Astro Islands

Beyond Framework Borders

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What's coming up

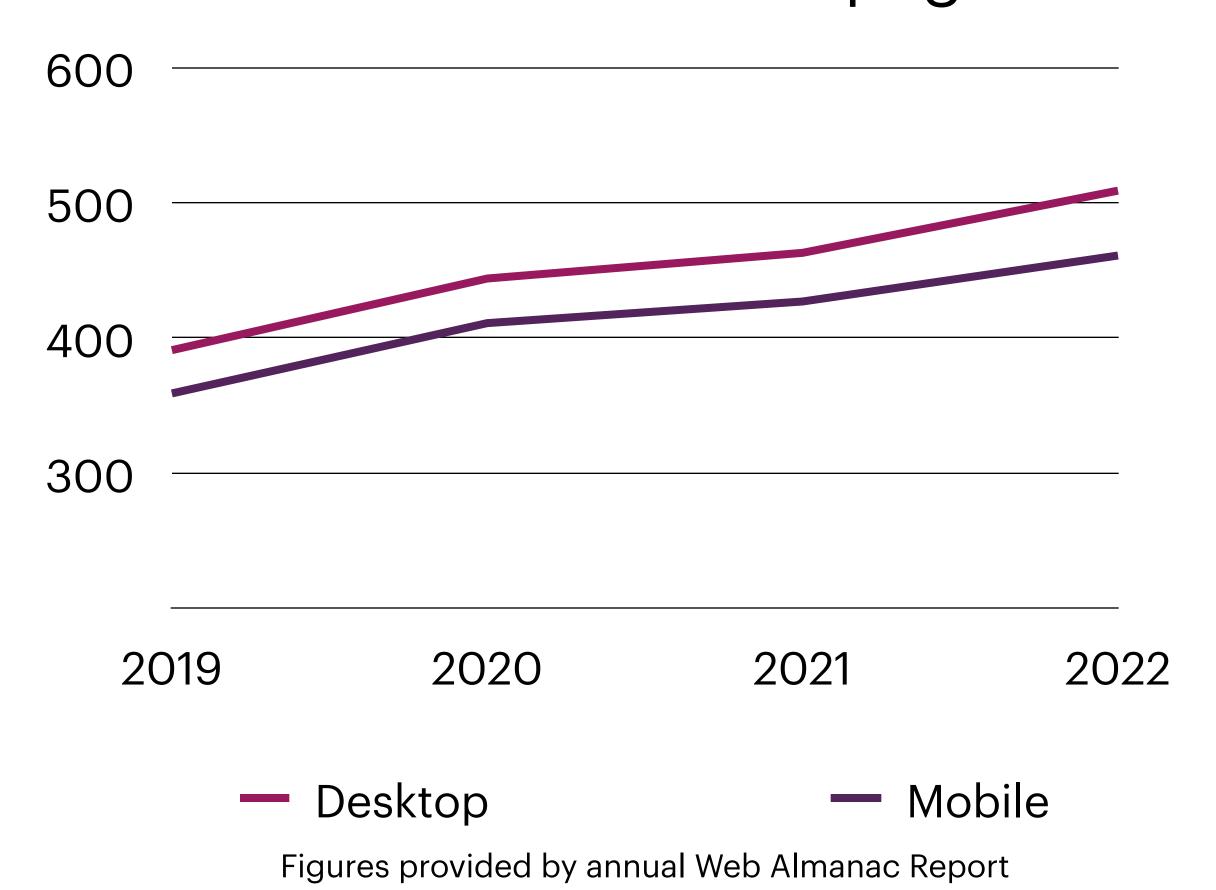
- What are Islands?
- What is Astro?
- Demo
- Caveats and follow up
- & Q&A





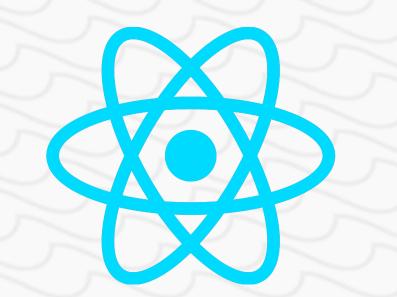
The amount of JavaScript loaded per website has been increasing steadily every year

Mean amount of JS bytes distributed on webpages

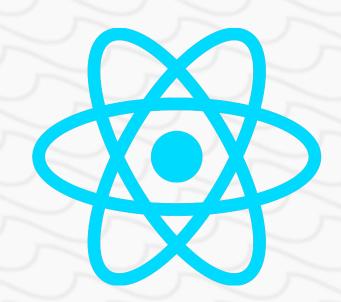


Why is this a bad thing?

- Increased page loading times for downloading and parsing
- Blocks rendering of other page content
- Higher resource usage



NEXT.s



CSR

NEX T.s

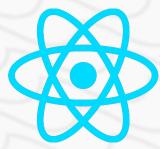
CSR

SSG

SSR

ISR

Client-side rendering







(except in a few cases)

Server-side rendering

1

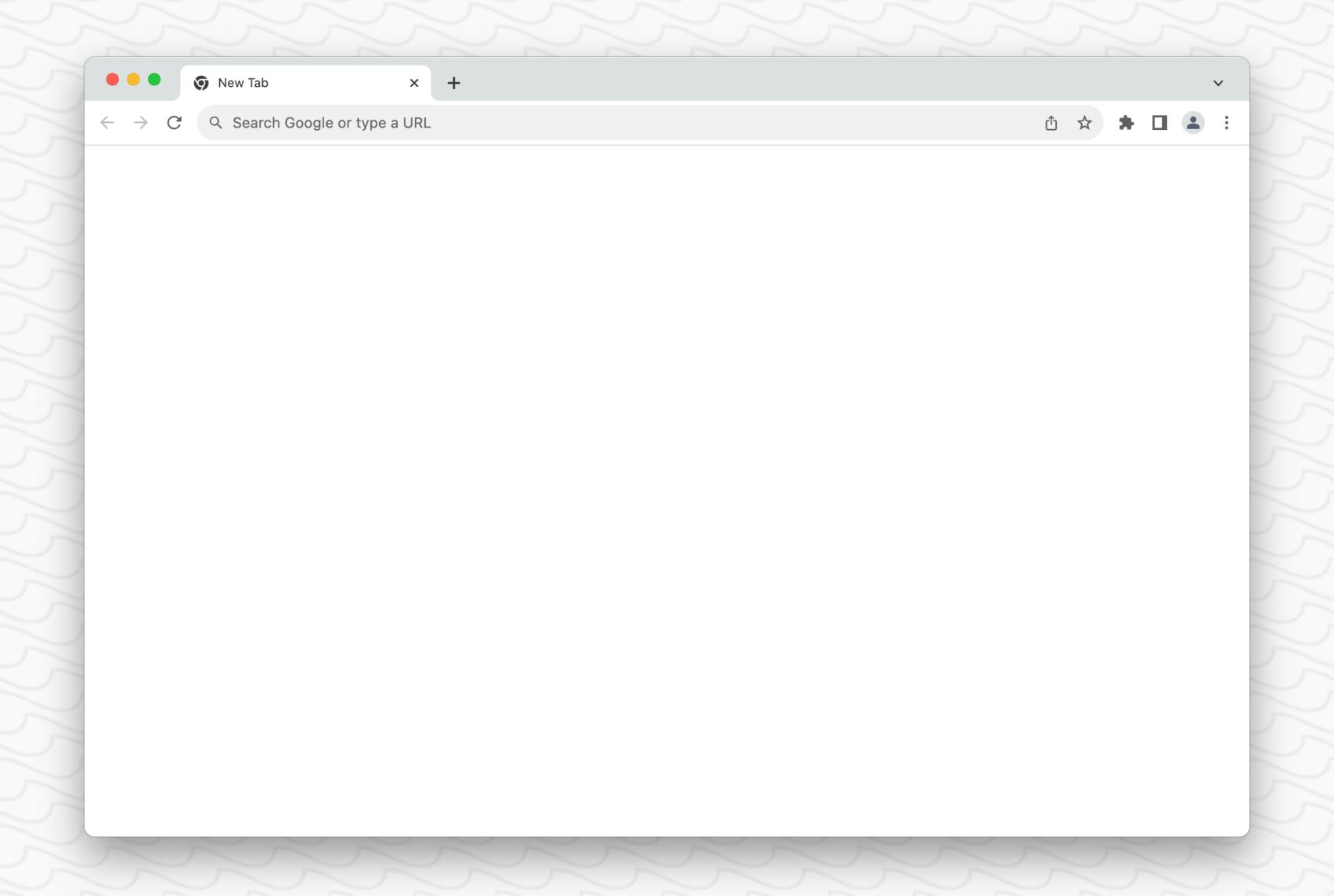
Page renders pre-built HTML

2

Browser downloads
JavaScript and
executes React

3

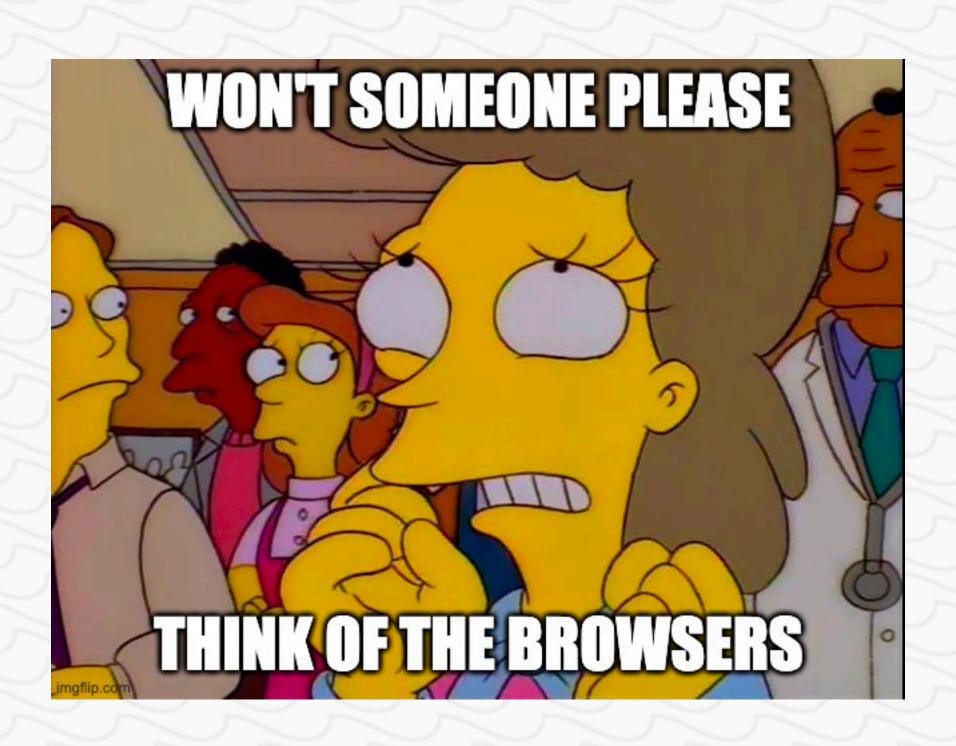
Page is "hydrated" and now interactive





JavaScript = "bad"

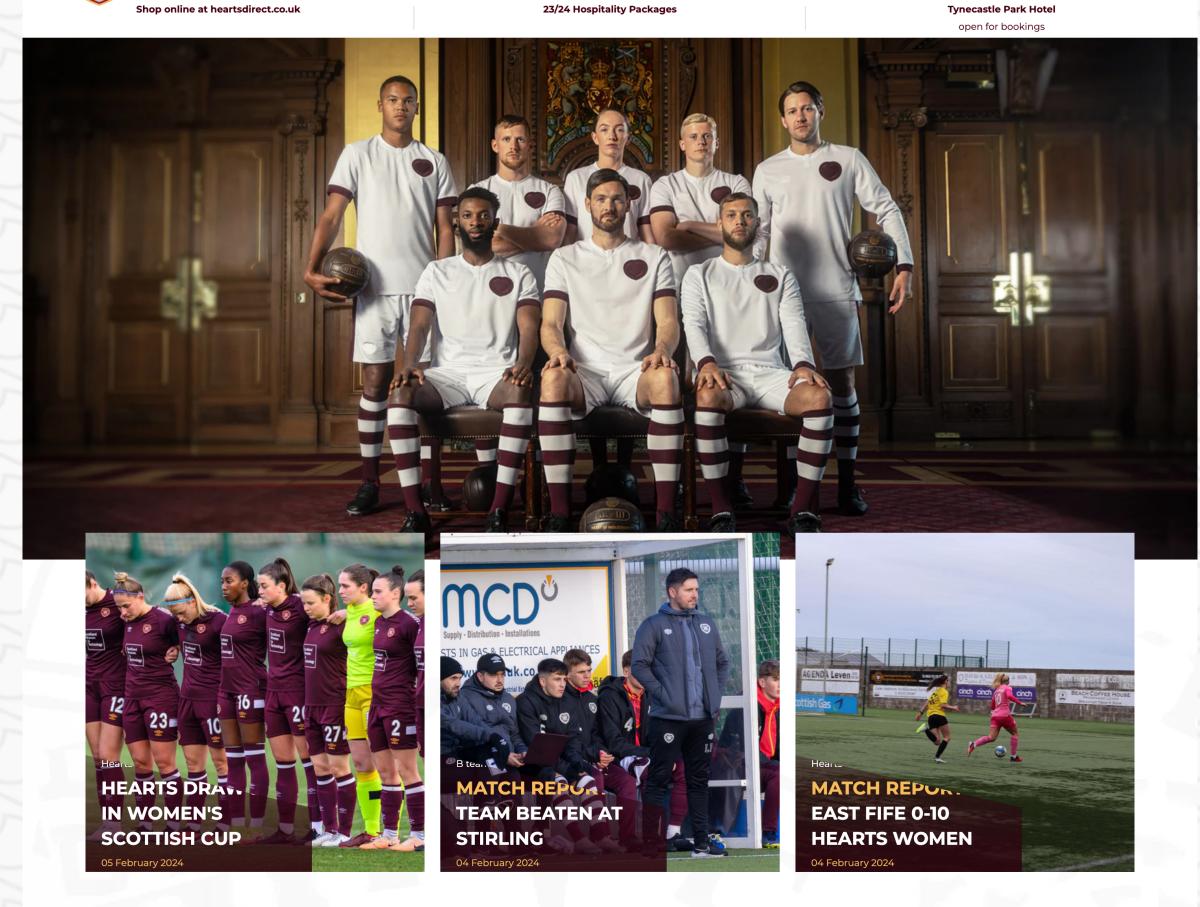
We as developers need to write and distribute JavaScript responsibly





A principle of only shipping JavaScript for specific components of a webpage





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LADIES DAY IN THE GORGIE

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FREE CLUBS FOR YOUNGSTERS

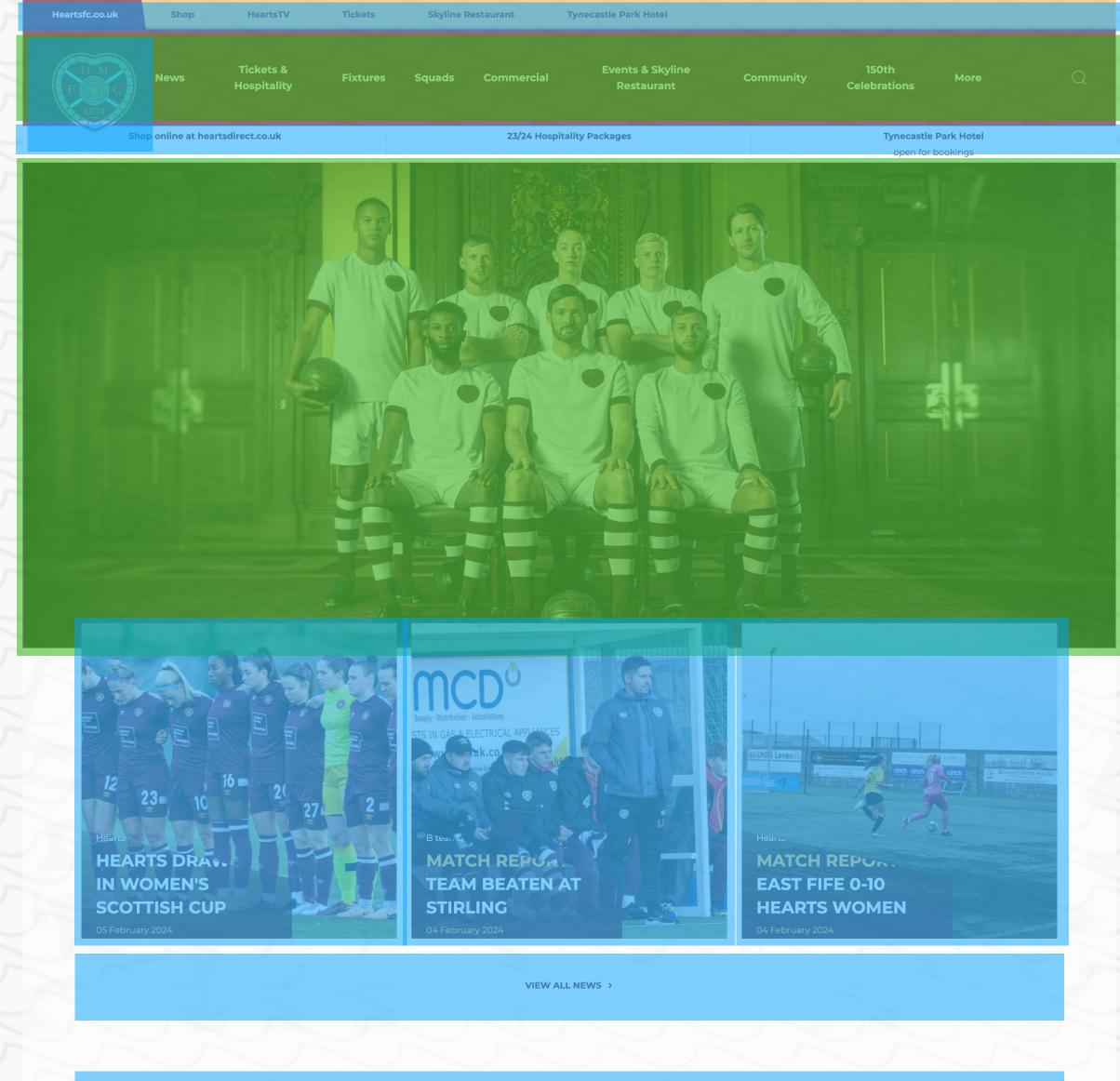
FIND OUT MORE

FOOTBALL FANS IN TRAINING

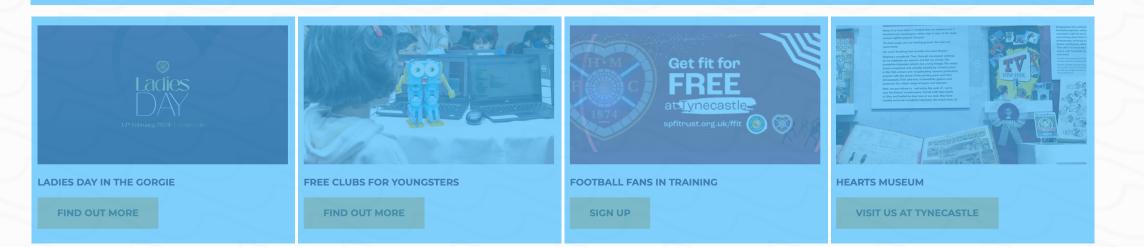
SIGN UP

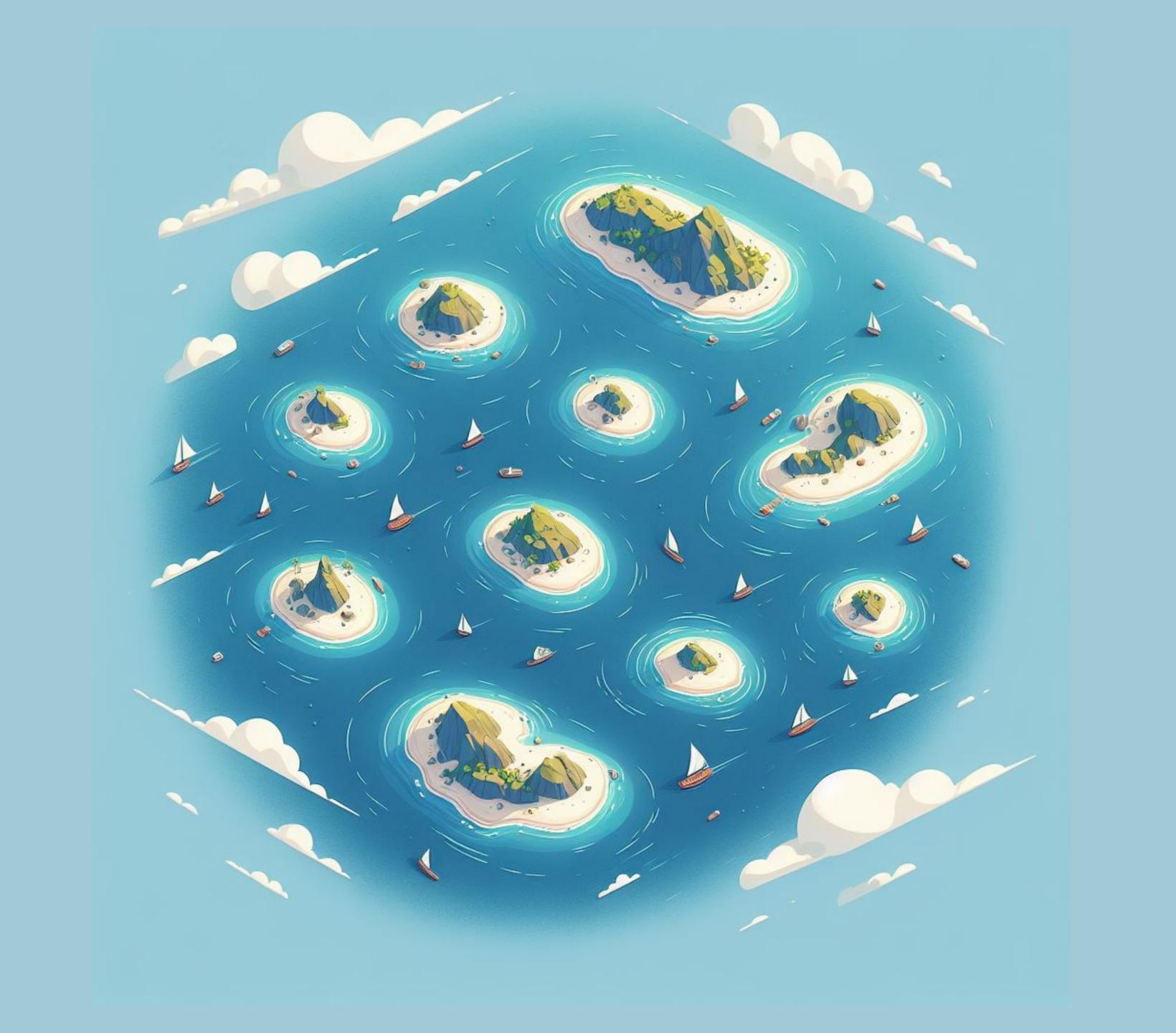
HEARTS MUSEUM

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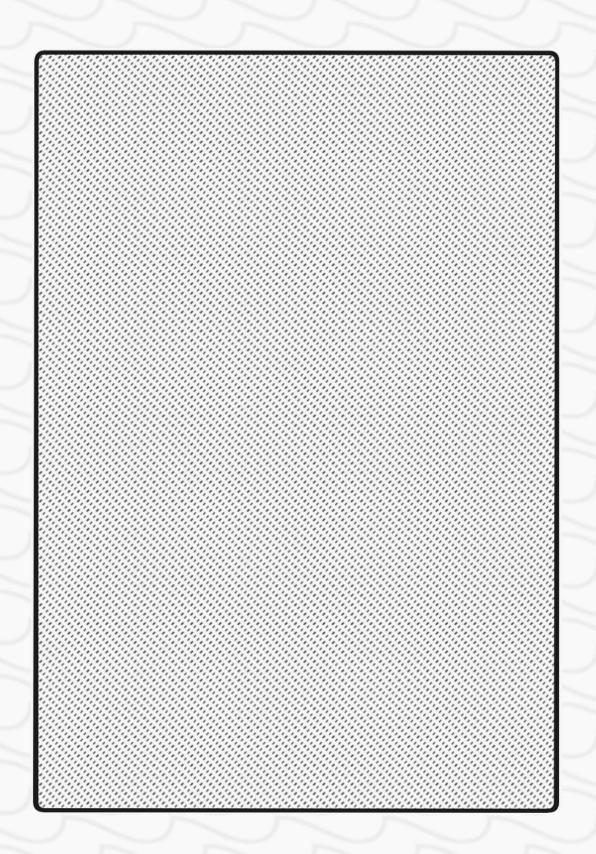




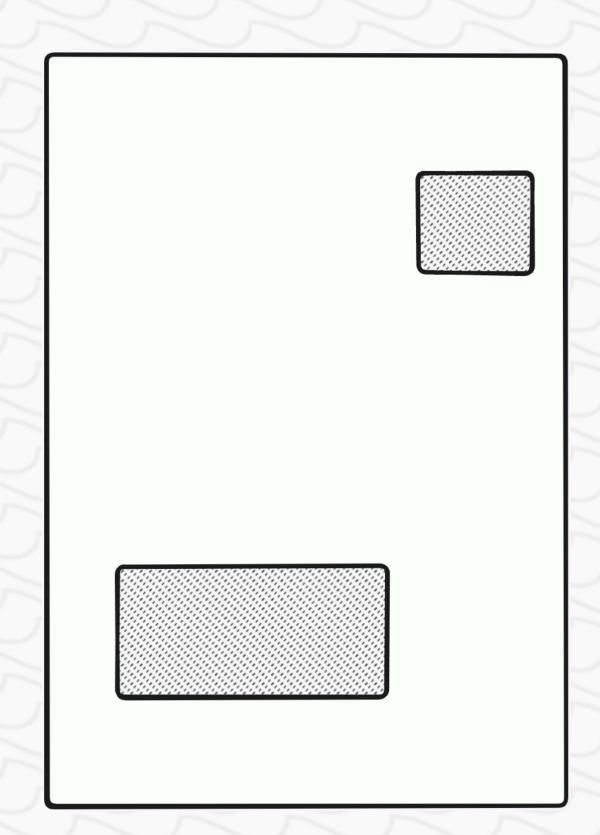
Islands do not depend on each other, but they can share state

Custom Events are cool too #UseThePlatform

Only the islands are hydrated, rather than the whole page



Hydrate the whole app (NEXT.s)

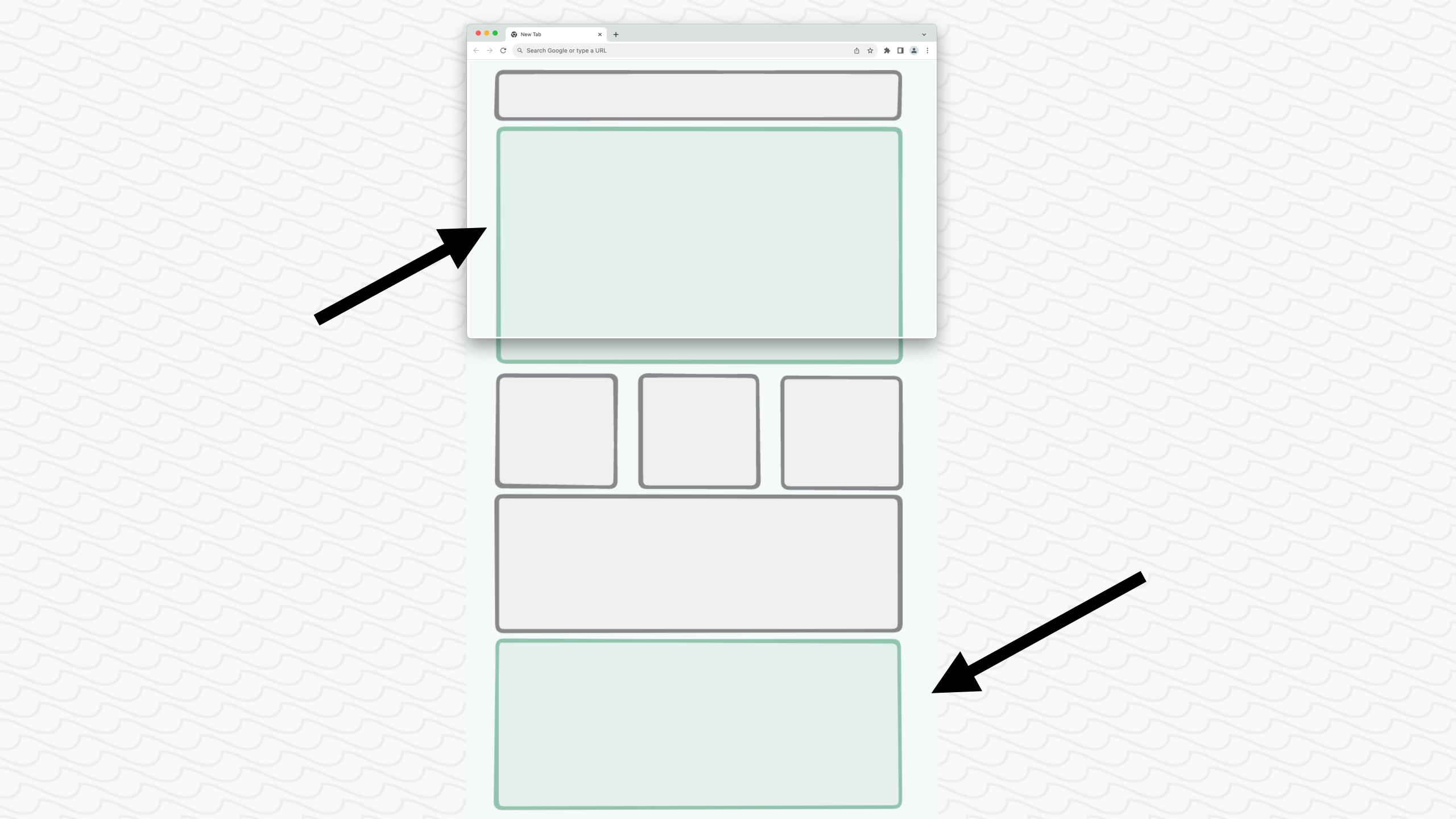


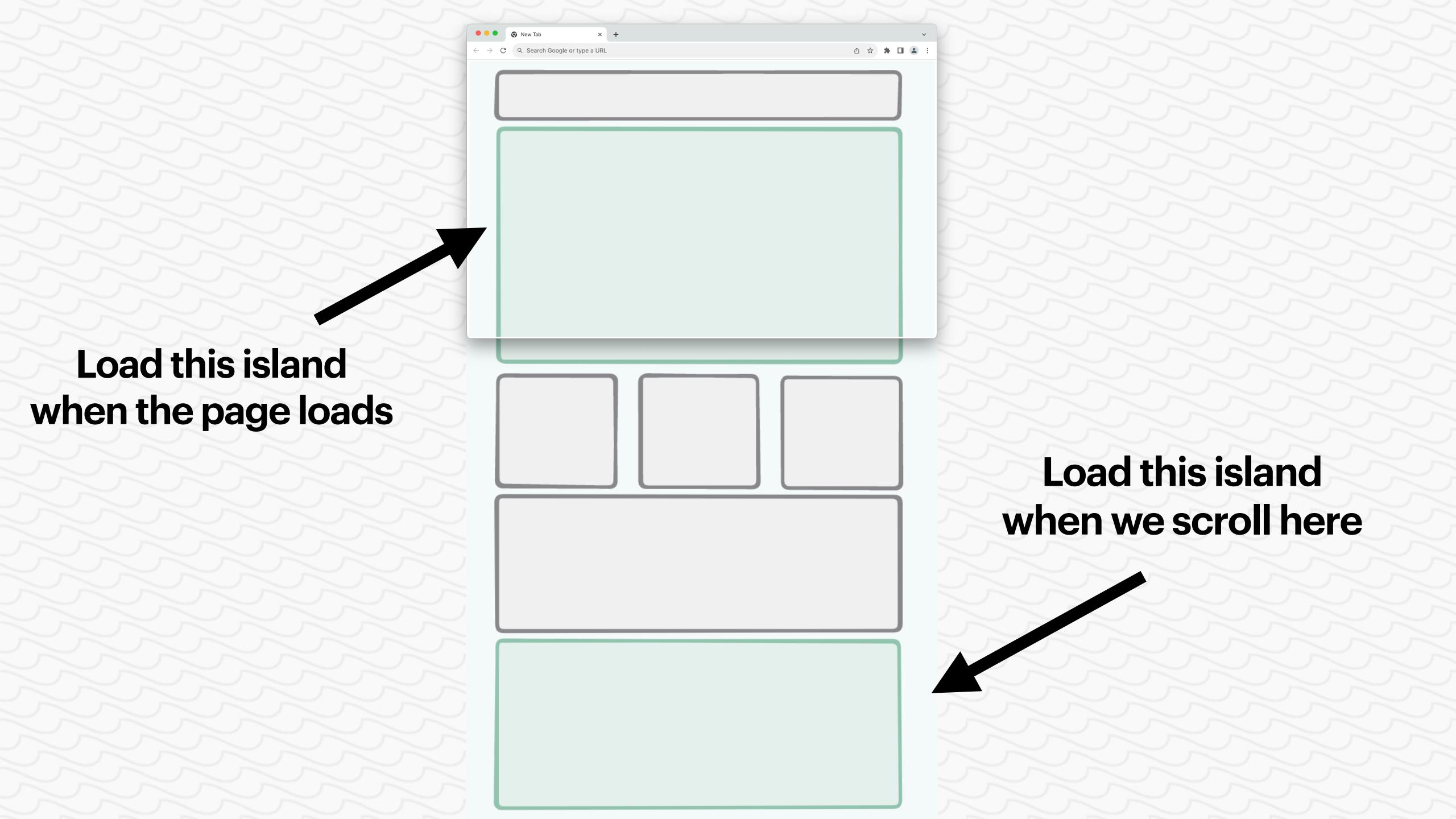
Hydrate bits as needed

(2)

This flexibility also means

You can load islands dynamically according to requirements





How can I use islands?

Time to introduce Astro 🗘



What is Astro?

- A web framework for creating content-rich websites
- Performance at its core
- Support for your favourite styling strategies
- Huge focus on developer experience

Astro is server-first

Astro ships zero JS by default

Use different UI frameworks at the same time















Astro allows you to hydrate islands when needed using "client directives"

<Carousel />

- <Carousel client:load />
- <Carousel client:idle />
- <Carousel client:visible />
- <Carousel client:media="(min-width: 20em)" />

```
<Carousel />
<Carousel client:load />
<Carousel client:idle />
<Carousel client:visible />
<Carousel client:media="(min-width: 20em)" />
```

```
<Carousel />
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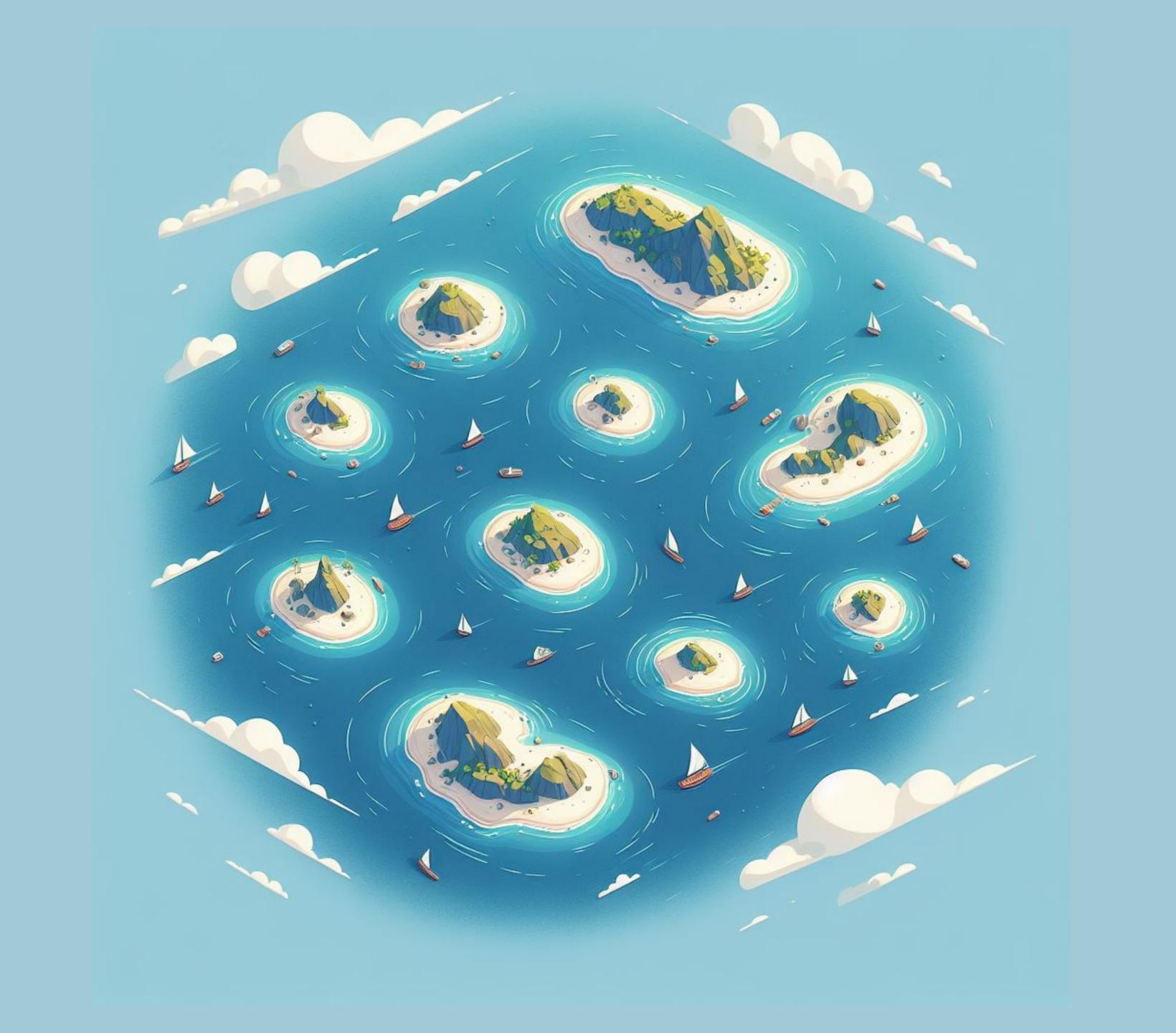
<Carousel client:media="(min-width: 20em)" />

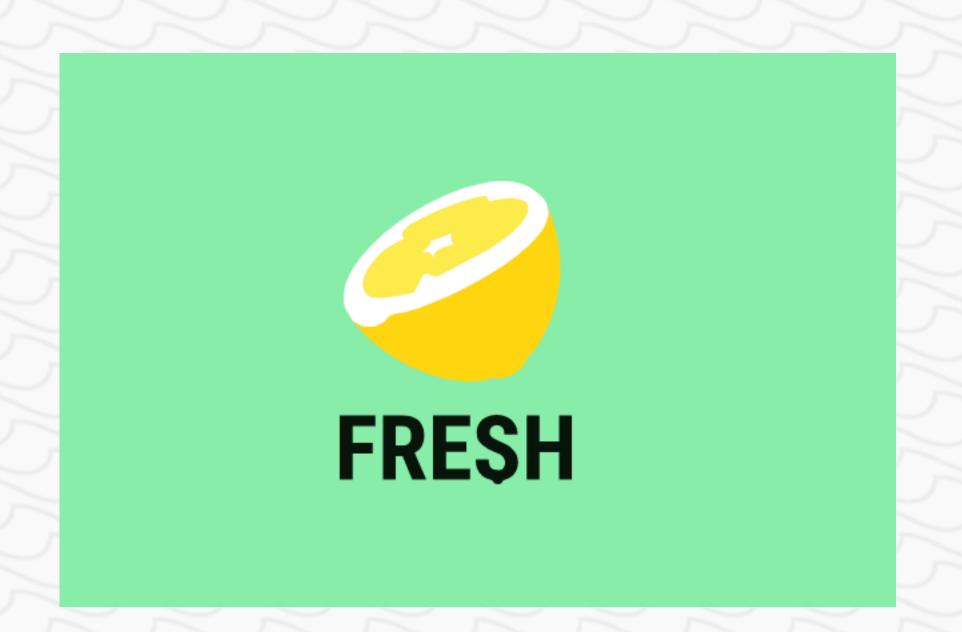
```
<Carousel />
<Carousel client:load />
<Carousel client:idle />
<Carousel client:visible />
<Carousel client:media="(min-width: 20em)" />
```

Demo 😁

In sum

JavaScript = "bad"







What about React Server Components?





Jack Herrington @jherr

Moving your code into the app directory and sprinkling it with "use client" doesn't make it an islands app. Have a look at the output HTML, it's bloated with a JSON copy of the ENTIRE DOM TREE, as well as the props for all the clients individually. And that's on top of the JS.

4:09 PM · February 4, 2023



Thank you!

Questions welcome!

But not too many

Resources

- patterns.dev: Documentation on rendering patterns like CSR and SSR
- Astro's own explanation of islands
- Deno's great introduction to islands
- My demo on GitHub
- Web Almanac's 2022 state of the web report