Intro to MobX

Pavan Podila
@pavanpodila
Contributor

...to be published later this year
State Management is HARD
State Management

UI
Side Effect Model

State

actions

observes

produces

Side Effects

Actions

change
MobX
Hey! What is MobX?

Guise, #mobx isn't pubsub, or your grandpa's observer pattern. Nay, it is a carefully orchestrated observable dimensional portal fueled by the power cosmic. It doesn't do change detection, it's actually a level 20 psionic with soul knife, slashing your viewmodel into submission.
Observables

observable()
observable.object()
observable.array()
observable.map()
observable.box()
computed()
Observables

observable()
observable.object()
observable.array()
observable.map()
Actions

`action()`

mutates
Reactions

- action()
- reaction()
- autorun()
- when()

mutates
notifies
notifies
notifies
notifies

mutate

produces

Side Effects
Observables

Actions

Reactions

- mutates
- fires
- notifies
<Code
demo={true} />

Observables

Actions

Reactions

- mutates
- fires
- notifies
Intro to MobX

Pavan Podila
@pavanpodila
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