

# Front-end architecture in practice 🛠️

# #whoami

Charly POLY - Sr Software Engineer at  algolia

## Past

→ ex-Dashlane

→ ex-JobTeaser



# Why talk about "Front-end architecture"?

➡ Because the web has evolved!

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# The Front-end evolution

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- 90: WorldWideWeb

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- 91: HTML arrive

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Back-end

Front-end

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- 2002: XHR

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- 2000: Adobe Flash with  
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- 2004: ActionScript 2

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- 1997: PHP 3
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- 2000: Adobe Flash with  
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- 2002: XHR
- 2004: ActionScript 2
- 2005: Prototype
- 2005: Script.aculo.us

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- 2006: JQuery
- 2006: Mootools
- 2006: YUI



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- ~2008: HTML 5

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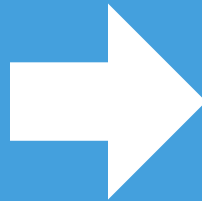
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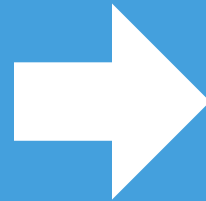
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- 2010: Apple end support of Flash on iOS
- lodash creator bring Backbone.js
- Model-view-presenter (MVP) on front side, front-end handle its own state

- 2011: SproutCore ➡ Ember
- 2010: Angular JS
- 2013: React
- 2014: Angular X



## A JS dedicated Ecosystem

- package managers
- building tools
- libraries

# Front-end revolution: Sum up

1

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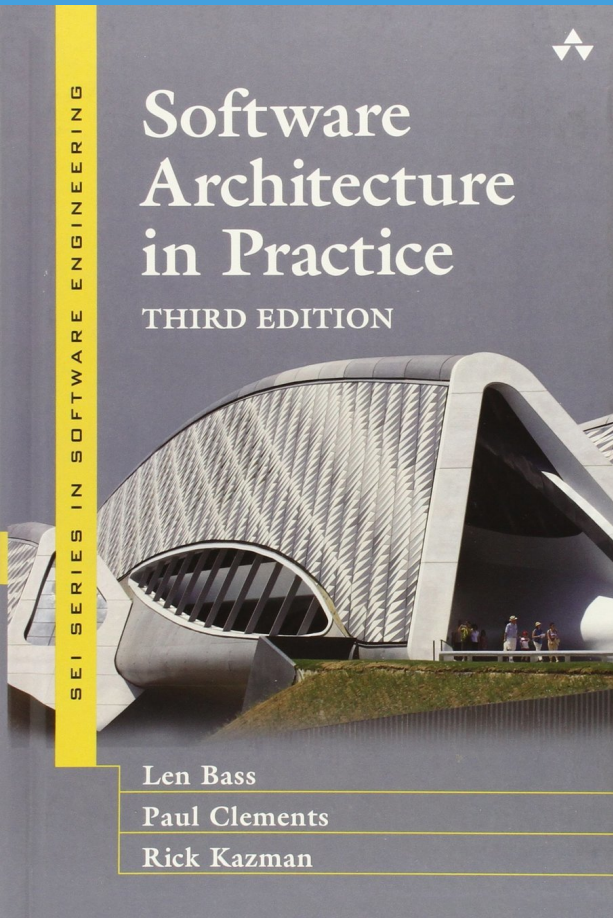
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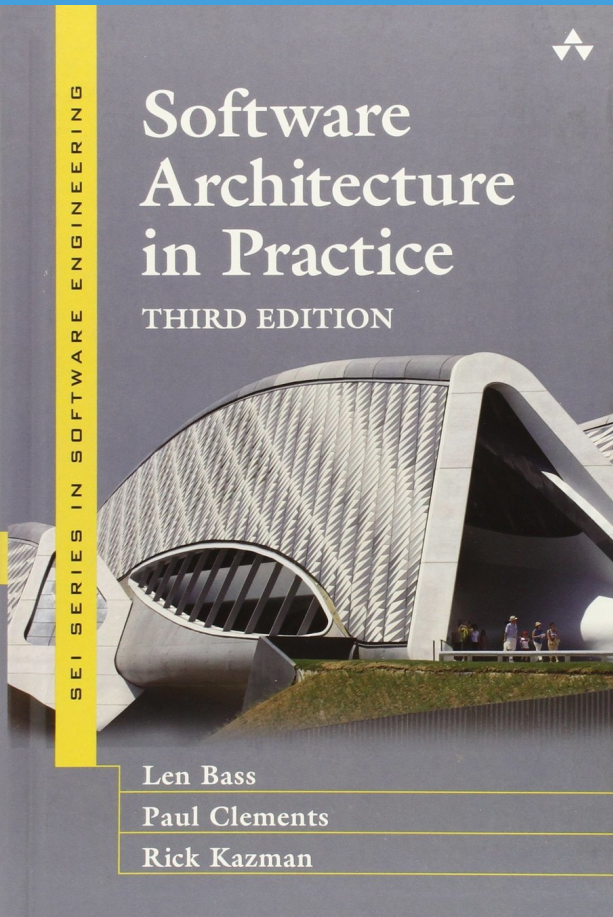
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<b>jQuery / Prototype</b>	<b>Backbone</b>	<b>Angular / React</b>
Cross-browsers API	MVP	MVV, MV*
Animations	Component State management	Separation of Concerns
-	Templating	Application State management
-	-	modules
		DI

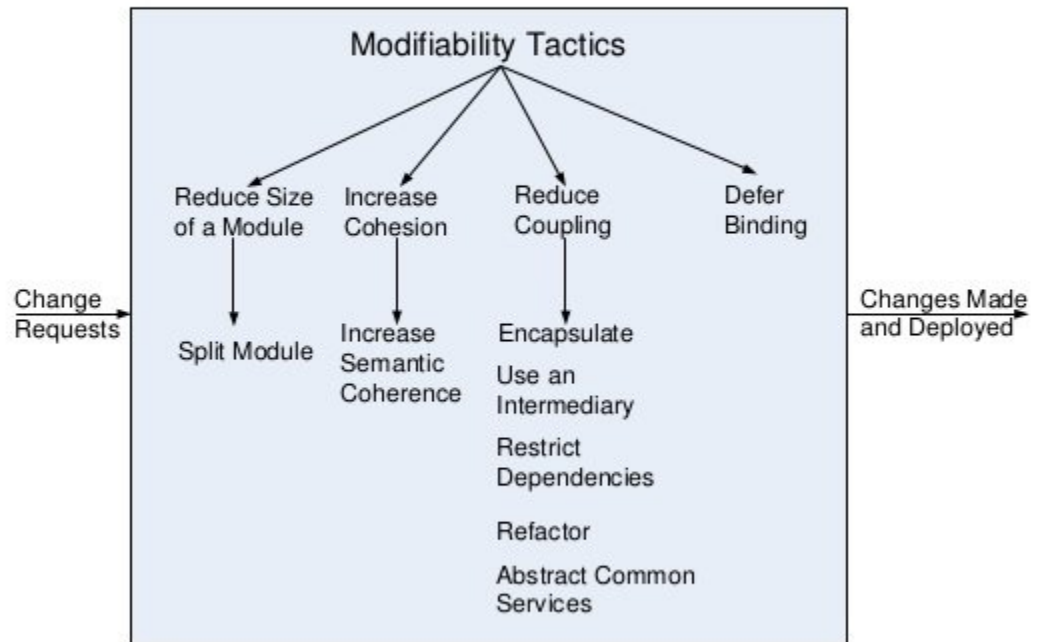
# How to do Architecture



# How to do Architecture



## Modifiability Tactics



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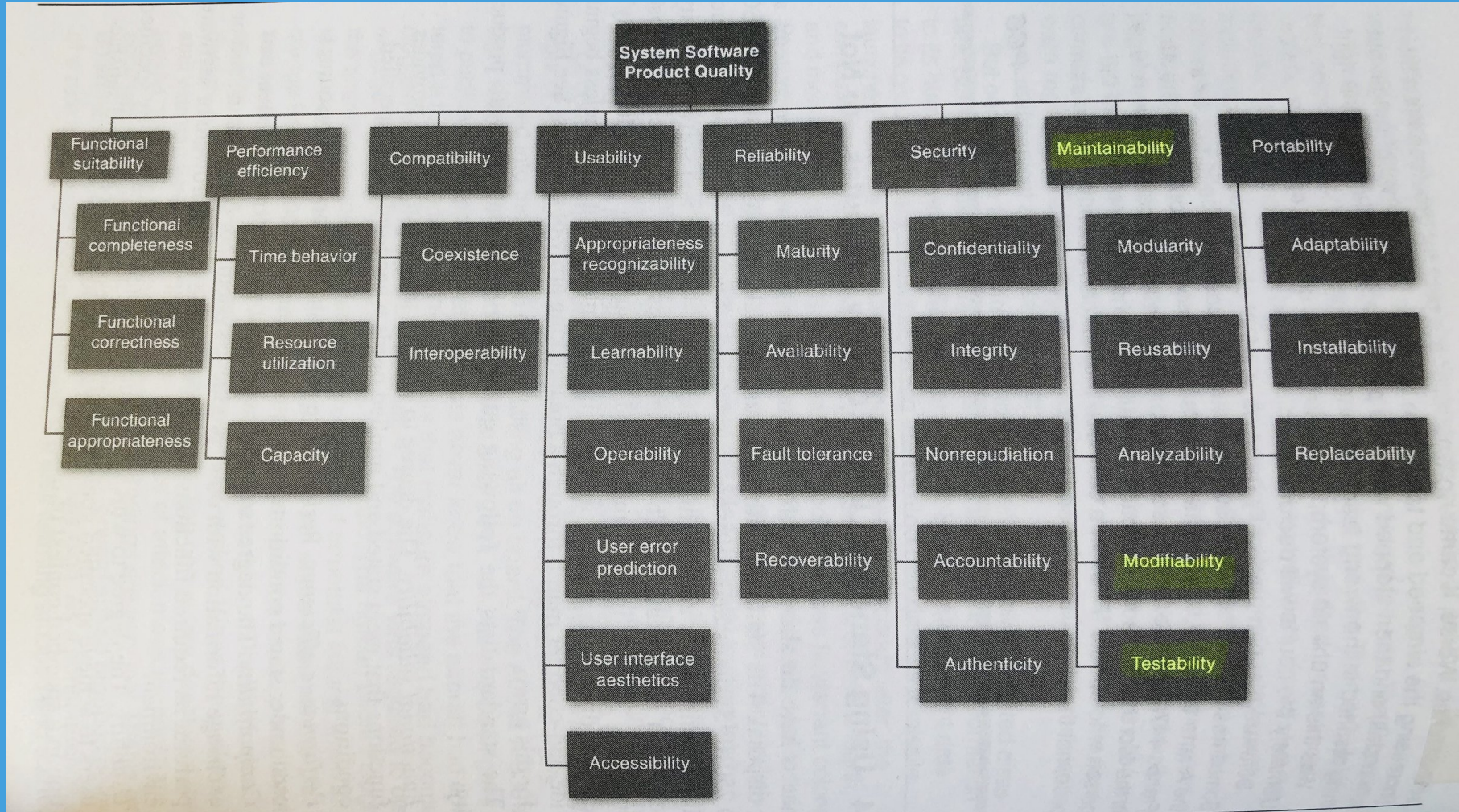
# What are Quality Attributes?

*“ A Quality Attribute (QA) is a measurable or testable property of a system that is used to indicate how well the system satisfies the needs of its stakeholders*

*Software Architecture in Practice, p.63*

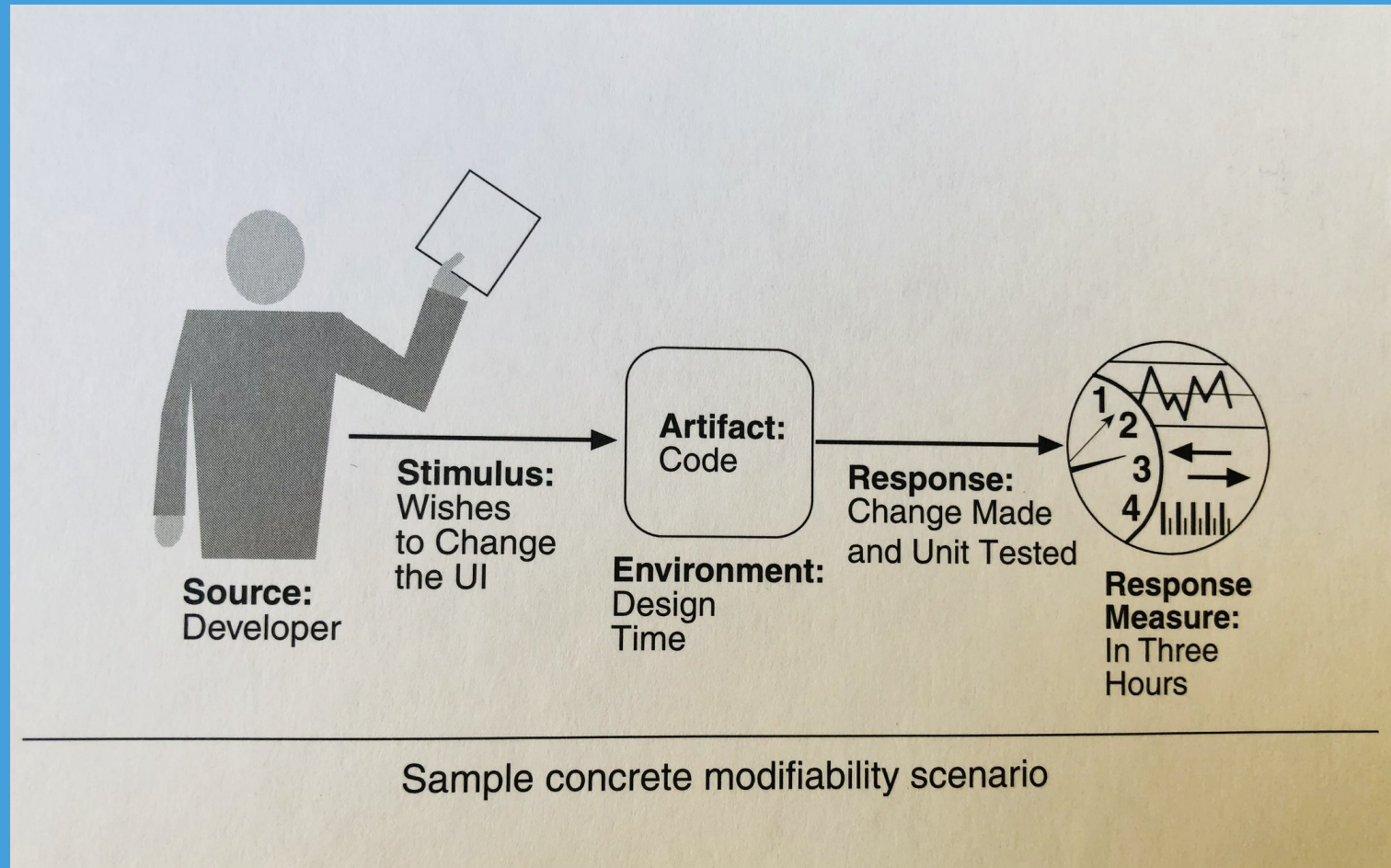


# What are Quality Attributes?





# How Quality Attributes works?

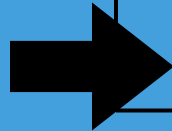


# Apply QAs to front-end architecture

Product  
requirements +  
constraints



Architecture QAs



Features updates

New features

Technical roadmap

Technical guide

# A example of front-end architecture

- **Modifiability**  
Ability to introduce new features,  
refactor
- **Maintainability**  
Ability to onboard new developers,  
scale the code
- **Performance**  
User perceived performance

# A example of front-end architecture

## Build a technical roadmap

- TypeScript with types missing everywhere  
❌ Modifiability, Maintainability ➡ **type everything!**
- REST API, local custom redux cache  
❌ Performance ➡ **GraphQL migration**
- Components with bad naming  
❌ Maintainability ➡ **better naming**
- Complex generic class based components  
❌ Modifiability, Maintainability ➡ **refactor**
- Complex generic "models" with cache system  
❌ Modifiability, Maintainability ➡ **refactor**

# A example of front-end architecture

## Guidelines for new development

- ➡ Enhance **Modifiability**, so :  
reduce module size, increase cohesion and reduce coupling
- Components naming convention
- Redux as event-bus to defer binding of components
- Components refactoring to follow SRP principles
- Data HoC in order to prepare GraphQL migration

# A example of front-end architecture

## Guidelines for new development

### Components naming convention

Domain, Page/Context, Component, Type

ACommunityAddToShortListButton

Sidebar

SidebarSwitch

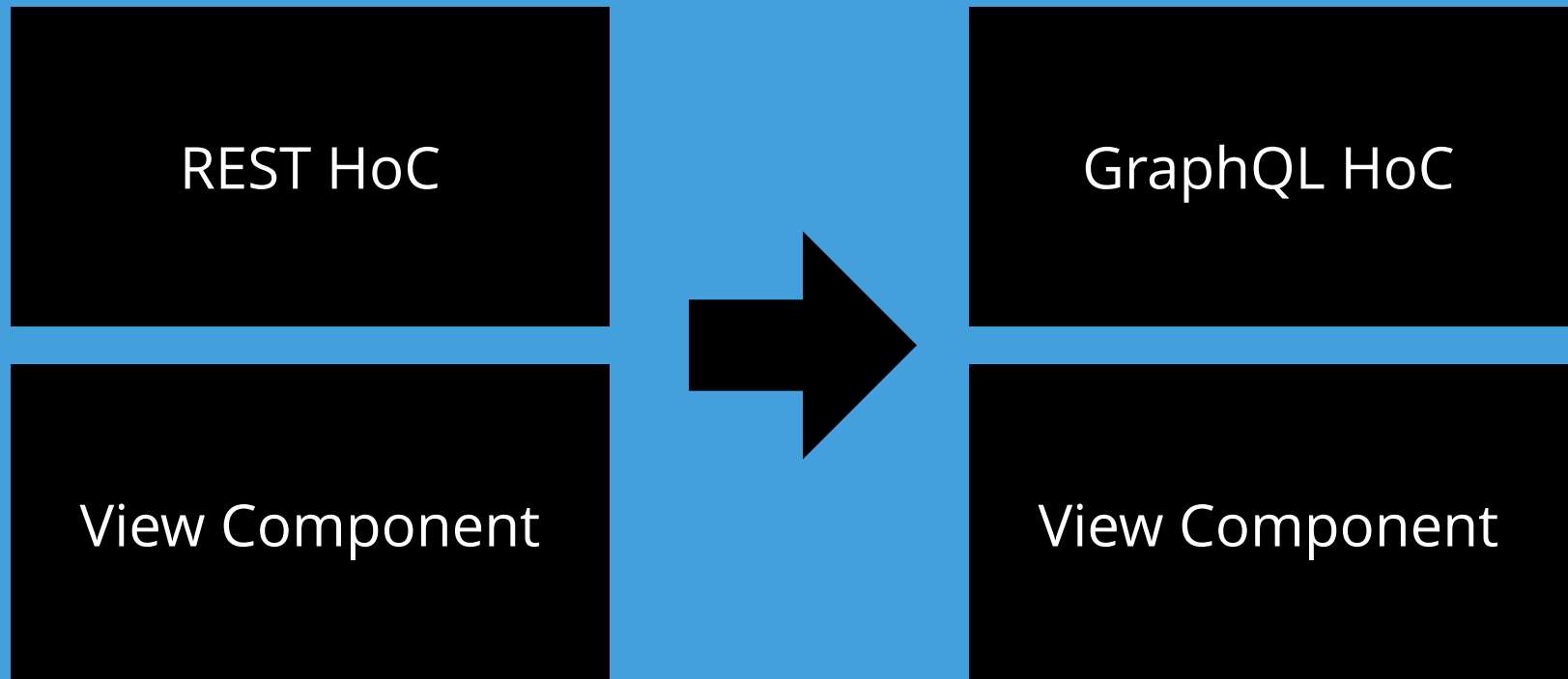
ChatConversation

ChatConversationName

# A example of front-end architecture

## Guidelines for new development

### The GraphQL migration anticipation



# Conclusion

- We are here to solve problems
  - especially new problems on front side
- Think architecture, not code
- Architecture good points:
  - clear structure, easier to document
    - enhance team work, onboarding
  - early prediction of system's qualities
  - can be re-usable



# Thanks for listening!



@whereischarly



/wittydeveloper



@wittydeveloper