



Me

- Akseli Virtanen
- Senior Developer at Frantic
- Application development, architecture, consulting

Architecture and state management in web development



Architecture and state management in web development

- 1. Very brief history of frontend patterns
- 2. Component
- 3. Example application
- 4. Reactive programming

Bonus: State management according to Flux

Very brief history of frontend patterns



Plain html

HTML

Composed HTML

backend scripts

- data access
- business logic representation user interaction



browser

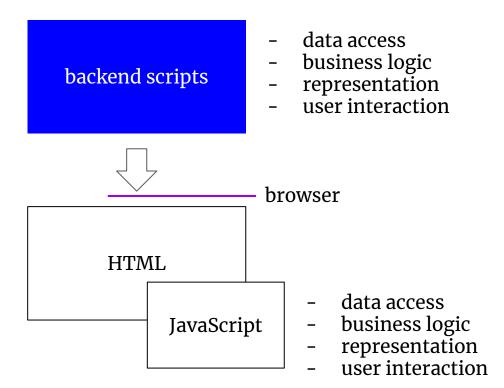
HTML

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Plain html

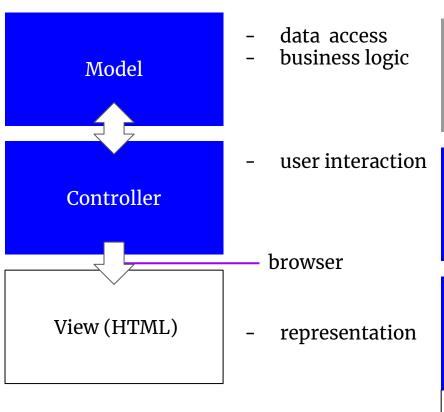
HTML

Composed HTML

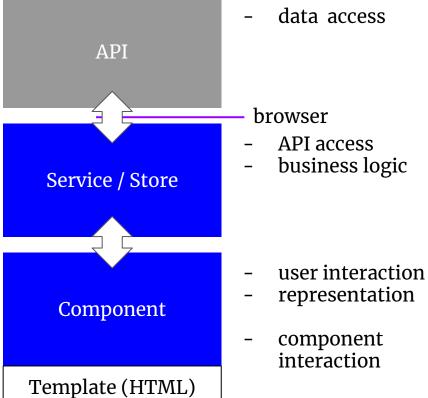




Components



MVC





Components

Motivation:

• Increasing interactivity (and complexity) of frontend applications

Benefits:

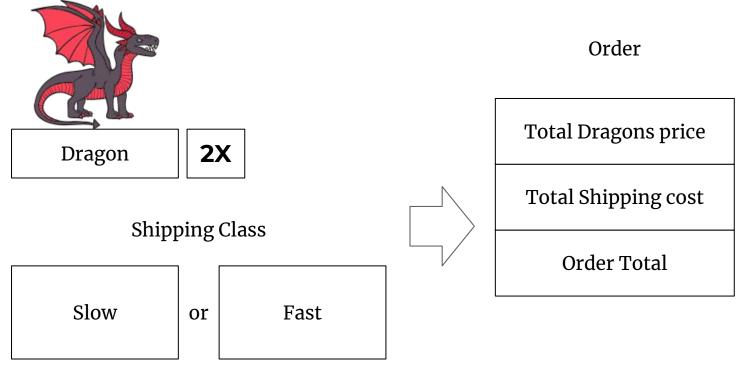
- Independent, modular
- Reusable
- Composable (hierarchy, child/parent components)

Challenges:

- Communication
- State management (timing, race conditions)

Dragon Shop

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- 1. You can order one or more dragons
- 2. Shipping is either slow or fast
- 3. Shipping cost is queried from a remote API as user updates their selections





Order

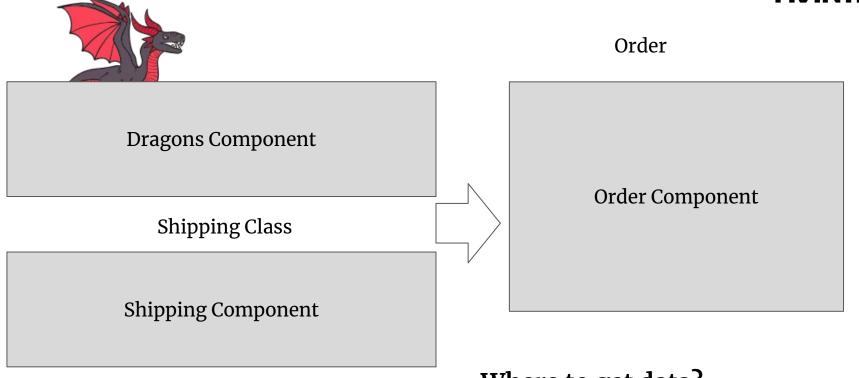
Dragons Component

Shipping Class

Shipping Component

Order Component

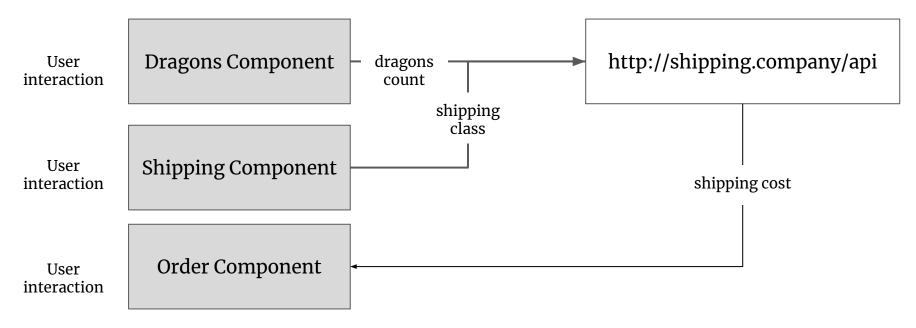
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Where to get data?

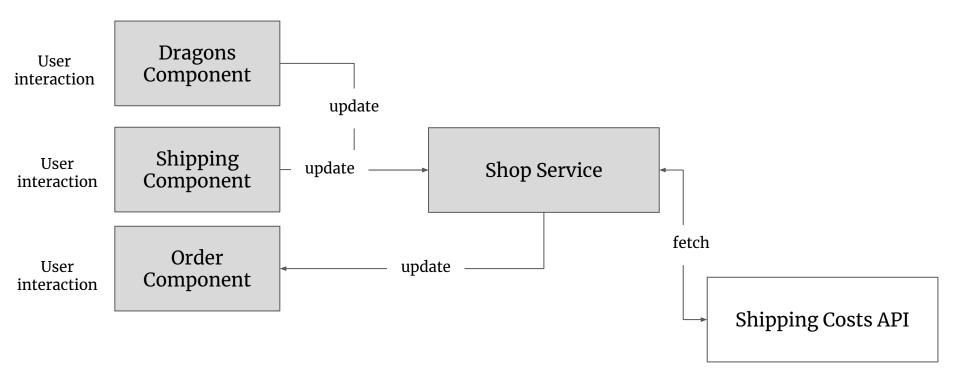


Application flow





Application flow #2





Dragon Shop CP#1

https://codepen.io/akseliv/pen/MLgoRQ?editors=0012



Dragon Shop CP#2

https://codepen.io/akseliv/pen/xMKrMm?editors=0012



Observables

https://codepen.io/akseliv/pen/yZBpVE?editors=0012



Dragon Shop CP#3

https://codepen.io/akseliv/pen/MLgOEv?editors=0012



Akseli Virtanen

akseli.virtanen@frantic.com







FRANTIC HELSINKI

Porkkalankatu 20 A, 3. kerros 00180 Helsinki

OTA YHTEYTTÄ

hello@frantic.com +358 10 778 9000

FRANTIC TAMPERE

Vuolteenkatu 1 33100 Tampere

