

Wix Engineering Locations



Being Developer in The World of SDKs

We employ a wide stack of technologies

But our field of expertise is only limited to narrow set of SDKs



ES6



























































01

The Use Case for a Product Startup

You want to build a product that people use & love

- People are On the Go
 - You want to have a mobile app.
- They are browsing the Web
 - It's the source of your transactions.
- Using desktop apps (Well, depending on use-case)
 - Native experience brings your product to the next level.
- Interacting in many ways
 - Businesses package & transfer information in countless ways.

What's the native stack?

Must have

- Browser: JavaScript & DOM
- Mobile: iOS, Android, Windows Phone

Optional

- Server: static HTML + API
- Desktop: Cocoa, Windows API / WPF, Countless frameworks in Linux
- Embedded systems: Flavours of Linux, .NET

So how many engineers do you need to change a light bulb?

What's the native stack?

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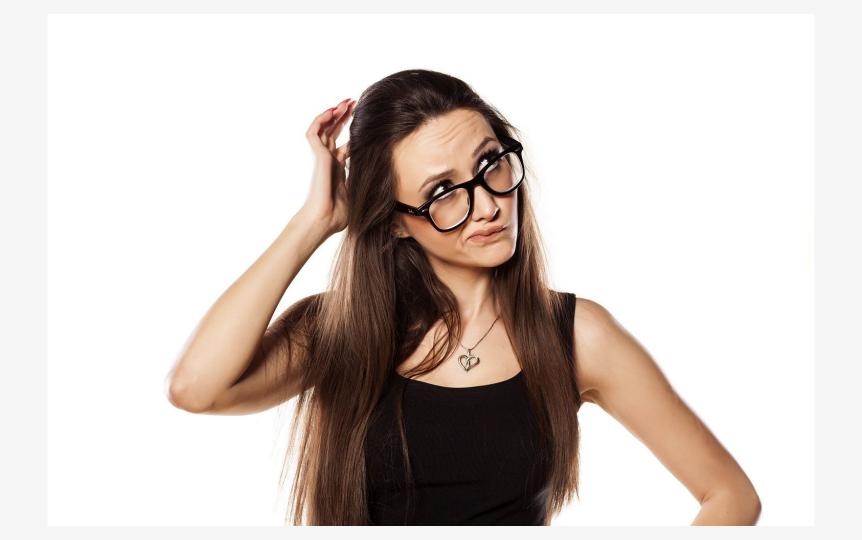
Optional

- Server: static HTML + API
- Desktop: Cocoa, Windows API / WPF, Countless frameworks in Linux
- Embedded systems: Flavours of Linux, .NET

Implementation that describes your World

We have solutions for reuse!

- Dumb client
 - Server rendered content is bad UX.
- C++!
 - Entry level is high and maintainability is hard.
- .NET
 - Standard Library is different for different mediums.
- Java
 - JVM is heavy and running in browser has already past.









JavaScript

Write once, run everywhere













And we need 1 perfect tool for us to present it

- This should be Extensible
- Highly Composable
- Providing Native experience
- Widely Adopted
- Well Maintained

Universal React

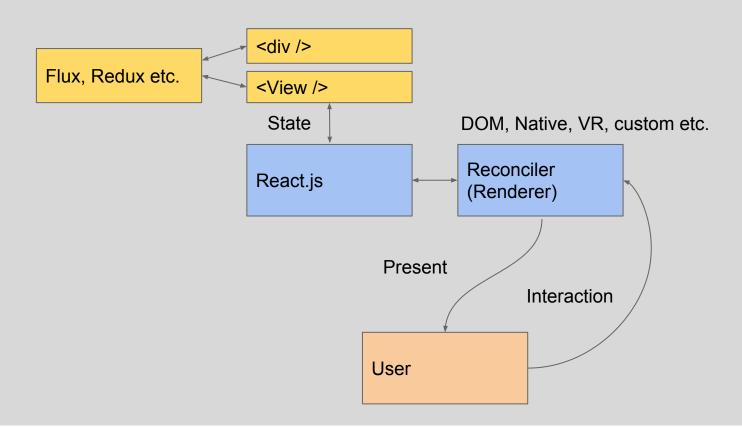
Why it's so cool?

- It is **Extensible**
- It is Composable
- Working on Native
- Widely Adopted
- Well Maintained
- Rapid development (think HRM for every medium)

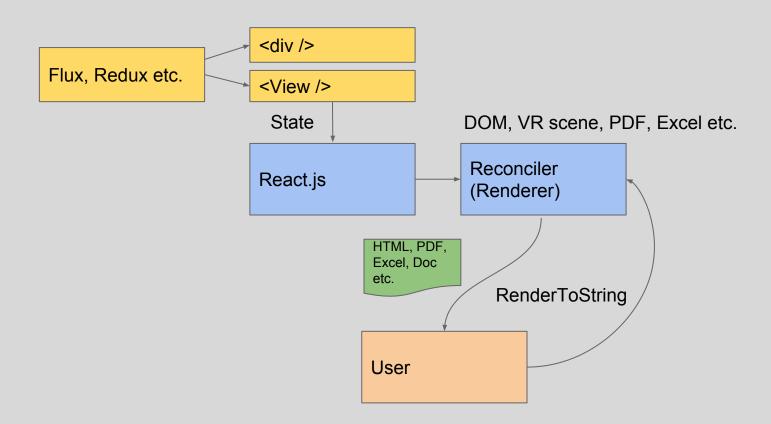
02

Architecture

Stateful application

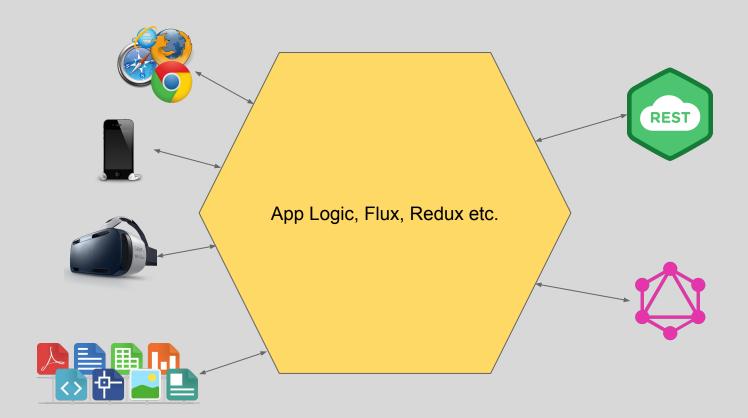


Exported View

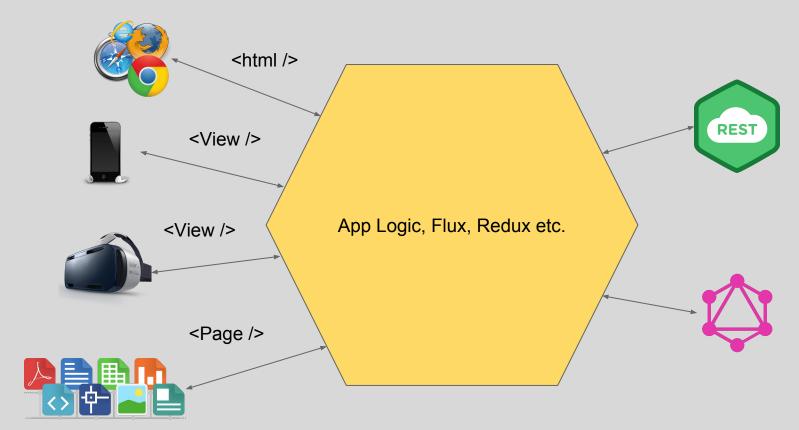


But wait, React is not a template engine!

The Hexagon



The Hexagon



What's so cool about export?

- Same state
- Same stack
- Same tooling
- Same team
- Profit

03

React Ports beyond Web

React Native

- iOS, Android & Windows
- Native feel
- 1 developer for cross-platform
- Better async & state handling

Demo



Support

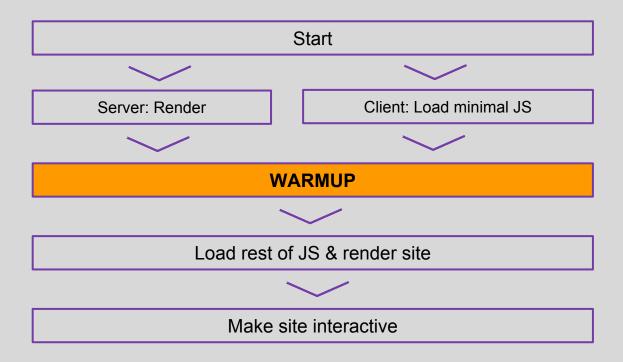
- Android & iOS (by Facebook)
- Windows / Windows Phone / XBox
- Cocoa (Mac OSX)
- Web!

React on WebServer

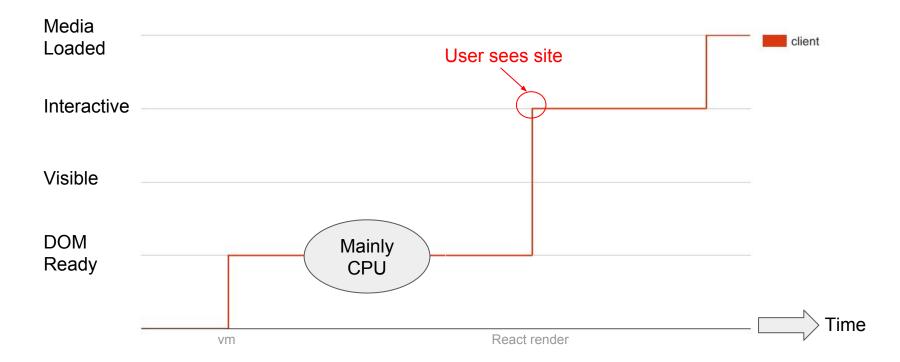
- Run whenever you find a js engine
- Node.js
- Nashorn @ JVM
- .NET
- ReactDOMServer.renderToStaticMarkup

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8">
    <title>Title of the document</title>
  </head>
  <body>
   Hello World
  </body>
</html>
```

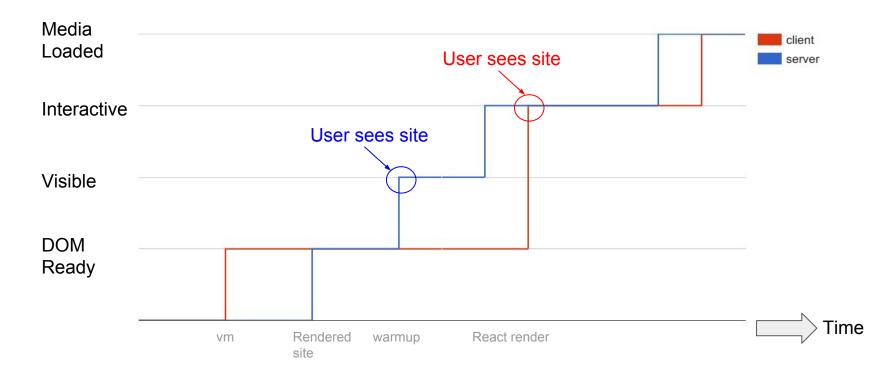
Server-side rendering



Client Rendering

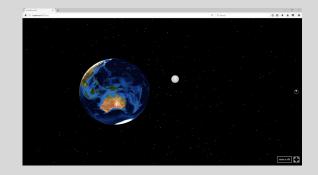


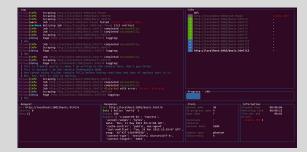
Server Rendering

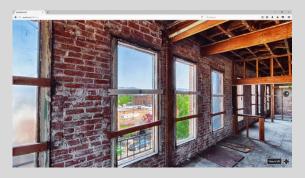


Beyond Web & Apps

- React Blessed (Command line)
- React Hardware
- VR
- Drawing, 3D modeling
- Document rendering
- Well, anything you could think of







React for Blessed

CLI interface

```
class Log extends Component {
  render() {
      <box label="Log"</pre>
           class={stylesheet.bordered}
           width="60%"
           height="70%"
           draggable={true}>
      </box>
```

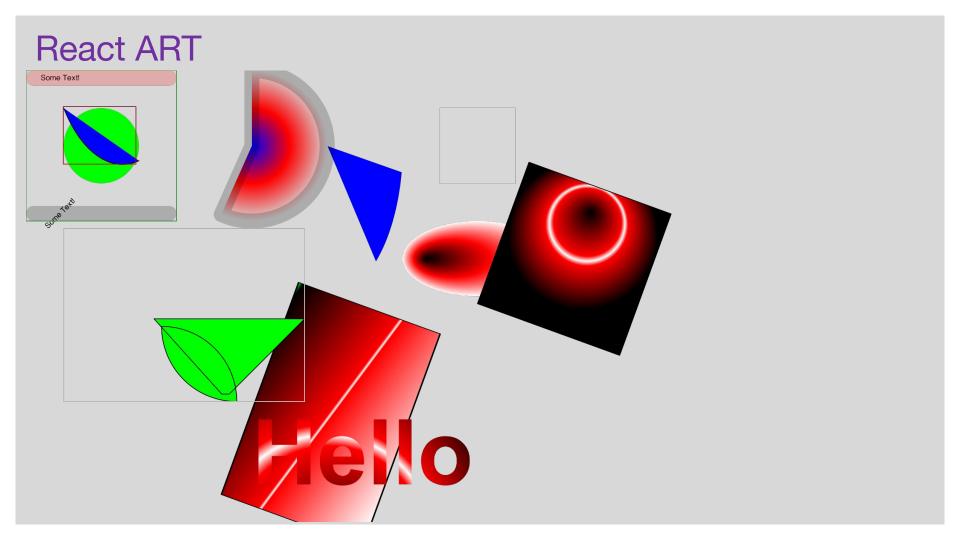
React for Blessed

```
Jobs-
 vJawa/info
              Jawa starting...
                                                                                                             Url
 vJawa/info
              Scraping http://localhost:3002/basic.html?3
                                                                                                         http://localhost:3002/not-found
              Page http://localhost:3002/basic.html?3 error:
                                                                                                         http://localhost:3002/basic.html?2
 VJawa/debug
                                                                                                         http://localhost:3002/basic.html?3
              Job http://localhost:3002/basic.html?3 completed successfully.
                                                                                                         http://localhost:3002/basic.html?4
MyJawa/info
                                                                                                         http://localhost:3002/basic.html?5
                                                                                                        Progress - 2%
                                                                                                         Stats
                                                                                                                                           Information
                                                     Response
Url http://localhost:3002/basic.html?3
                                                    Url http://localhost:3002/basic.html?3
                                                                                                                        45
                                                                                                                                                            00:00:02
                                                    Data [ 'http://nicesite.com',
                                                                                                       In-progress jobs 4
Retries 0
                                                                                                                                                           00:00:21
Data {}
                                                      'http://awesomesite.com',
                                                                                                                                                              00:02
                                                      'http://prettysite.com',
                                                      'http://unknownsite.com' ]
                                                    Status 200
                                                    Headers { 'x-powered-by': 'Express',
                                                                                                                        100%
                                                      'accept-ranges': 'bytes',
                                                      date: 'Mon, 11 May 2015 09:12:04 GMT',
                                                                                                                        phantom
                                                      'cache-control': 'public, max-age=0',
                                                      'last-modified': 'Tue, 24 Mar 2015 15:29:07 GMT',
```

React ART

- Drawing
- Animation

```
render: function() {
          <div>
               <Surface</pre>
                   width={500}
                   height={500}
                   <Group x={50} y={45}>
                       {this.getPie()}
                   </Group>
               </Surface>
          </div>
```



React VR

UI for VR devices

```
class ChessWorldVR extends React.Component {
 render() {
   return (
      <View>
        <Pano source={asset('chess-world.jpg')}/>
        <Text
          style={{
            backgroundColor:'blue',
            padding: 0.02,
            textAlign:'center',
            textAlignVertical:'center',
            fontSize: 0.8,
            layoutOrigin: [0.5, 0.5],
            transform: [{translate: [0, 0, -3]}],
         hello
      </View>
```

React VR



















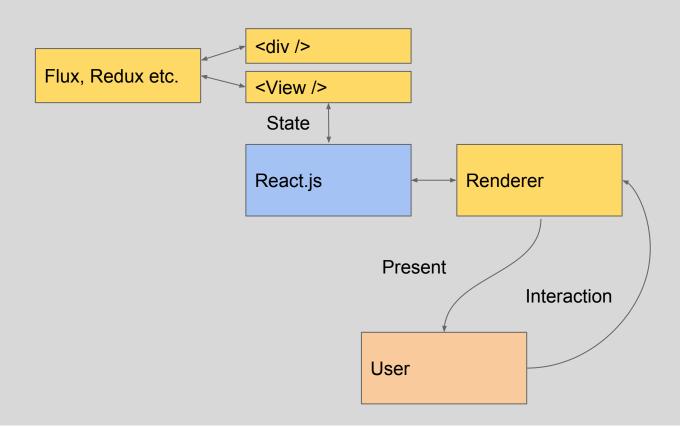




04

Custom Renderers

Stateful application

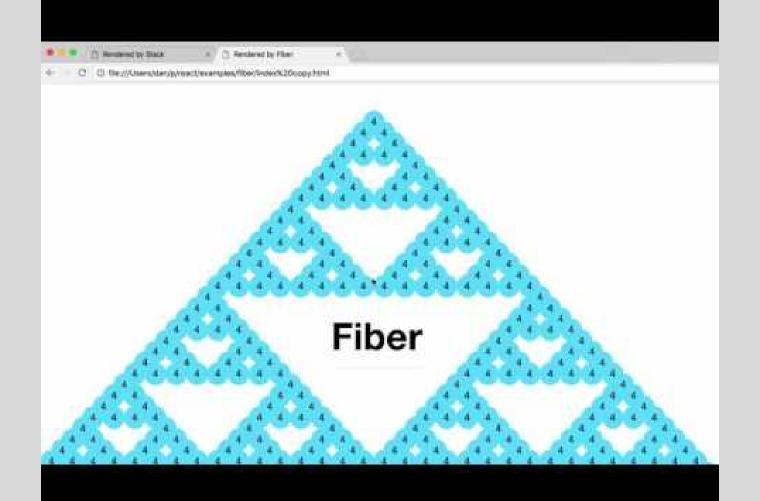




Show the Code

React Fiber

- Cleaner & easier API for renderers
- Re-write of React
- Rendering is done in stages
- Optimized over idle periods of the UI thread
- 16.0.0-alpha





- Great software is scalable
- Don't duplicate your business logic
- Cross-platform is hard
- So let's make it easy
- React is great
- Tweak it!



Thank You









Testing

React Universe

- PDF <u>https://github.com/diegomura/react-pdf</u>
- Hardware https://github.com/iamdustan/react-hardware
- 3D scene https://github.com/lzzimach/react-three
- Unreal motion graphics https://github.com/drywolf/react-umg
- React presentation https://panpan-lin.github.io/react-presentation/#/4/6
- Canvas https://github.com/Flipboard/react-canvas
- Blessed https://github.com/Yomguithereal/react-blessed
- Electron https://github.com/mhink/react-ionize
- X11 https://github.com/sidorares/react-x11
- VR https://github.com/facebook/react-vr
- A frame VR https://github.com/aframevr/aframe-react

Compose Different React renderers

References

https://www.toptal.com/react/how-react-components-make-ui-testing-easy

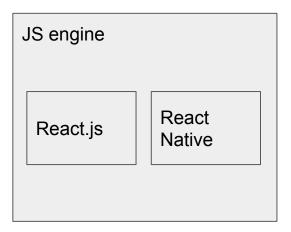
https://github.com/LeuisKen/react-collection/blob/master/ebooks/Hacking.with.React.pdf

https://goshakkk.name/react-custom-renderers/

Netflix https://www.youtube.com/watch?v=eNC0mRYGWgc

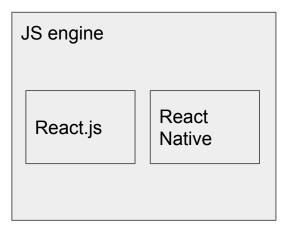
React Fiber https://www.youtube.com/watch?v=ZCuYPiUIONs

React Native Architecture



iOS / Android

Bridged React Native



iOS / Android