

COMMON REACT DESIGN PATTERNS

WHY TO FOLLOW A DESIGN PATTERN ?

REUSABILITY

By utilising Design patterns we can prevent reinventing the wheel and hence save time and effort by using battle tested and reusable solutions to common problems and usecases.

MAINTABILITY

Design patterns can make code much cleaner and wellstructured. Since they are based on the principles of DRY and single responsibility the resulting code is much easier to understand, test and maintain SCALABILITY

Most of the design patterns are built around the concept of extensibility and modularity in mind which makes adding new functionalities or modifying existing ones a piece of cake.

Container/Presentational Pattern

1.



Seperate out the stateful logic into **container** components and the UI rendering into dumb **presentational** components.

Container components - "What" data to render Presentational components - "How" to render and show the data

1. Container/Presentational Pattern (cont.)

•••

```
import React, { useState } from 'react';
// Container Component
const TodoContainer = () => {
const [todos, setTodos] = useState([]);
 const [newTodo, setNewTodo] = useState('');
 const handleInputChange = (event) => {
   setNewTodo(event.target.value);
  };
 const handleAddTodo = () => {
   if (newTodo.trim() !== '') {
     setTodos([...todos, newTodo]);
     setNewTodo('');
 };
 return (
    <div>
     <input type="text" value={newTodo onChange={handleInputChange} />
     <button onClick={handleAddTody}>Add Todo</button>
     <TodoList todos={todos} /:
   </div>
  );
};
export default TodoContainer;
```

•••

};

import React from 'react';

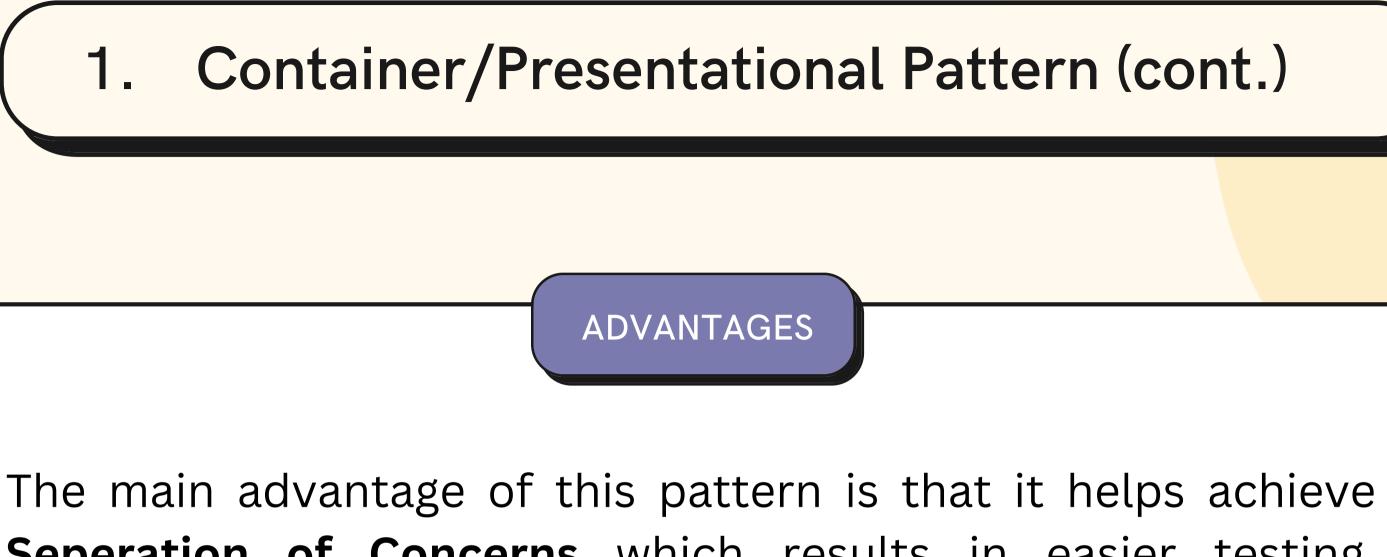
export default TodoList;

1. Container/Presentational Pattern (cont.)

In this example, the **TodoContainer** component is responsible for maintaining the todo list data and making updates to it if needed.

EXAMPLE

The **TodoList** component is a presentational component that receives the todos array as a prop and renders the list of todos and doesn't care anything about the state management or any business logic.



Seperation of Concerns which results in easier testing, modularity, and code reusability.

2. Higher Order Components (HOCs) Pattern



It enables reusing logic across multiple components by wrapping them with a higher-order component.

A **HOC** is a component which takes in another component as prop and returns an enhanced version of that component.

2. Higher Order Components (HOCs) Pattern (cont.)

EXAMPLE

Let's say in our application we have a few components which are accessible only by authenticated users, instead of writing the logic to check if a user is authenticated or not inside each component, we can write an HOC **withAuth** which will hold this logic and any component which is wrapped using this HOC will only be visible to authenticated users.

Implementation on the next slide

2. Higher Order Components (HOCs) Pattern (cont.)

EXAMPLE

```
import React, { useState, useEffect } from 'react';
```

```
const withAuth = (WrappedComponent) => {
 return (props) => {
   const [isAuthenticated, setIsAuthenticated] = useState(false);
```

```
useEffect(() => {
  // Simulating authentication check
  const isAuthenticated = checkAuthentication(); // Some authentication logic
  setIsAuthenticated(isAuthenticated);
```

```
}, []);
```

```
if (isAuthenticated) {
   return <WrappedComponent {...props} />;
 } else {
   return <div>Please login to access this component.</div>;
};
```

2. Higher Order Components(HOCs) Pattern (cont.)



Just like the previous pattern the HOC pattern also helps achieve **Seperation of Concerns.**

In our example the **withAuth** HOC abstracted away the authentication logic from the component while the component focused solely on its primary responsibility of rendering the UI.

3. Render Props Pattern



It enables passing functions as props in order to delegate the **rendering** control to the **consuming** component.

The function can take internal component data as arguments and must return a JSX element.



3. Render Props Pattern (cont.)

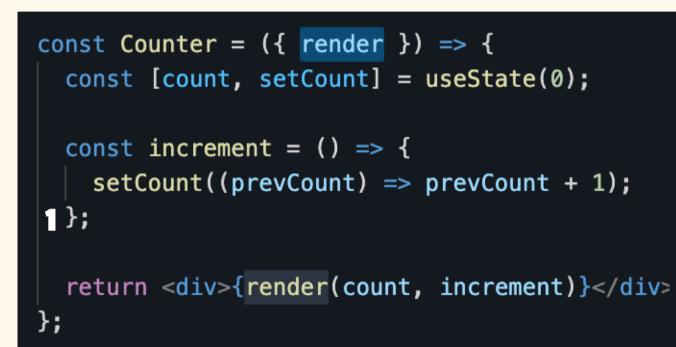
EXAMPLE

Let's say we have a **<Counter/>** component, which keeps track of the current count and also enables us to increment the count by triggering an increment function. We want to use this count outside the component and render different emojis based on the current count value. One way to solve this problem is to **lift the state up** but that is not always feasible and also it might lead to unnecessary rerendering in other child components, in order to avoid those issues we can instead use the **Render Props** pattern here

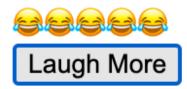
See how on the next slide

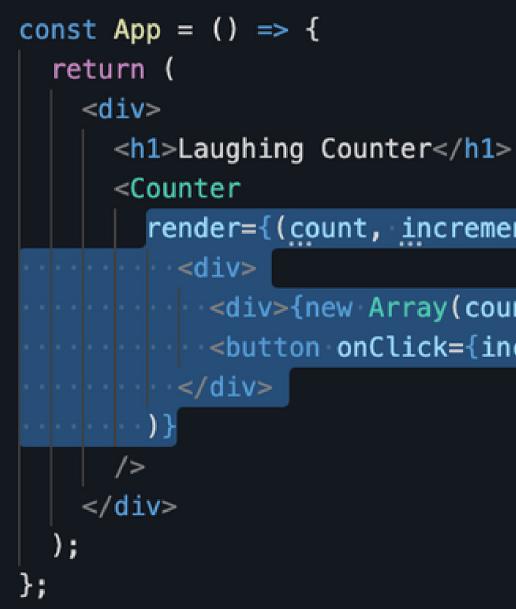
3. Render Props Pattern (cont.)

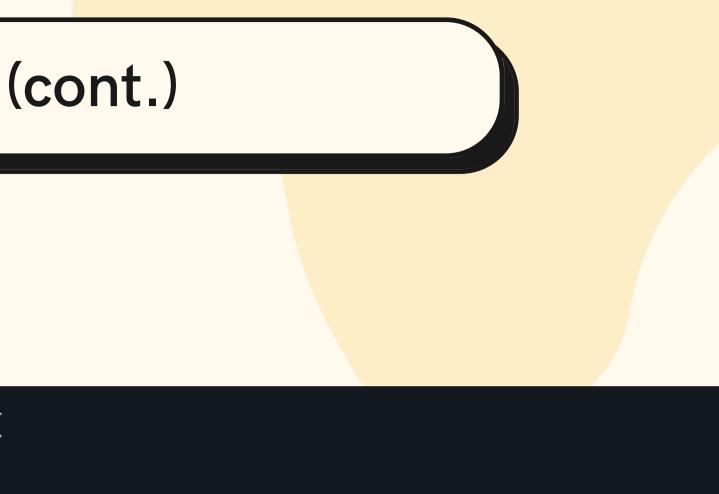




Laughing Counter

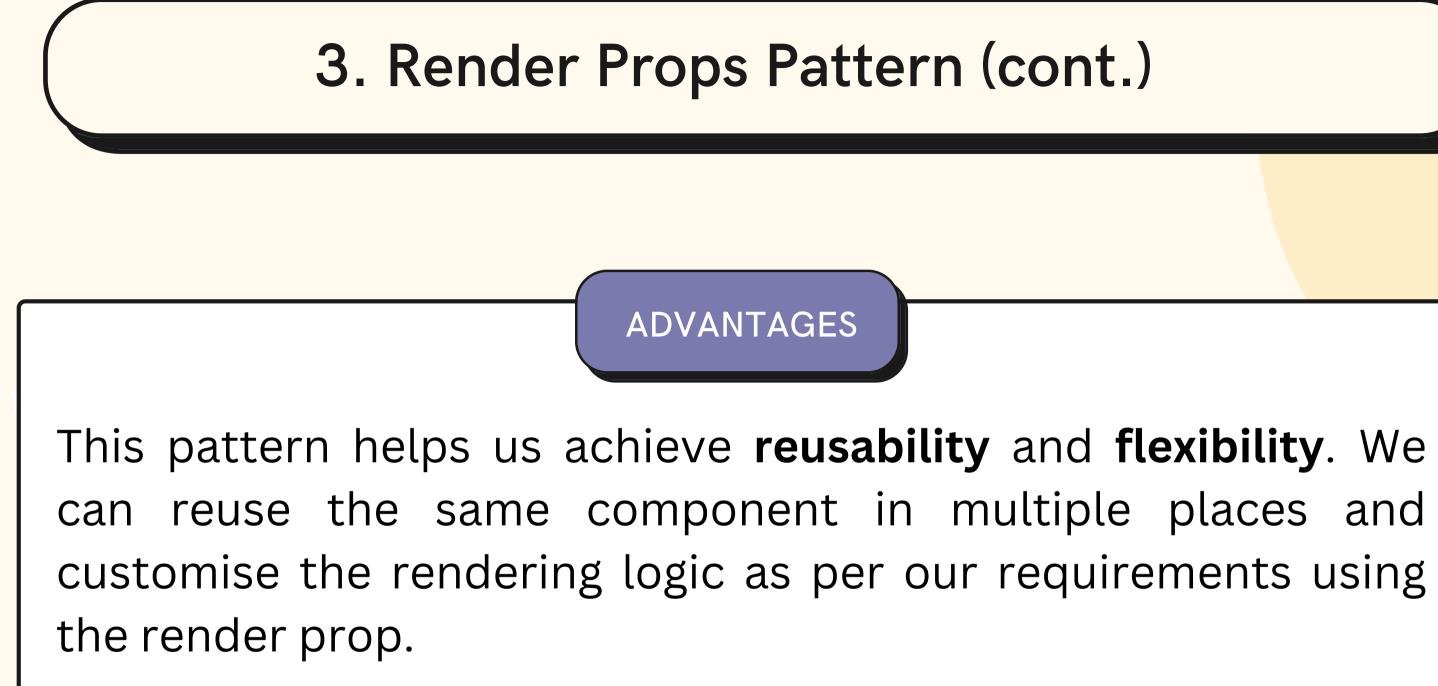






render={(count, increment) => (

<div>{new Array(count).fill(0).map((item) => '&')}<</pre> <button onClick={increment}>Laugh More</button>



4. Compound Components Pattern



It allows creating components that work together to perform a single task, by sharing internal state and behaviour among each other.

Instead of creating a single component that takes care of all the functionality alone we break it into multiple child components which are **compounded** together to get the full functionality.

This pattern is very commonly used while building complex components like <Select/>, <Accordion/>, <Tabs/>, <Menu/>, etc. for any reusable library.

Let's build a simple implementation for a Tabs component which will take in a array of tabs as children and also keep track of the current active tab.

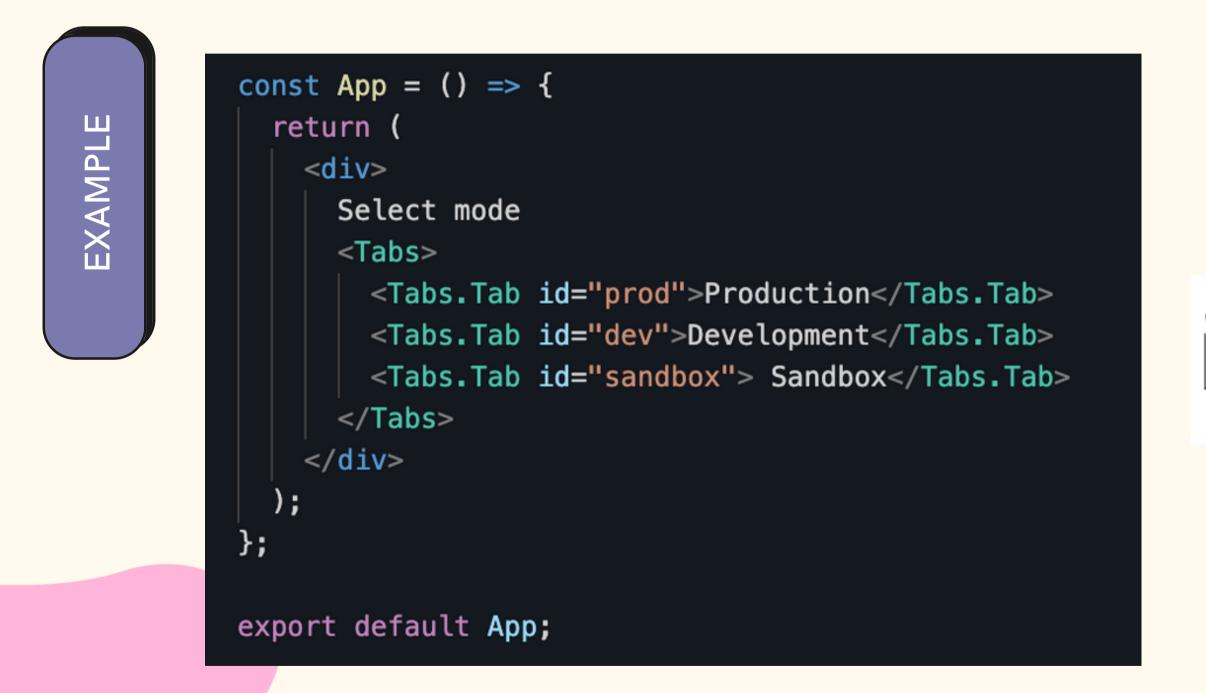
Implementation on the next slide

EXAMPLE



```
const { activeTab, setActiveTab } = useContext(TabsContext);
```

```
className={id === activeTab ? 'active' : ''}
style={id === activeTab ? { background: 'lightblue' } : {}}
```



Select mode

Production

Development

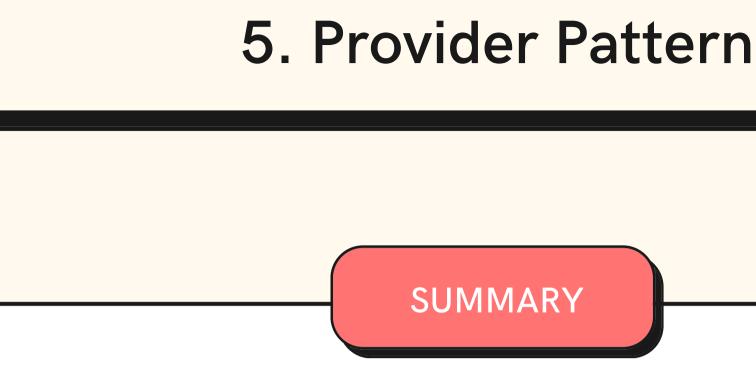
Sandbox



This pattern enables better **separation of concern**, **extensibility** and **customisation** of complex UI components.

In our Tabs example, using the Compound pattern enabled us to customise the content of each Tab without having to pass any additional props or configuration to the parent Tabs component.

Also it achieved SOC by making sure the Tabs component is responsible for managing the overall state and individual Tab component is responsible only for the rendering logic of each tab.



It allows sharing data across multiple components without having to pass it down explicitly as props at each level.

It utilises the **Context** API to define the context to be shared across multiple components and makes it available using the Context.Provider component.

And a component which is a child of the provider can then consume the context using **Context.Consumer** or **useContext** hook

5. Provider Pattern (cont.)

A very common use-case of this pattern is to make the current selected theme or language accessible and modifiable across multiple child components.

EXAMPLE

Let's create a **ThemeProvider** which will provide the ThemeContext to all children at any level of the application tree.

Implementation on the next slide

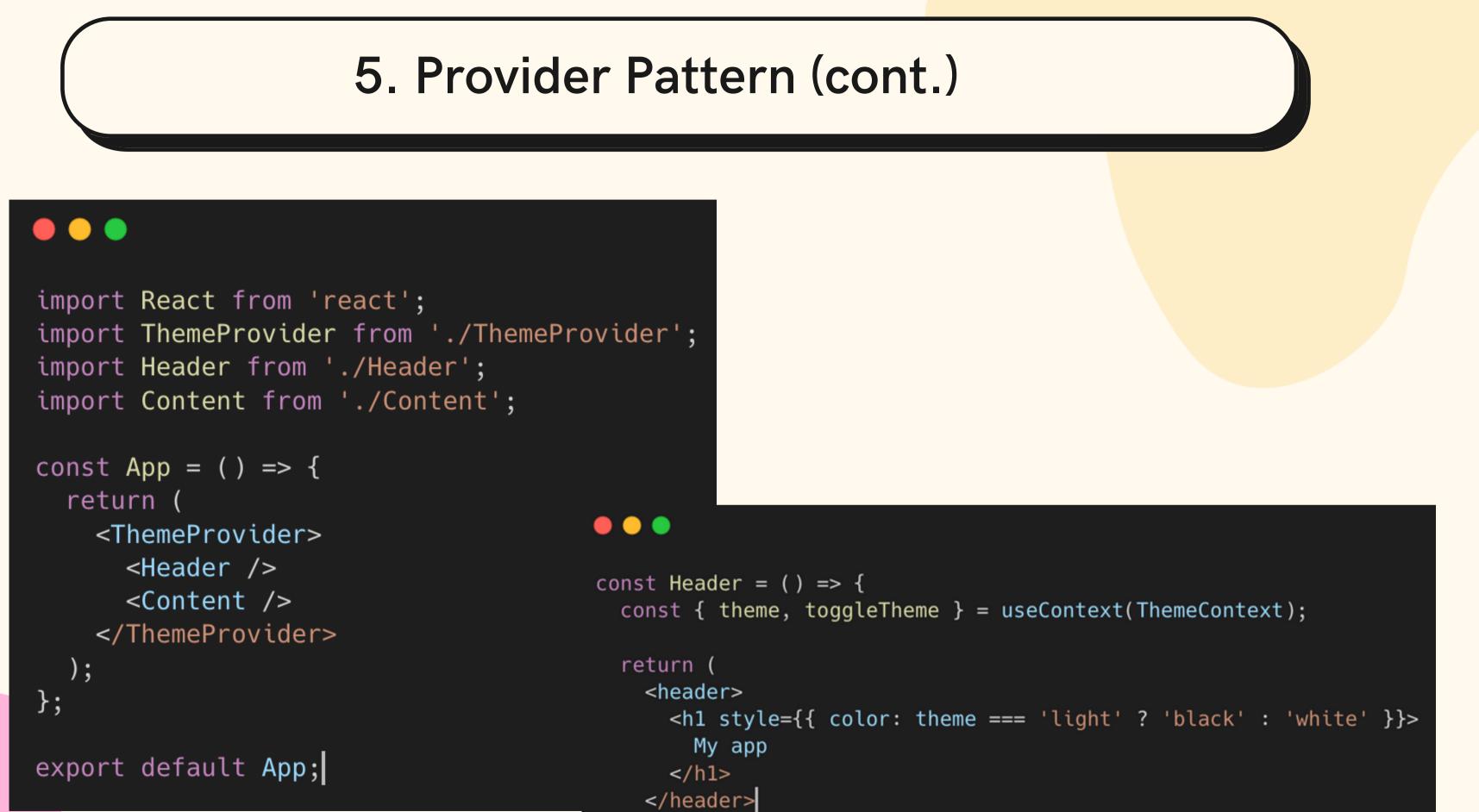
5. Provider Pattern (cont.)

EXAMPLE

```
import React, { createContext, useState } from 'react';
export const ThemeContext = createContext(null);
const ThemeProvider = ({ children }) => {
  const [theme, setTheme] = useState('light');
  const toggleTheme = () => {
   setTheme(prevTheme => (prevTheme === 'light' ? 'dark' : 'light'));
  };
 return (
    <ThemeContext.Provider value={{ theme, toggleTheme }}>
      {children}
    </ThemeContext.Provider>
  );
};
```

export default ThemeProvider;

EXAMPLE



); };

5. Provider Pattern (cont.)



This pattern results in a more **cleaner** and **maintainable** codebase.

It prevents **prop-drilling** and since the state is maintained in a centralised location it becomes very easy to **refactor** or make any changes to the state logic.



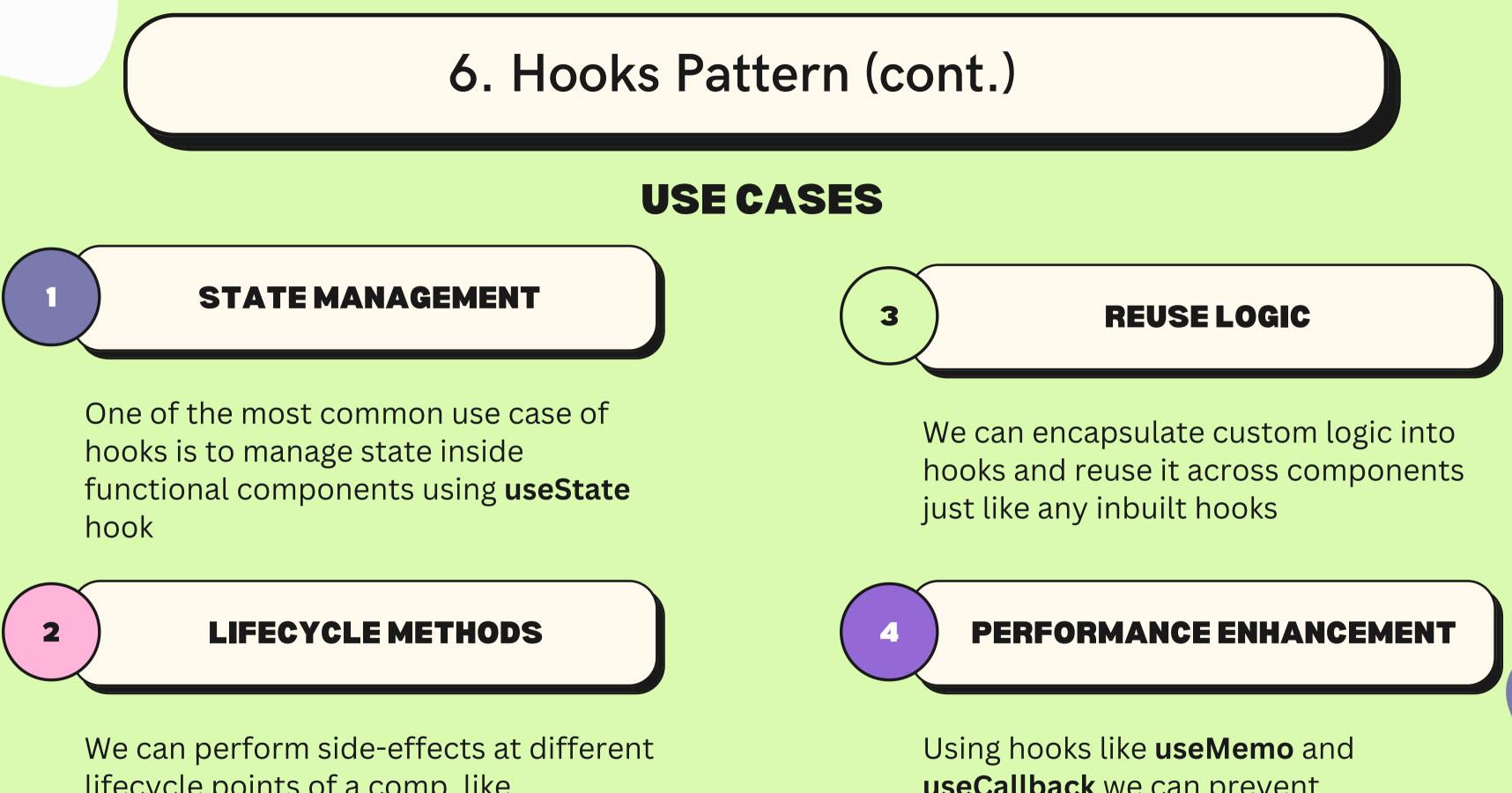


6. Hooks Pattern

It enables us to write **functions** containing stateful logic which can be reused across multiple components.

Hooks allow functional components to manage state and different lifecycle methods.

This is the most recent design pattern in the React ecosystem and by far the most powerful one since it can replace most of the patterns we have discussed so far



lifecycle points of a comp. like mounting, unmounting and updates using the **useEffect** hook

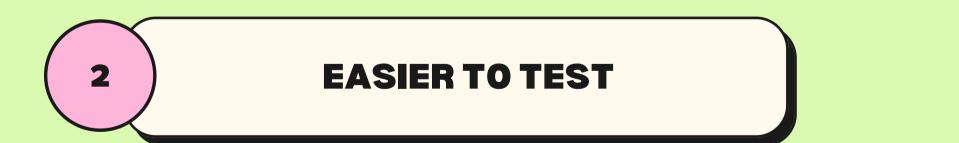
useCallback we can prevent unnecessary re-rendering of components and improve performance

6. Hooks Pattern (co



BETTER MAINTABILITY

Functional components with hooks are easier to understand and simpler as there are no intricacies of "this" unlike Class based components



Hooks make testing easier as they isolate the business logic from the rendering logic

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BETTER REUSABILITY	
Custom hooks allow easy sharing of	

logic and reduce duplication of code

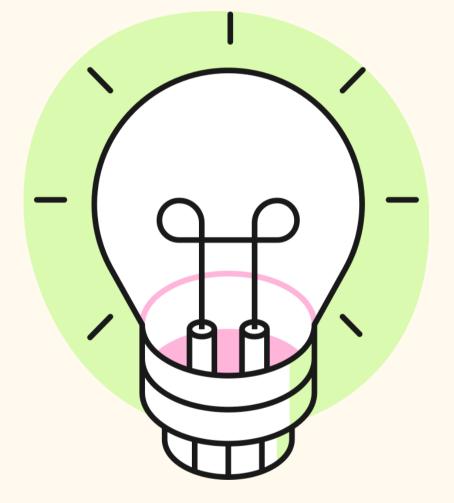


SMALLER BUNDLE SIZE

Functional components with hooks are much more concise when compared to their Class counterparts, resulting in smaller bundle size

REFERENCES

- https://www.patterns.dev/
- https://blog.logrocket.com/reactdesign-patterns/
- https://chat.openai.com/







learn, code & repeat.



