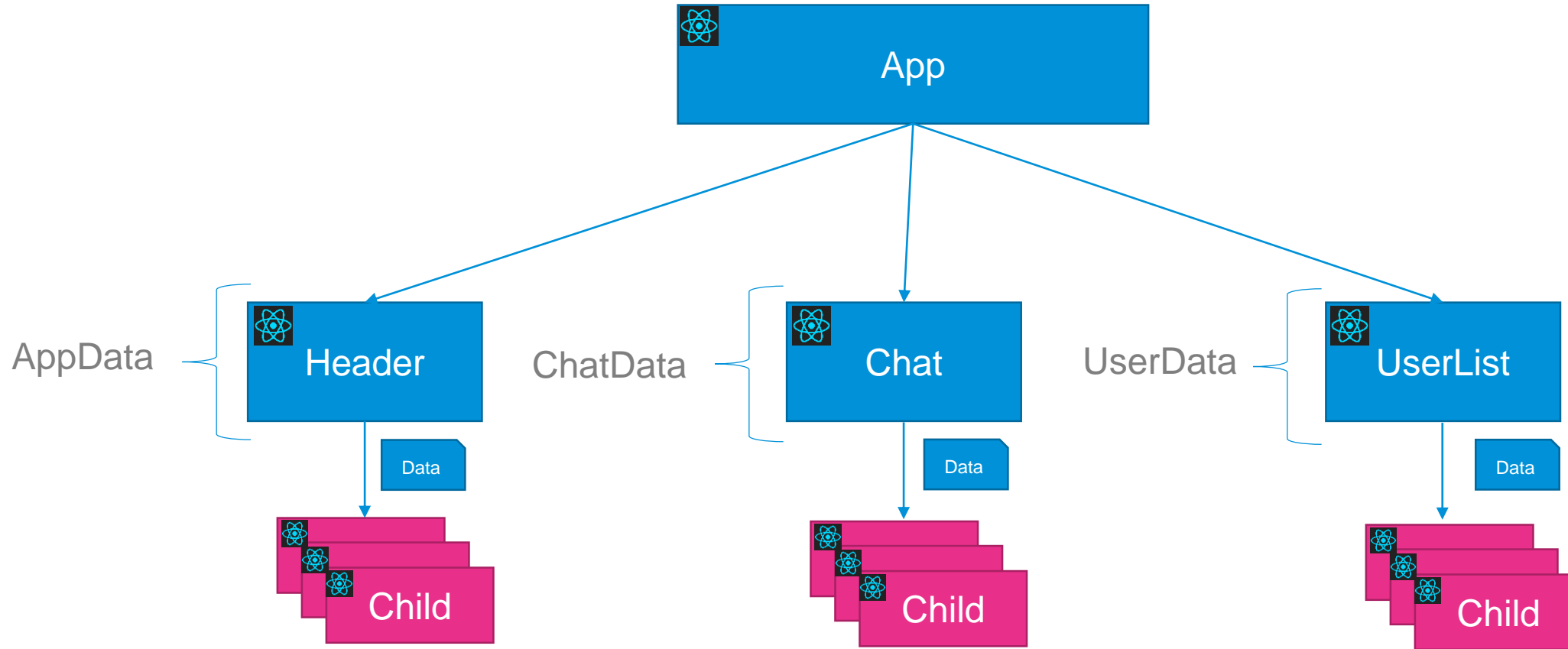
Online / Offline



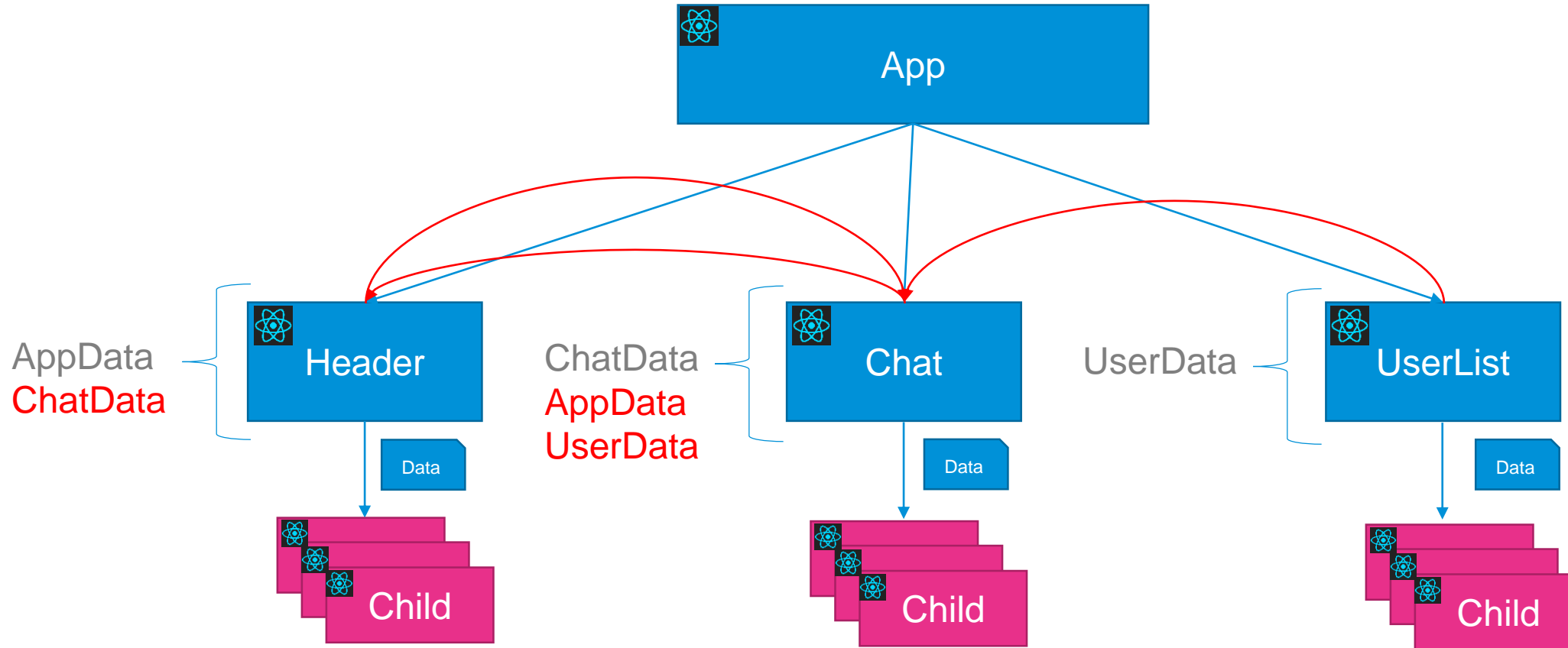
Friends
Online / Offline



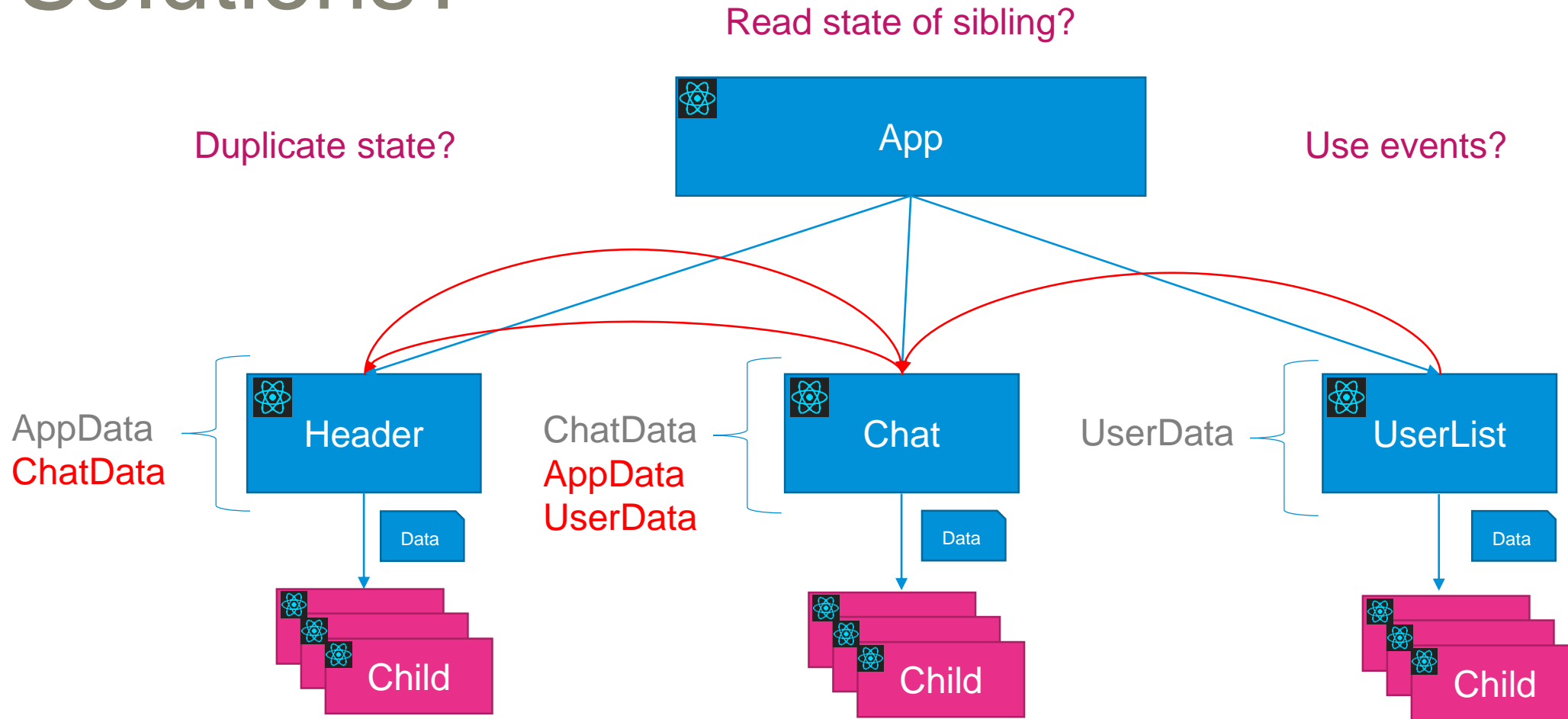
In a perfect world..



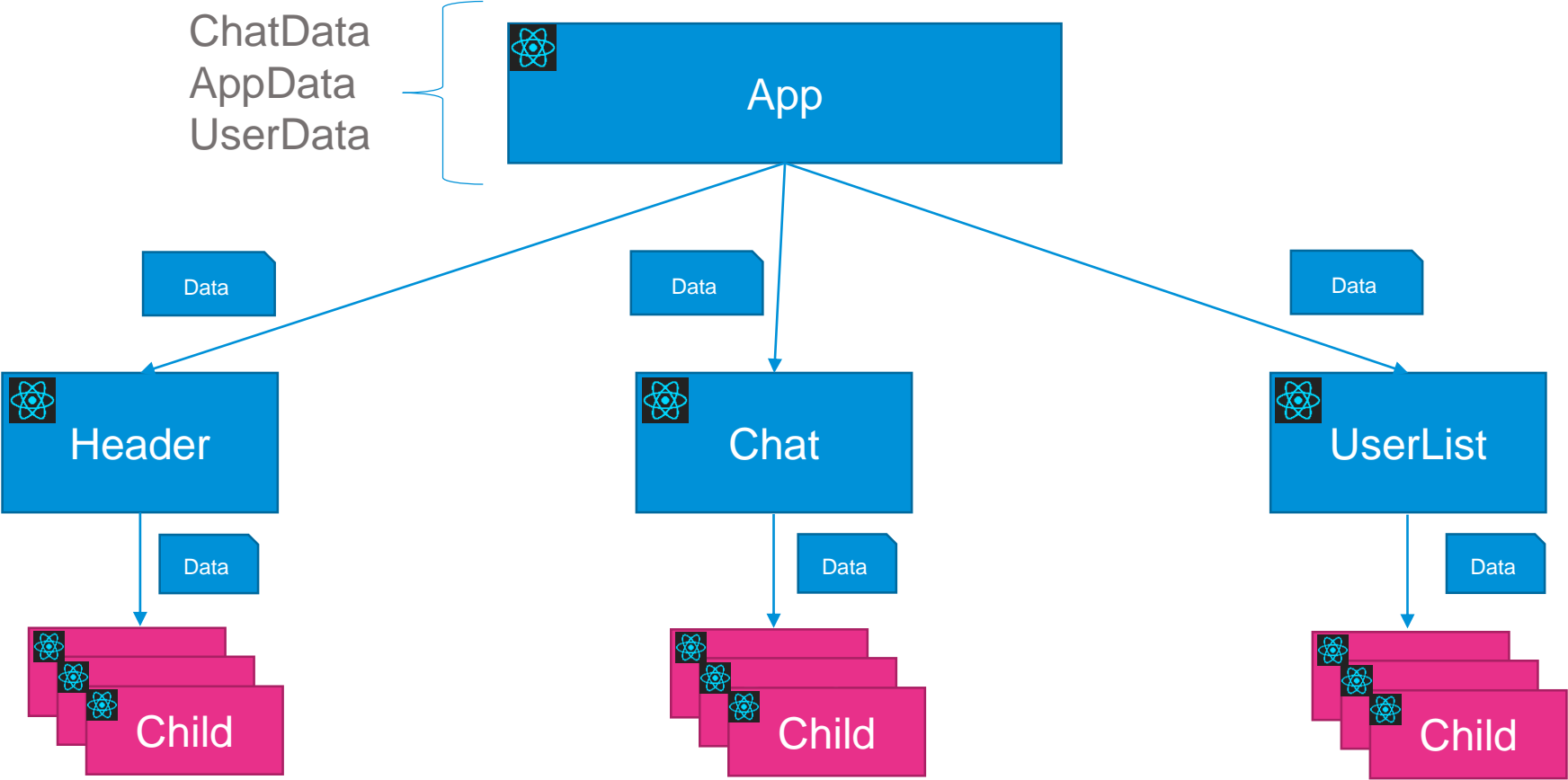
In reality...



Solutions?



Data



Data

ChatData
AppData
UserData

App

Data/
FN

Data/
FN

Actions

Data/
FN

Actions

Header

Chat

UserList

Data

Data

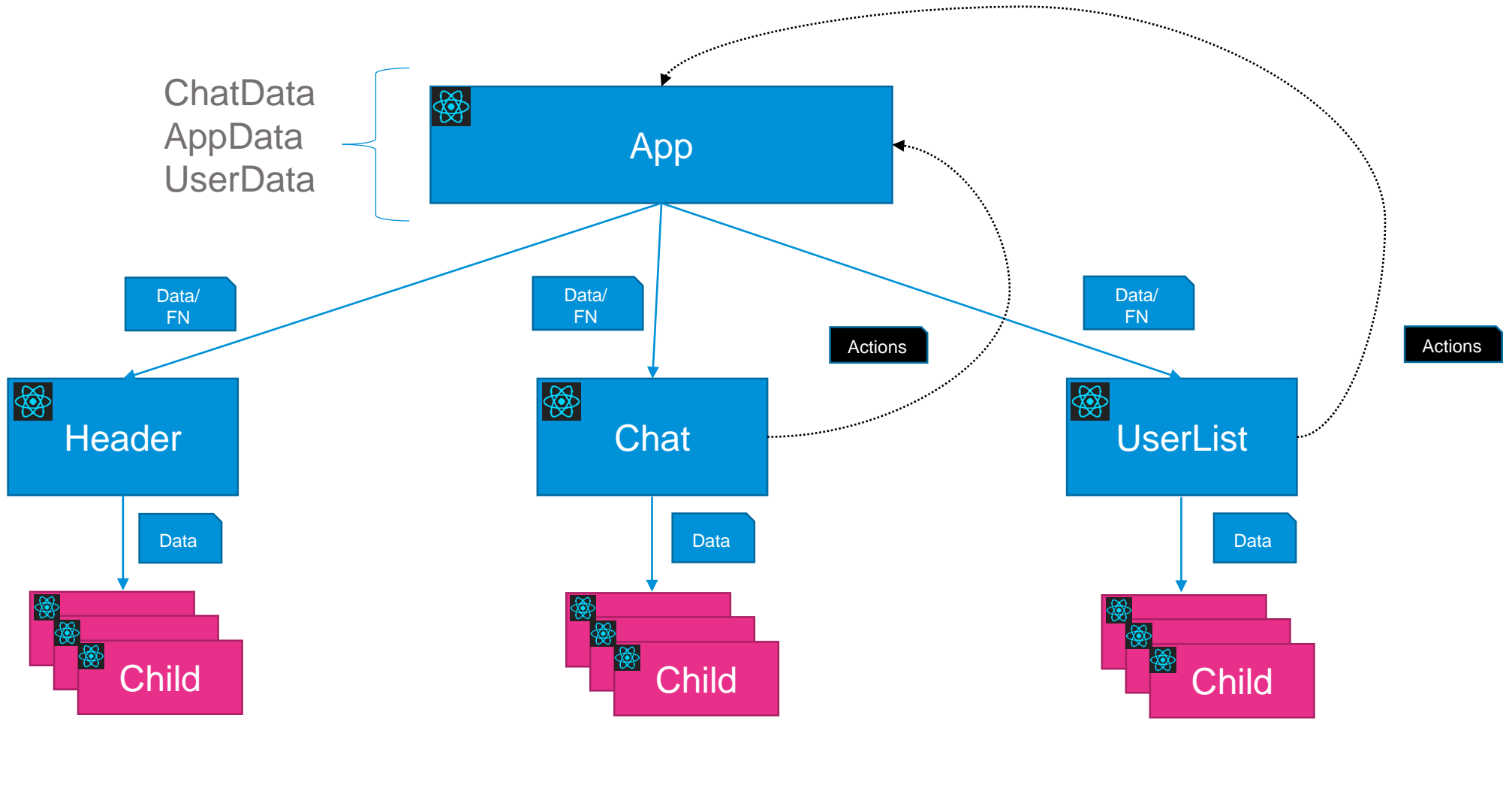
Data

Child

Child

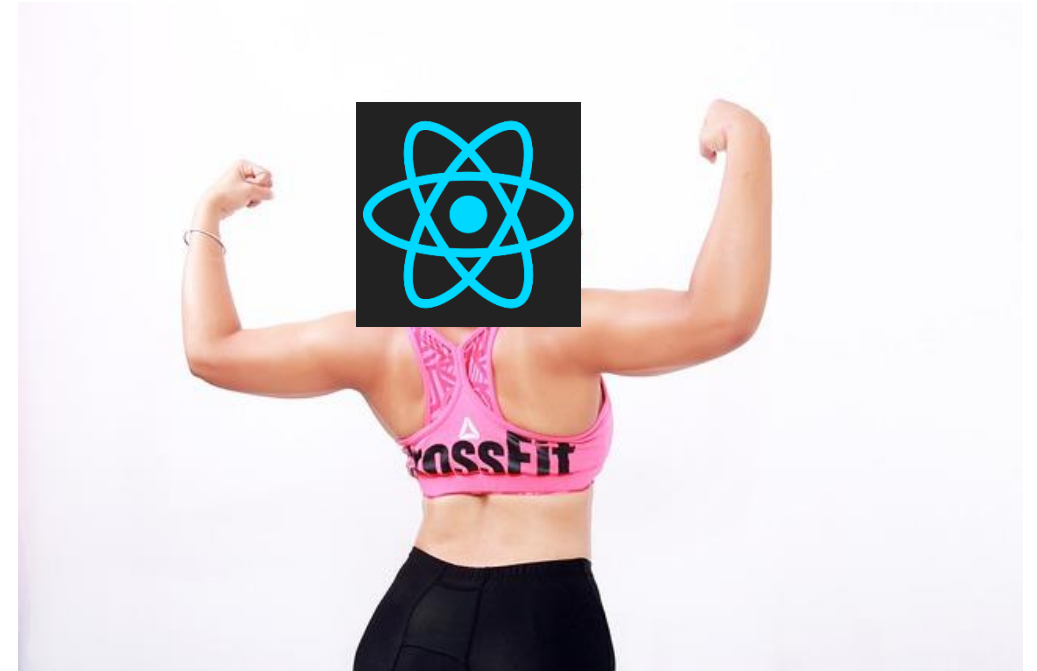
Child

Events



React State

- **Small** projects
- **Simple** domain models
- When projects grow...
 - „**Godlike**“ components
 - Pass data down ☹️



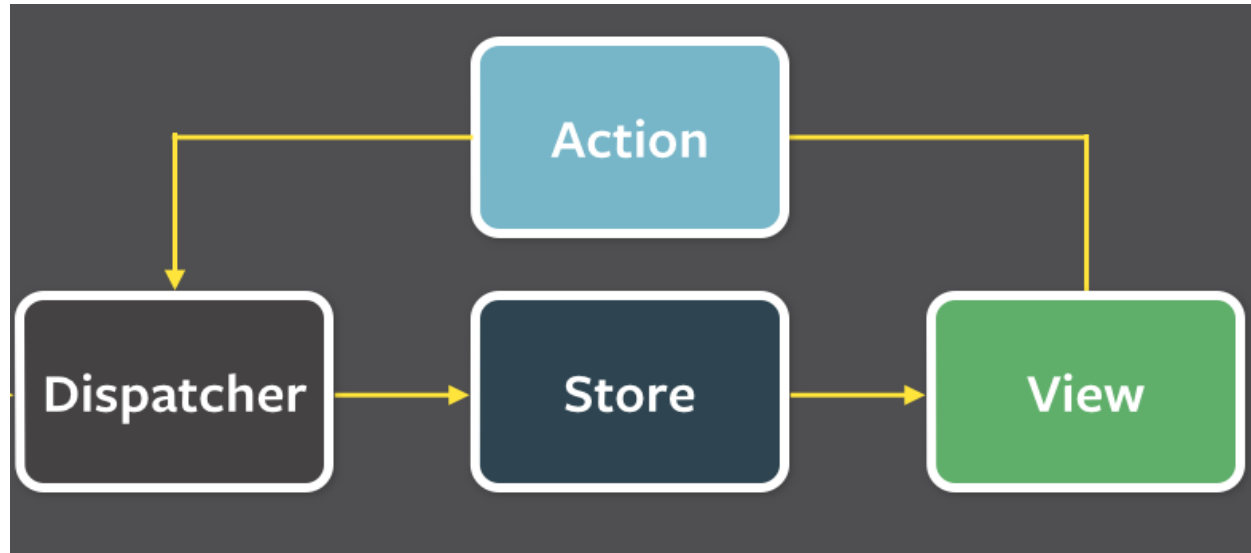
And in bigger projects?

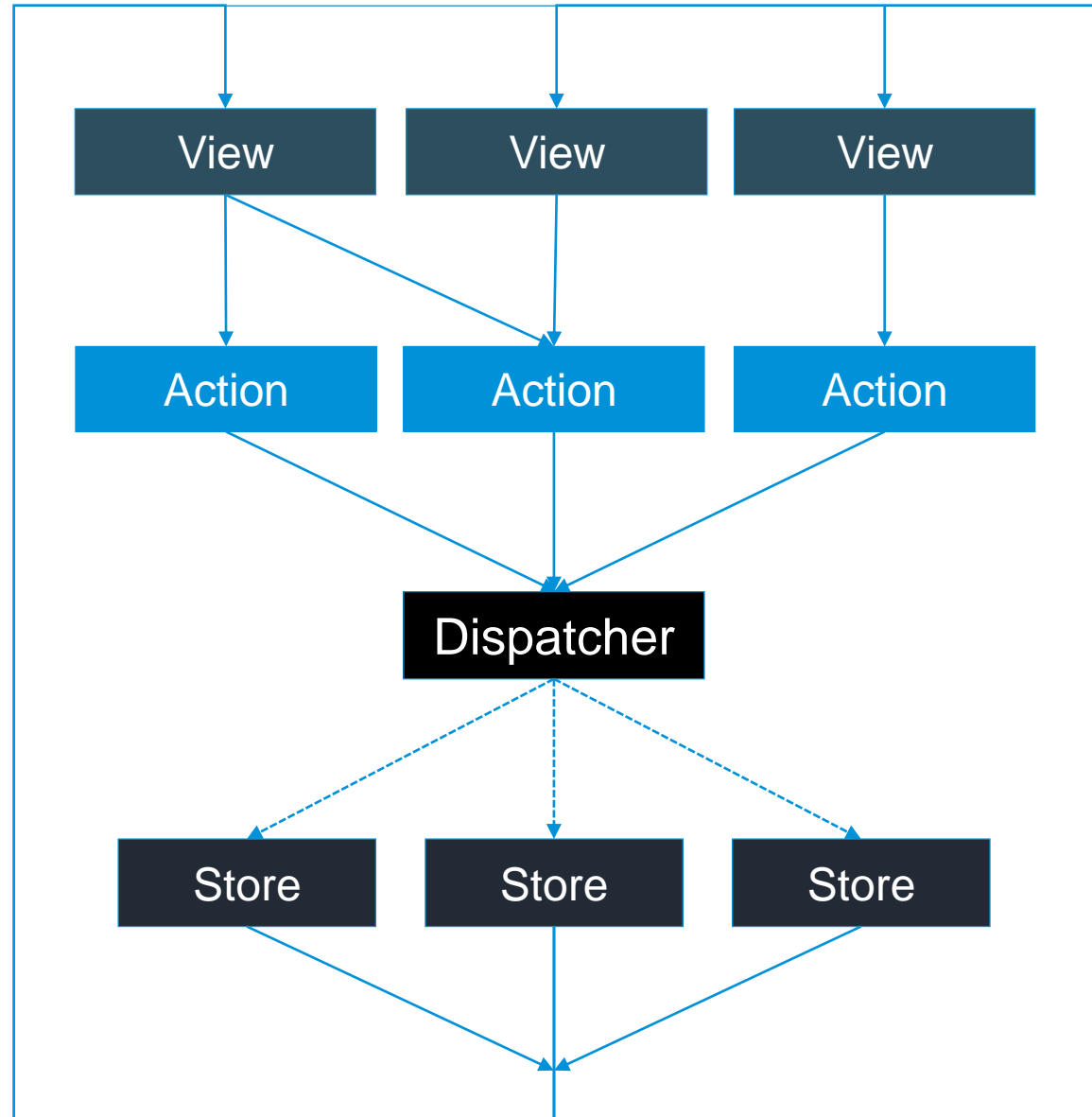


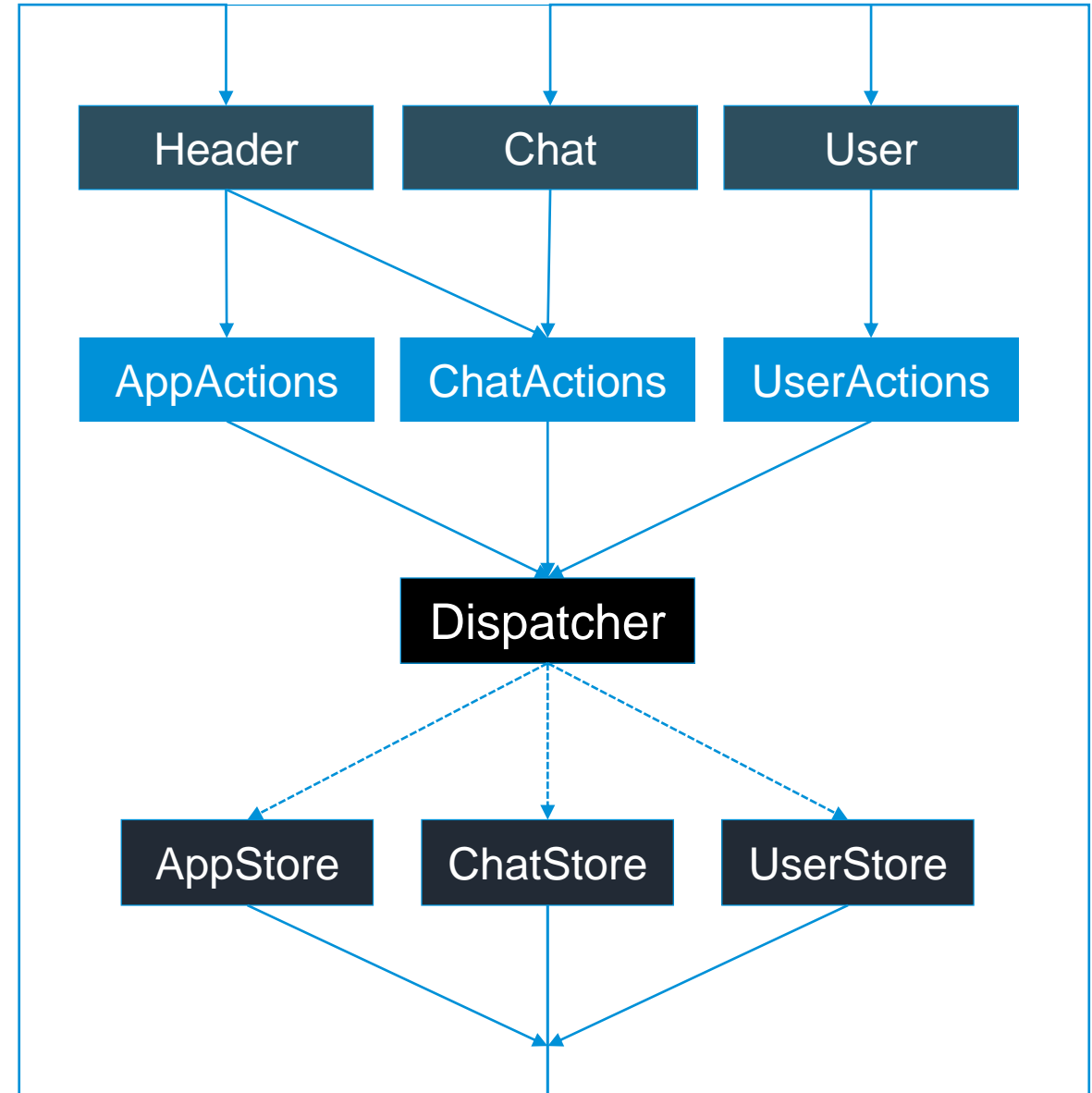
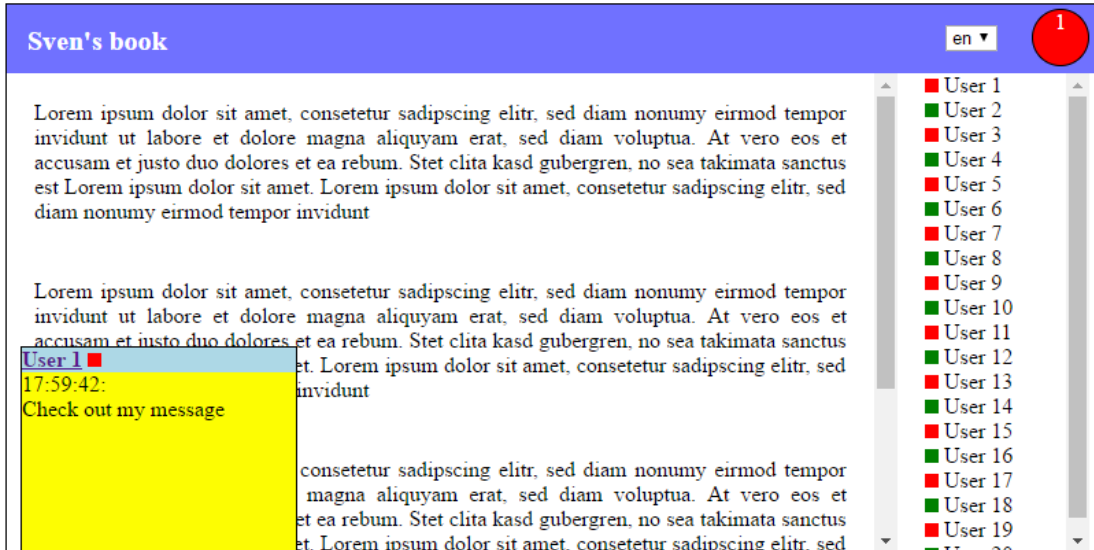
Flux: Micro-architecture

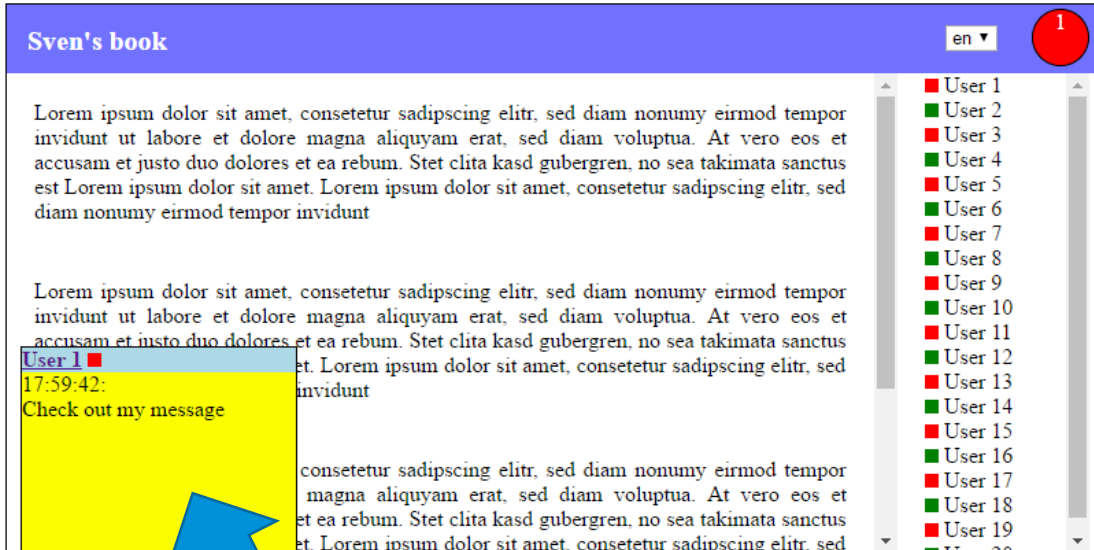


- **Unidirectional** data flow

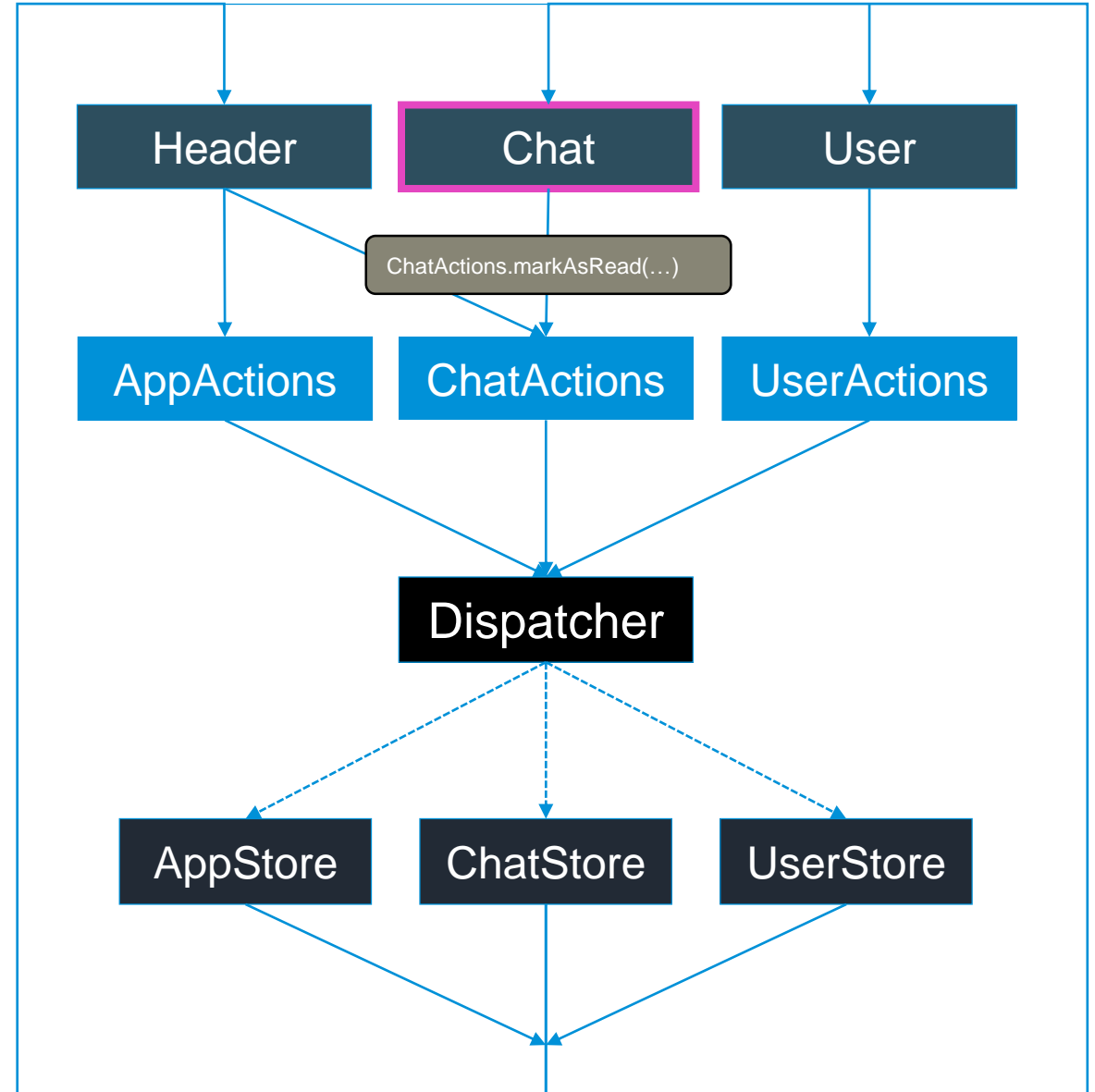


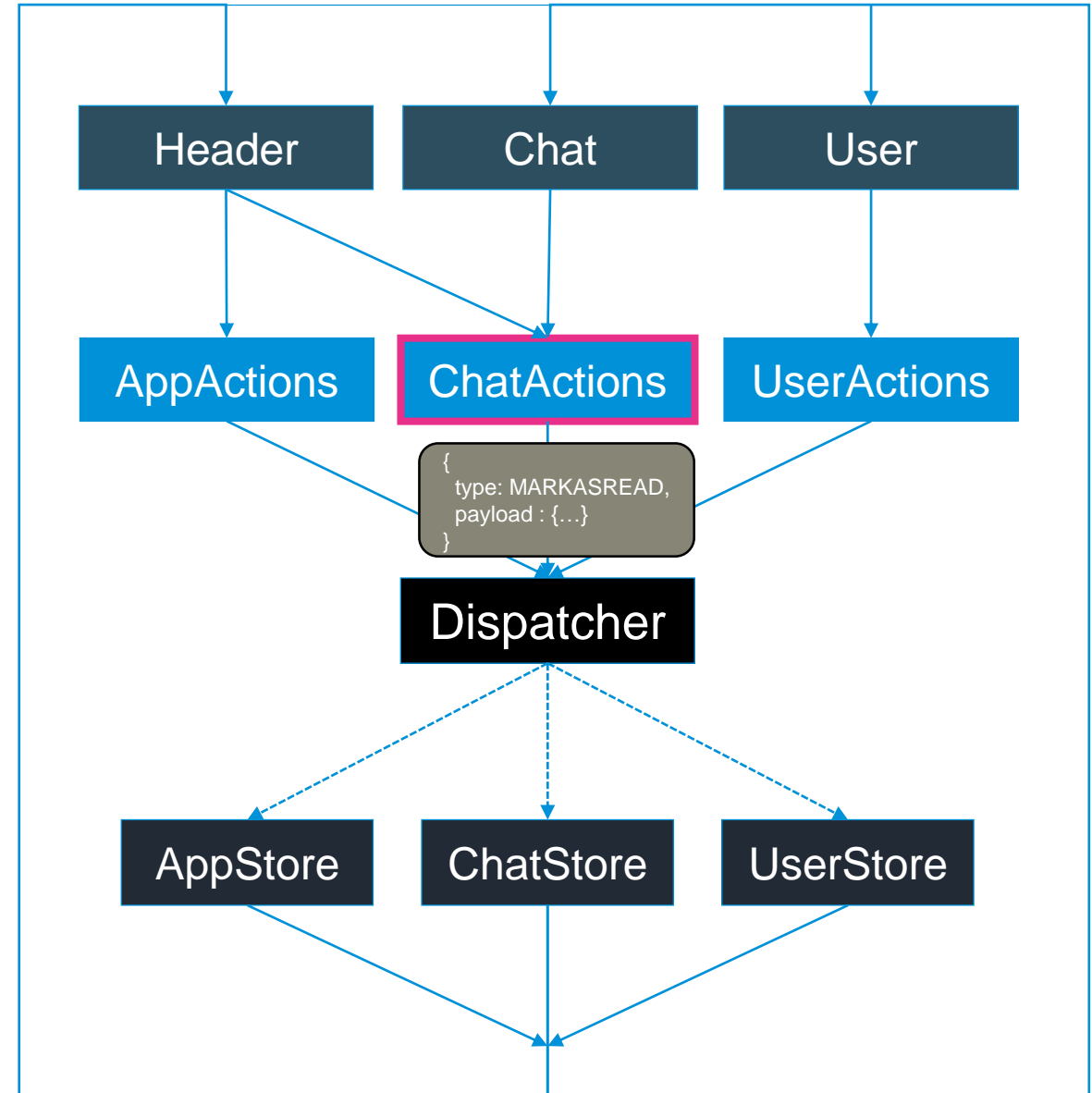
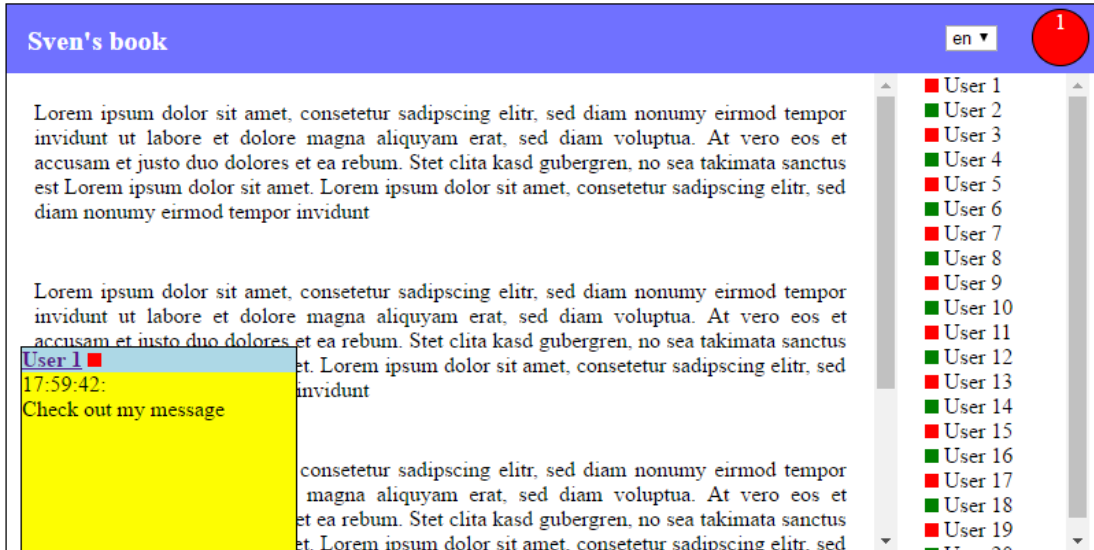


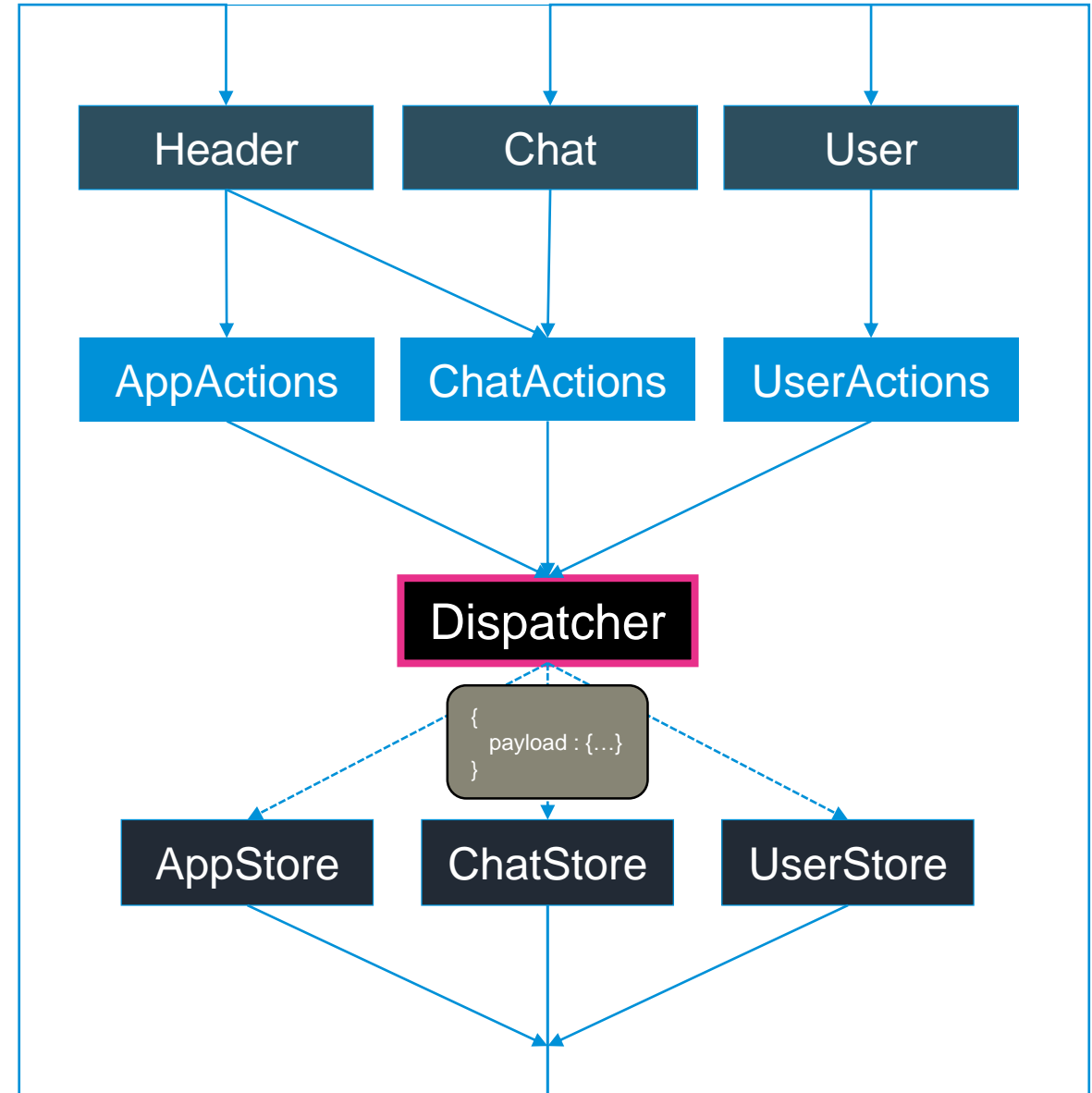
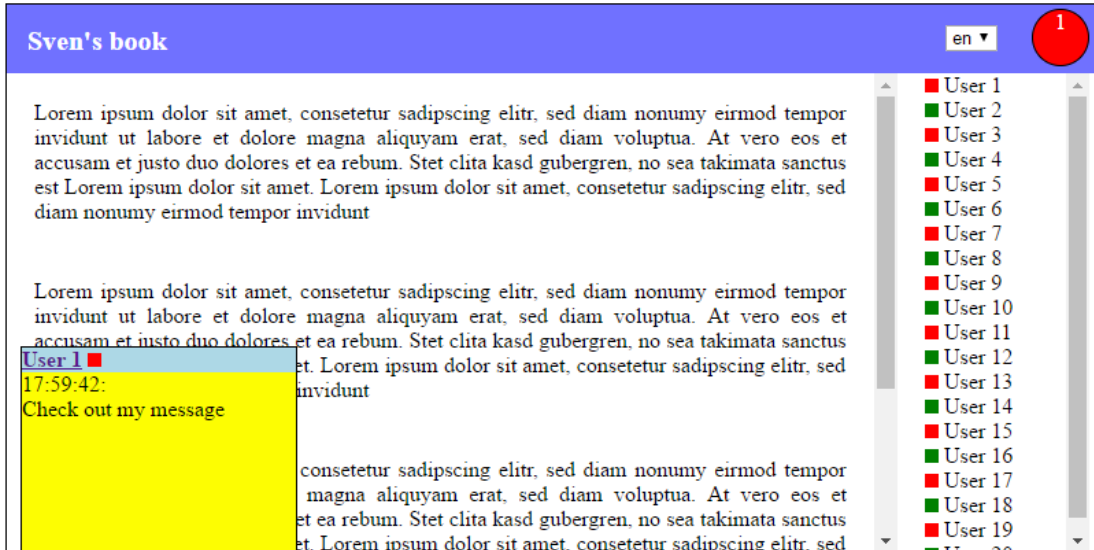


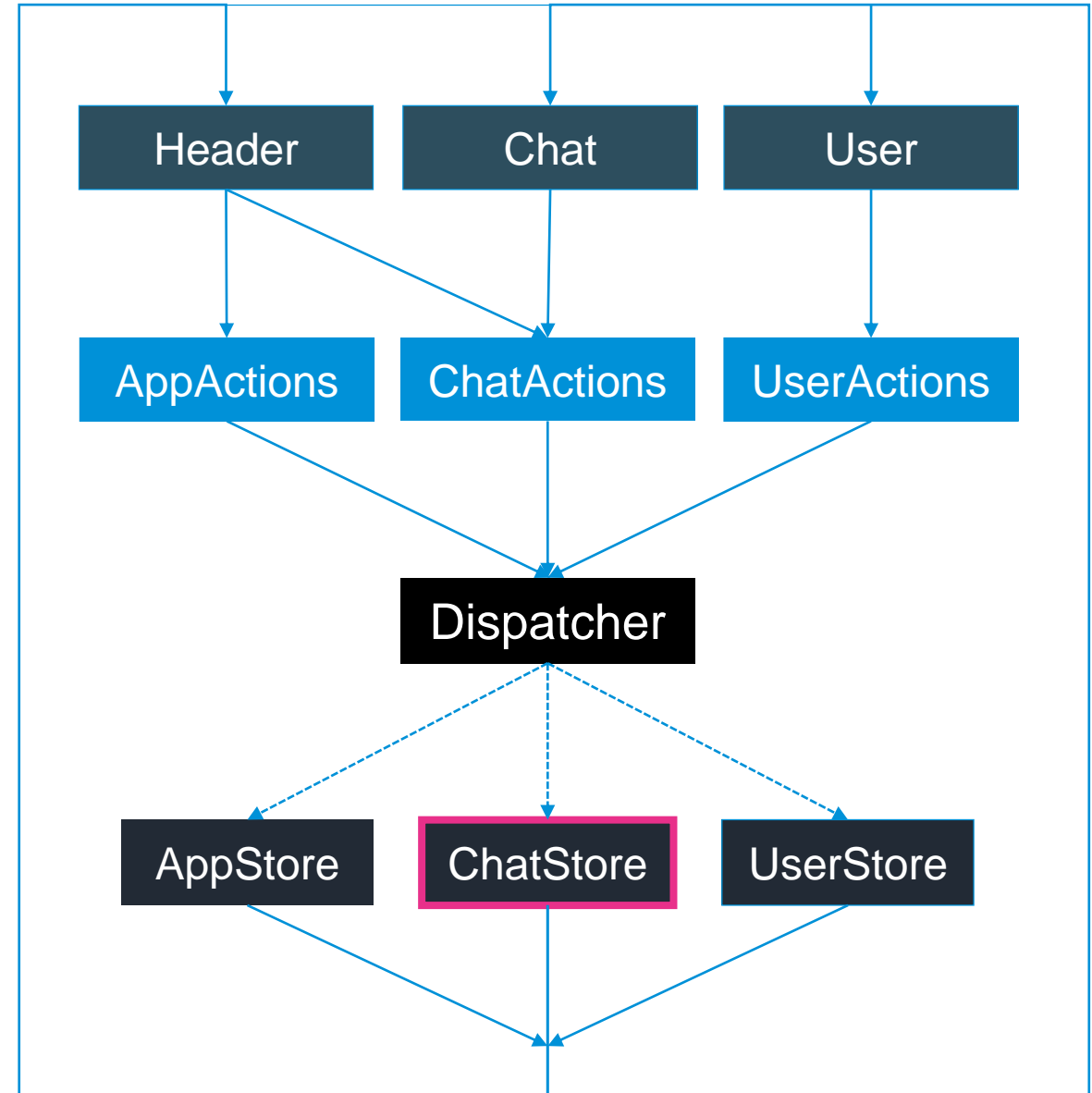
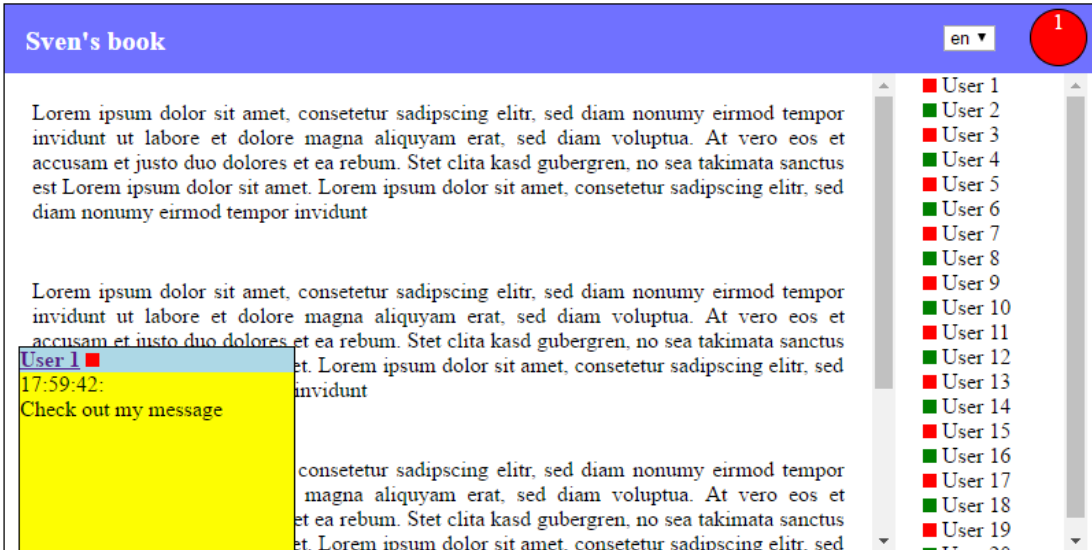


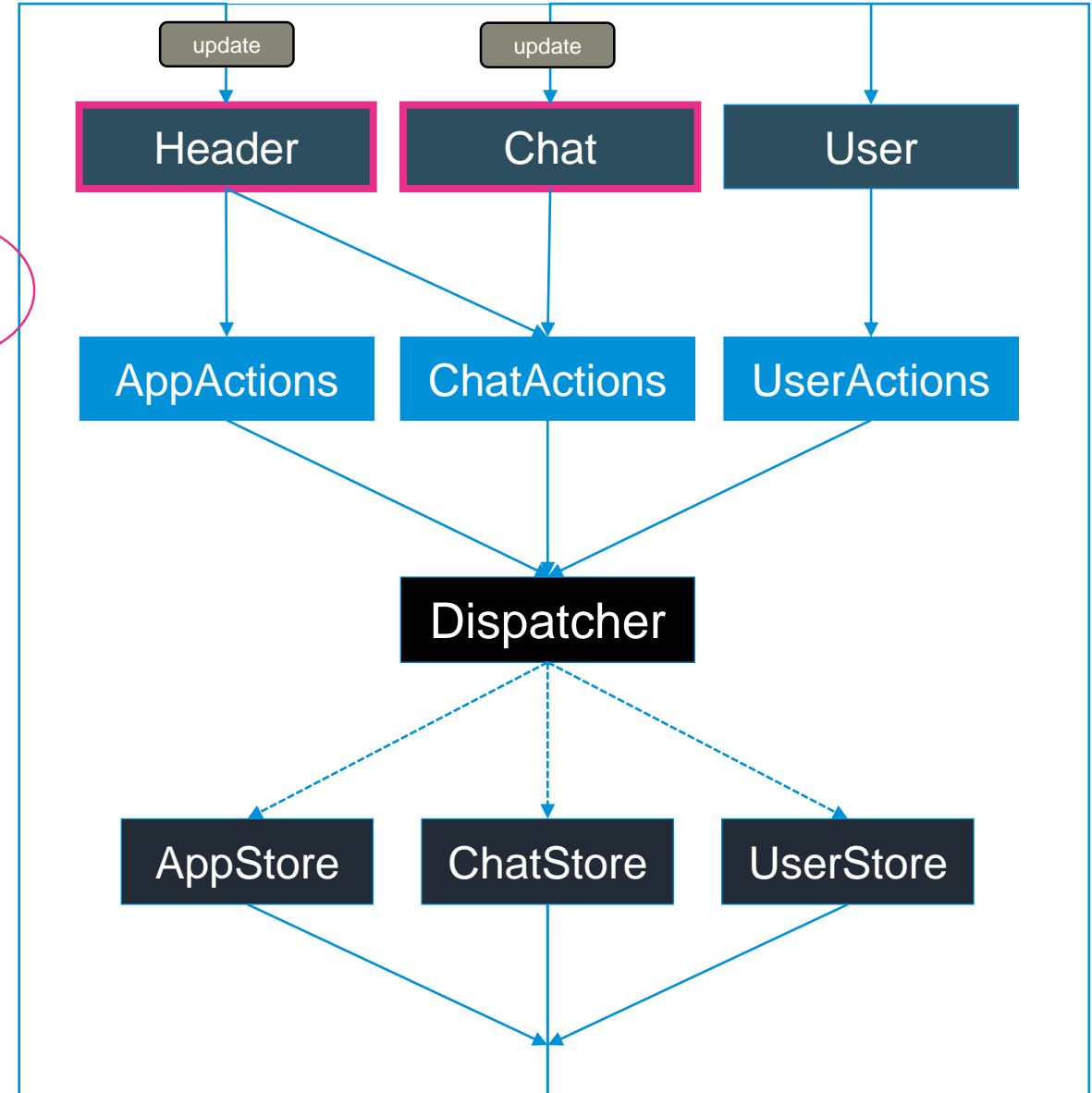
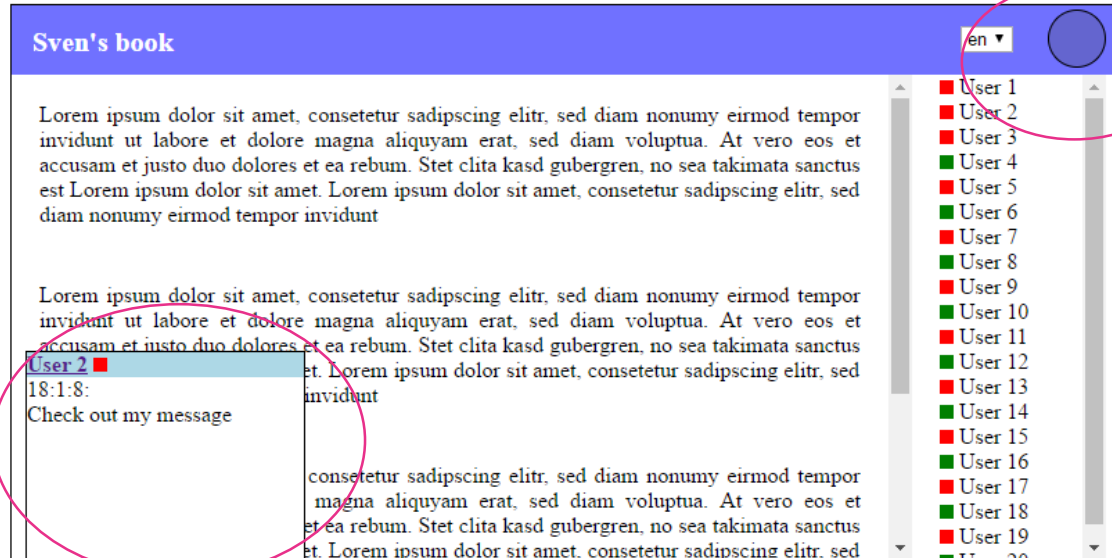
"click"

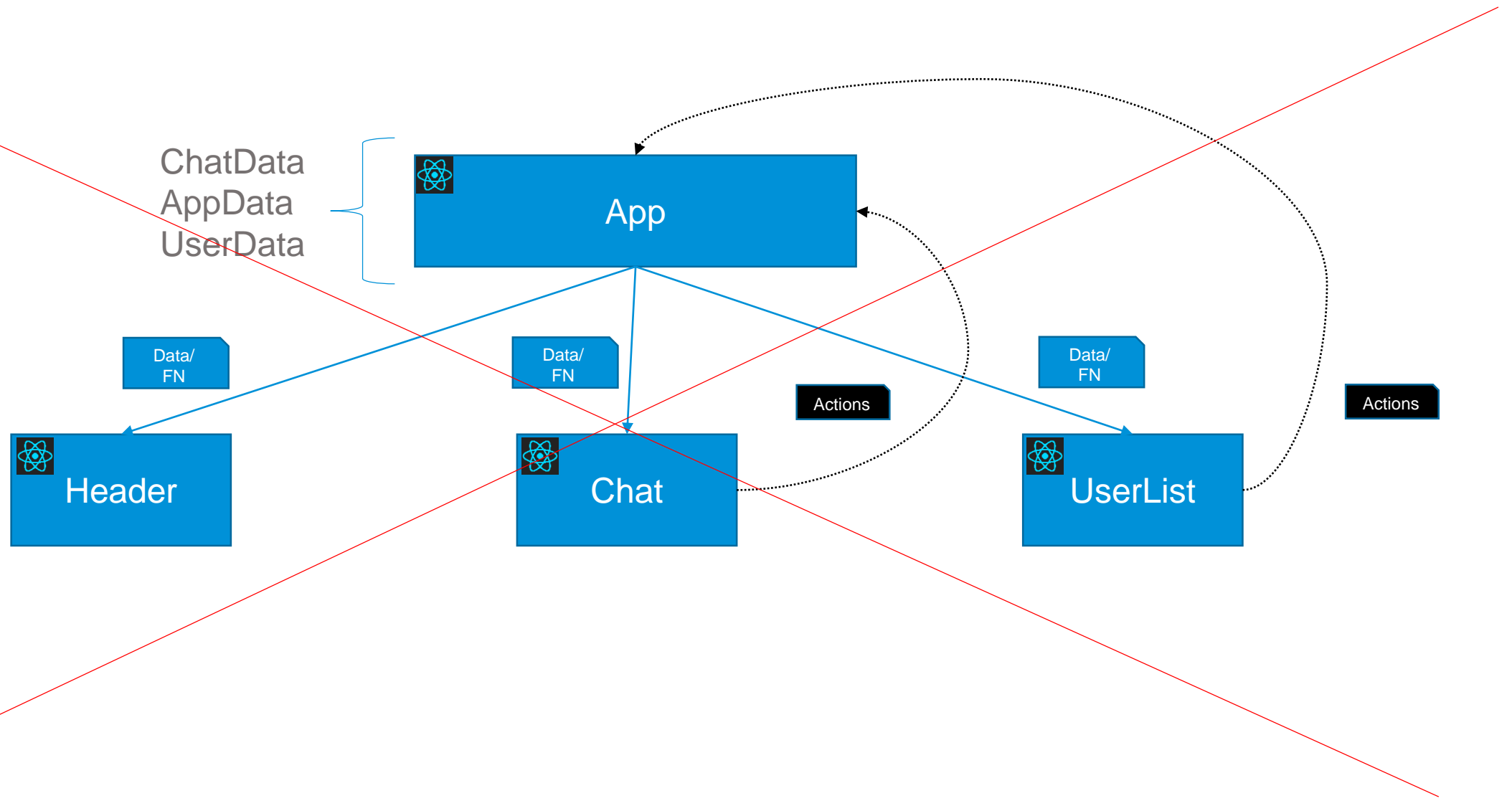


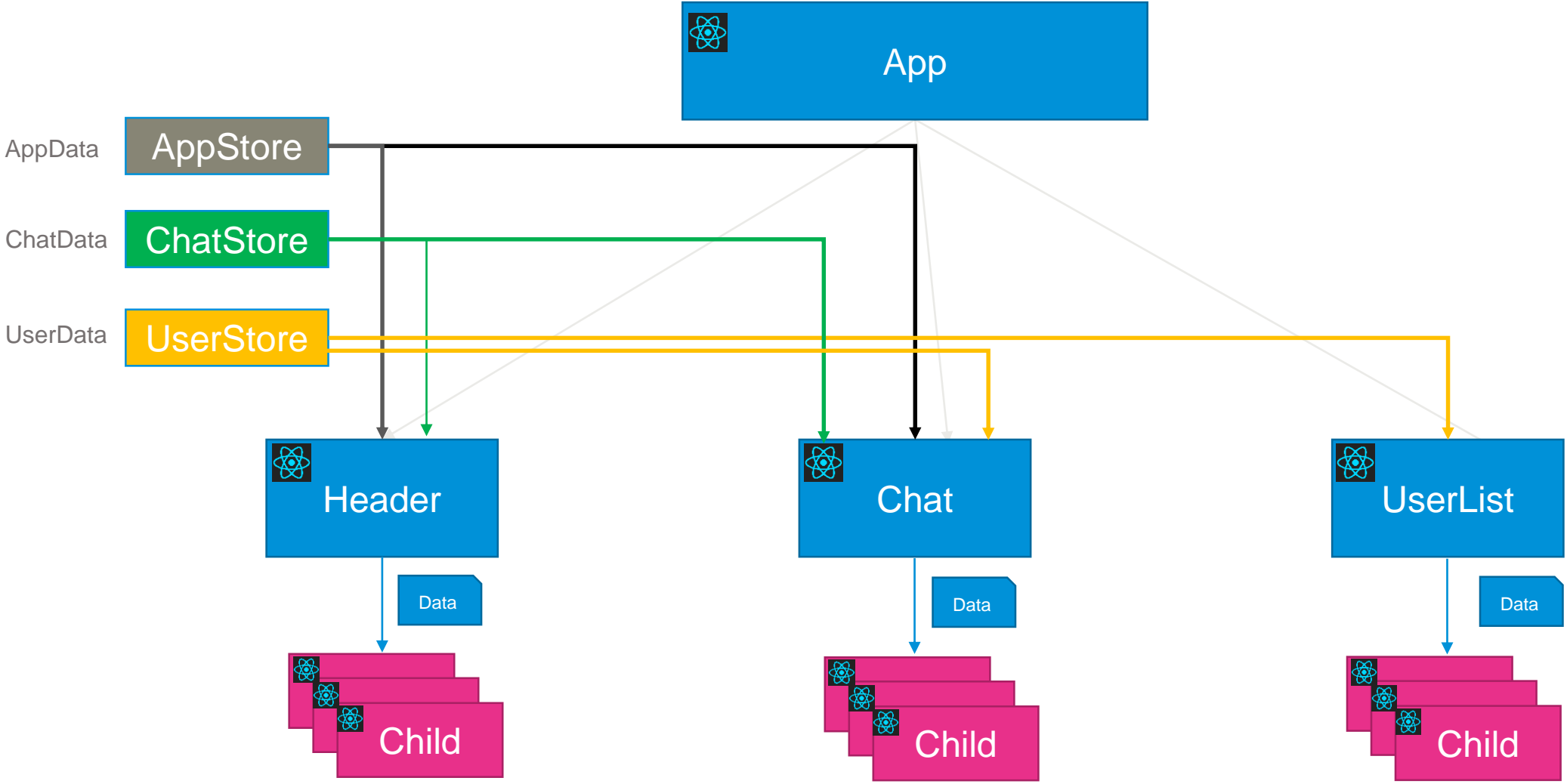


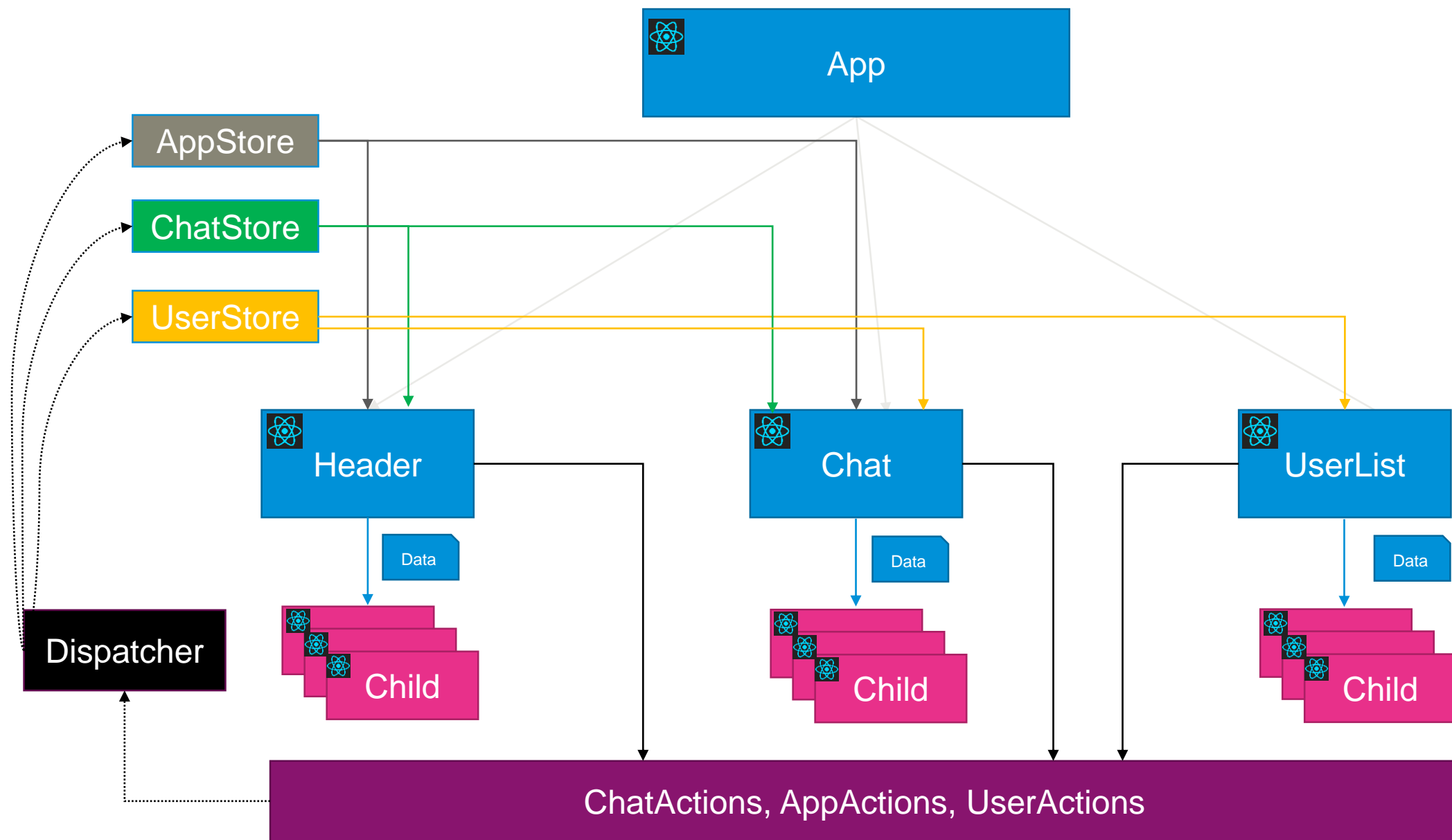












When flux?

- **Complex** data relations
 - > 1 components need same data (at once)
 - God components
- **BUT: Local state is fine!**
 - **Combine** flux + local state
 - Short-term data
 - Medium-term data





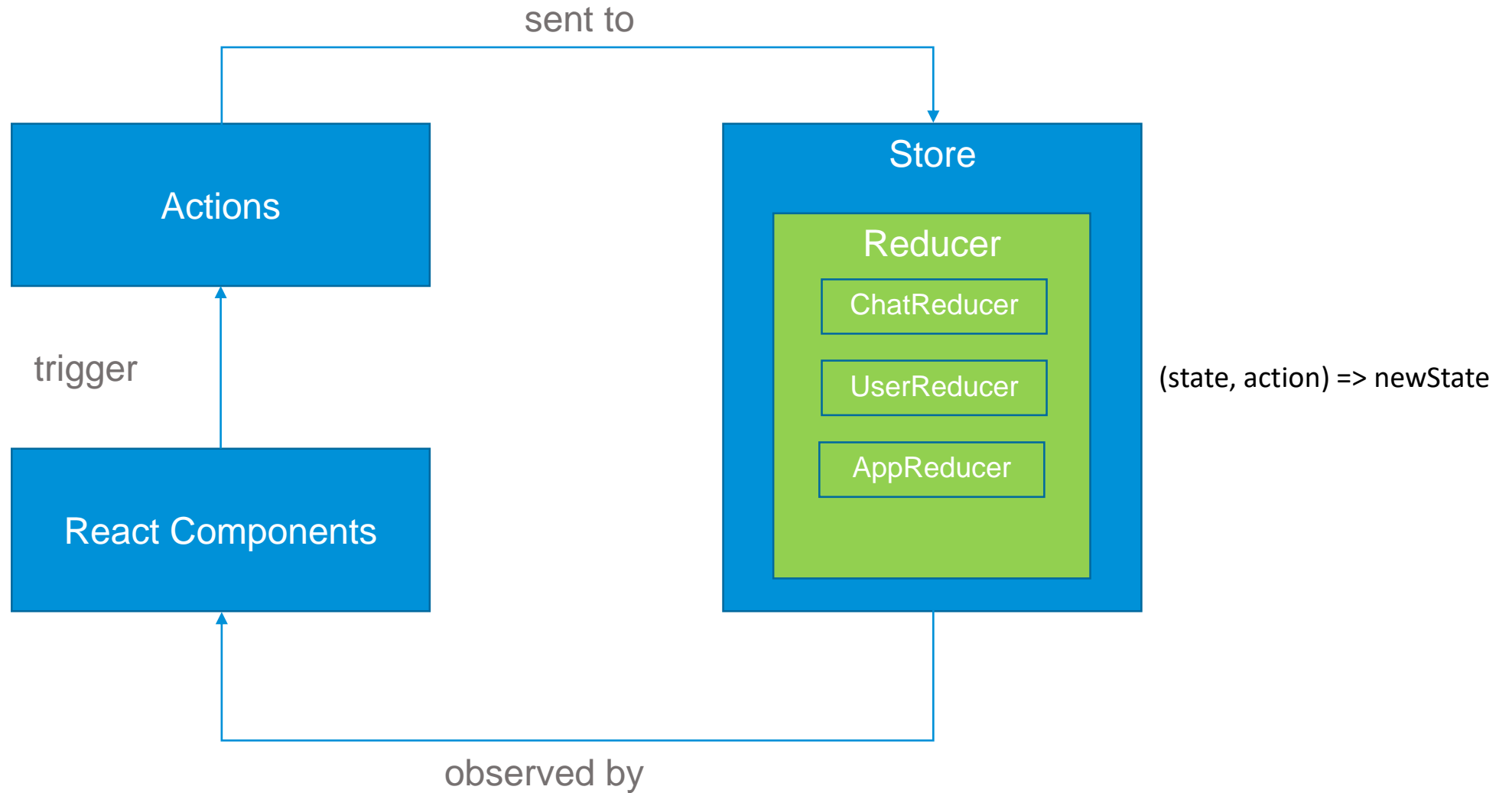
REDUX

Redux

- **Most famous Flux implementation**
 - Twitter, Reddit, ...
- Concepts
 - **Pure functions**
 - **Immutability**
 - **Smart** components, **dumb** components

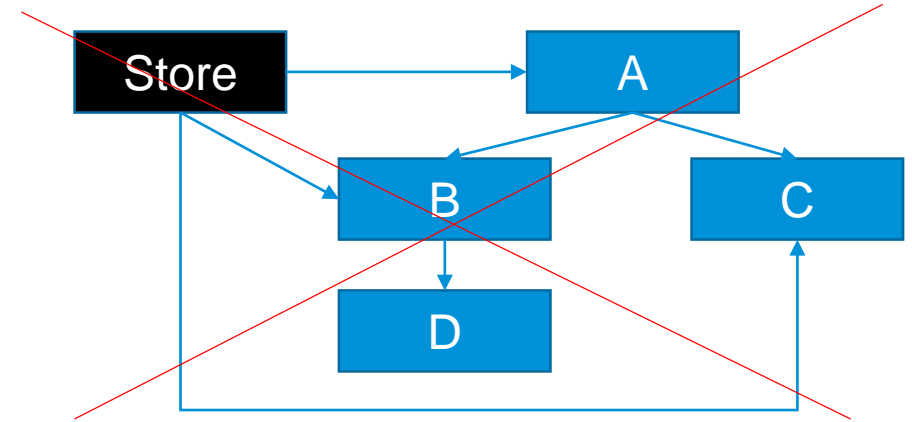


Redux



Redux gotchas...

- **Don't connect all** components
 - Choose wisely (smart → dumb)
- **Immutability**
 - Updates could get lost



```
// don't do this in Redux  
function addChat(state, action) {  
  return state.chats.push(action.payload);  
}
```

```
// stay immutable  
function addChat(state, action) {  
  return [ ...state.chats, action.payload];  
}
```

Redux conclusion

- Advantages
 - **Predictable** updates
 - **Testable**
 - **Serializable** actions
- Disadvantages
 - **Boilerplate**
 - Learning curve
 - **Functional & immutability** → Core concepts





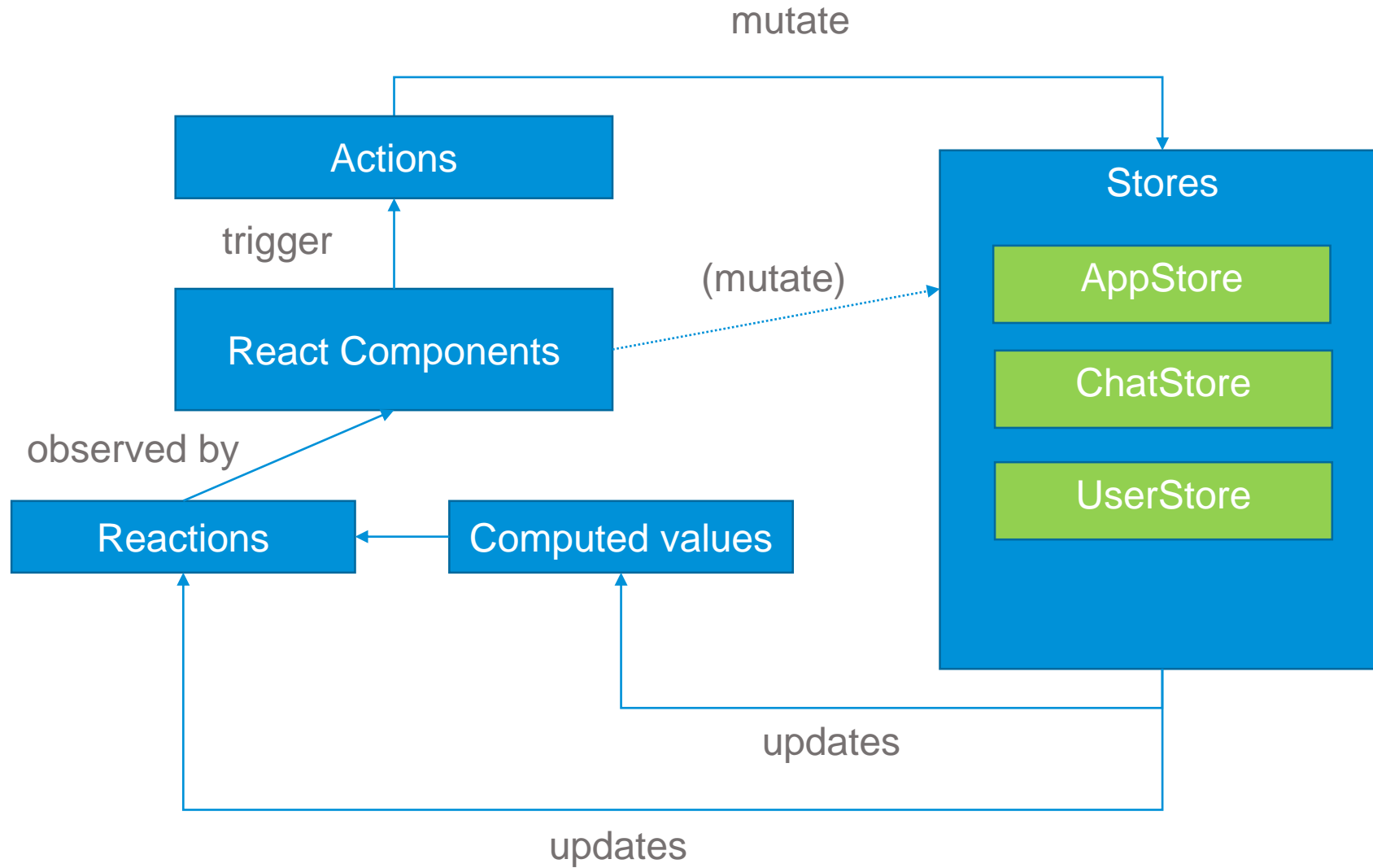
MOBX

MobX

- **Second most famous** state mangement lib
- More **OO**
 - Classes & references
- Concepts
 - **Mutability**
 - **Observables**



MobX



MobX gotchas...

- Mutability

```
addChat(chat) {  
  return this.chats.push(chat);  
}
```

- Put actions in store

```
<button onClick={ () => store.chats.push(chat) } />
```

//PLEASE DON'T



```
<button onClick={ () => store.addChat(chat) } />
```

//PLEASE DO



MobX conclusion

- MobX === Magic
 - Less boilerplate
- **Short** learning curve
 - Known concepts
- Can be **hard to debug**









Learning curve

	
<ul style="list-style-type: none">• New concepts• Boilerplate	<ul style="list-style-type: none">• Known concepts• Framework magic

Scalability

	
<ul style="list-style-type: none">• Scales by nature• Strict concepts• Centralized changes	<ul style="list-style-type: none">• Does not scale by default• Less opinionated• Mutate from everywhere

Debuggability / Testability

	
<ul style="list-style-type: none">• Pure functions• More code• Simple state tree, normalized	<ul style="list-style-type: none">• Magic• Less code• Sometimes hard to reason about

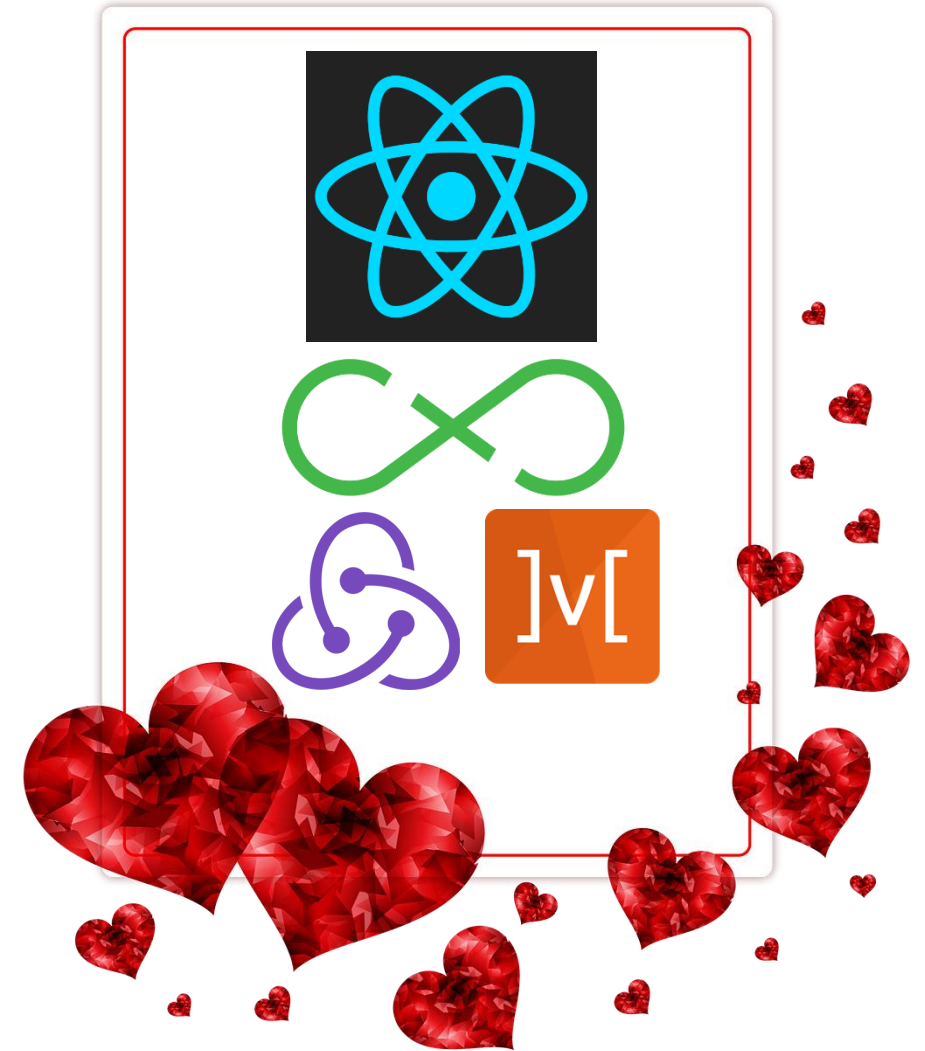
Redux and MobX

- MobX
 - Short learning curve
 - Less code
 - Less opinionated (needs constraints in bigger projects)
- Redux
 - Constraints
 - Highly testable
 - Mature & State of the art



Conclusion

- **Do you need** external state management?
 - Data complexity
 - Component relations
- Only use **where it makes sense**
- MobX or Redux?
 - “**Interchangable**”
- Relay, Apollo, GraphQL





All images taken from pixabay.com