

STATE AND PROPS



TRAJECTORY

- ◉ **Reusing components with props**
- ◉ **Unidirectional data flow via props**
- ◉ **Class components vs. stateless functional components**

TWO WAYS TO WRITE A COMPONENT



CLASS

```
class Pizza extends React.Component {  
  render () {  
    return <div>Pizza Pie!</div>  
  }  
}
```



FUNCTION

```
const Pizza = () => {  
  return <div>Pizza Pie!</div>  
}
```



CLASS

```
class Pizza extends React.Component {  
  render () {  
    return <div>Pizza Pie!</div>  
  }  
}
```

FUNCTION

```
const Pizza = () => {  
  return <div>Pizza Pie!</div>  
}
```

Your favorite pizza topping is: Cheese

Cheese

Broccoli

Anchovies

Your favorite pizza topping is: Broccoli

Cheese

Broccoli

Anchovies


```
<div>
  <h1>Your favorite pizza topping is: ???</h1>
  <ul>
    <li>Cheese</li>
    <li>Broccoli</li>
    <li>Anchovies</li>
  </ul>
</div>
```

```
<ToppingList>  
  { /* ingredients go here... */ }  
</ToppingList>
```

```
<ToppingList>  
  <Cheese />  
  <Broccoli />  
  <Anchovies />  
</ToppingList>
```

```
const Cheese = () => {
```



```
  return <li>Anchovies</li>  
}
```

```
const Topping = (props) => {  
  return <li>{props.type}</li>  
}
```

```
<ToppingList>  
  <Topping type="cheese" />  
  <Topping type="broccoli" />  
  <Topping type="anchovies" />  
</ToppingList>
```

PROPS

- ◉ **Conceptually and syntactically very similar to an HTML *attribute***
- ◉ **All props that are passed into a component become key-value pairs on that component's “props” object**

“UNIDIRECTIONAL DATA FLOW”

UNIDIRECTIONAL DATA FLOW

- ◉ **We view our UI as a hierarchy of components**
 - Which is intuitive - we already think of HTML this way
- ◉ **The big difference: our state is also communicated via that hierarchy**
- ◉ **Means of communication: passing down props to components**

Your favorite pizza topping is: Cheese

Cheese

Broccoli

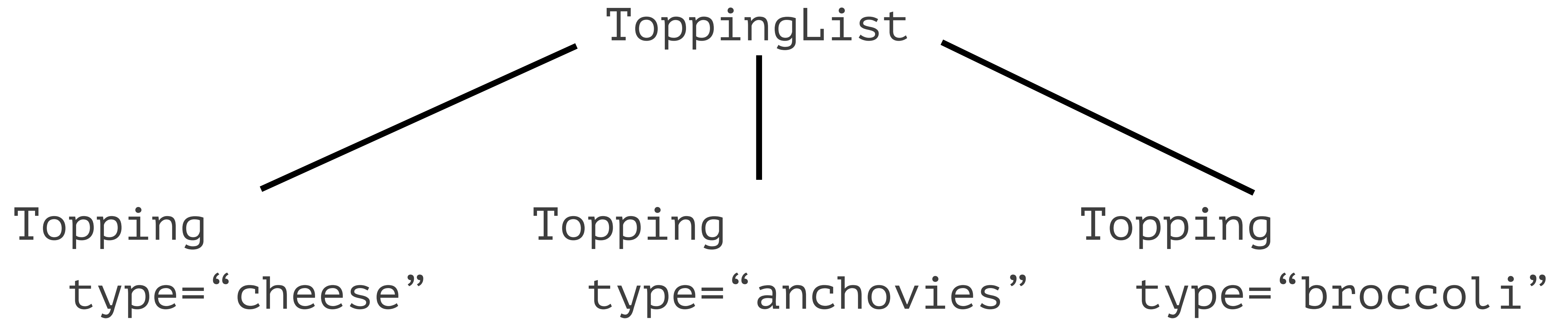
Anchovies

Your favorite pizza topping is: Broccoli

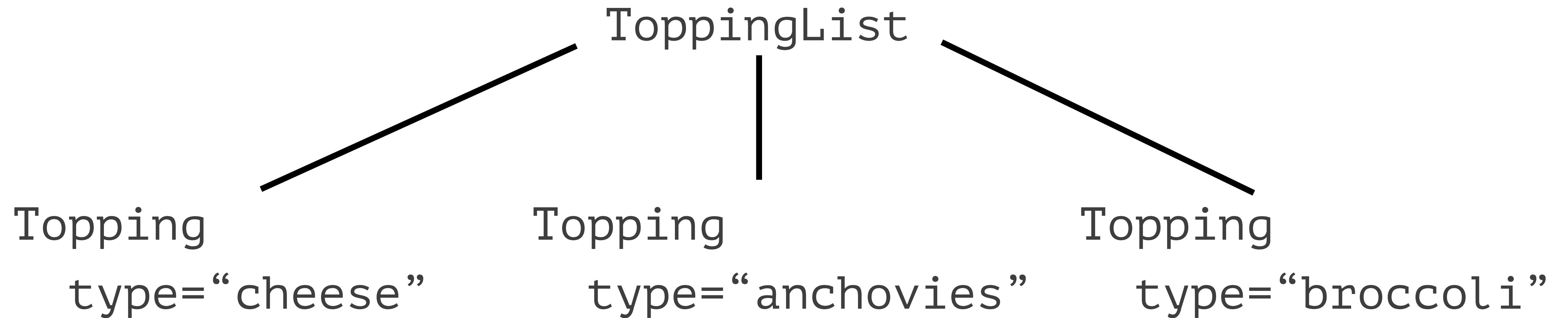
Cheese

Broccoli

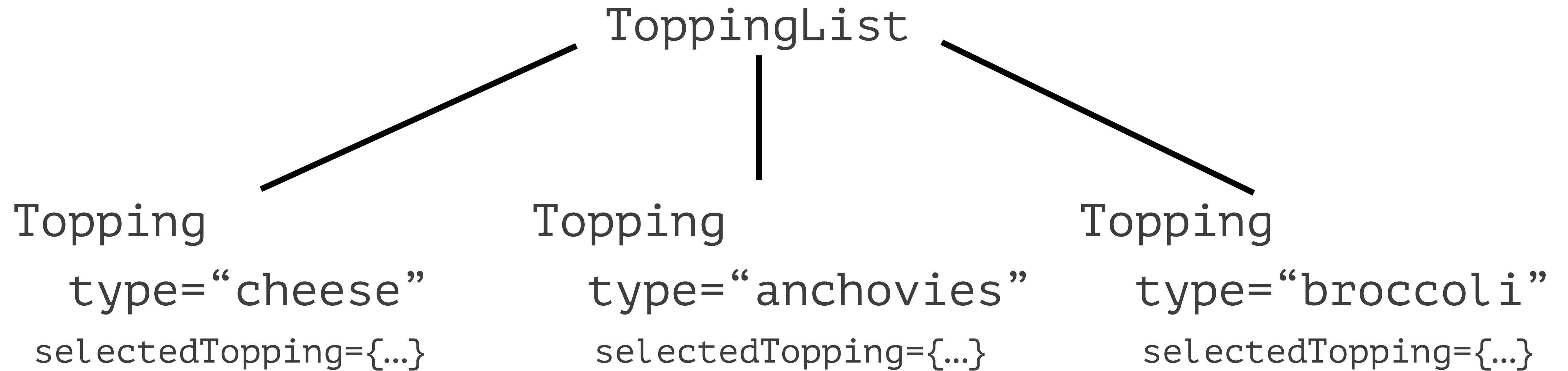
Anchovies



```
state: {  
  selectedTopping: 'cheese'  
}
```



```
state: {  
  selectedTopping: 'cheese'  
}
```



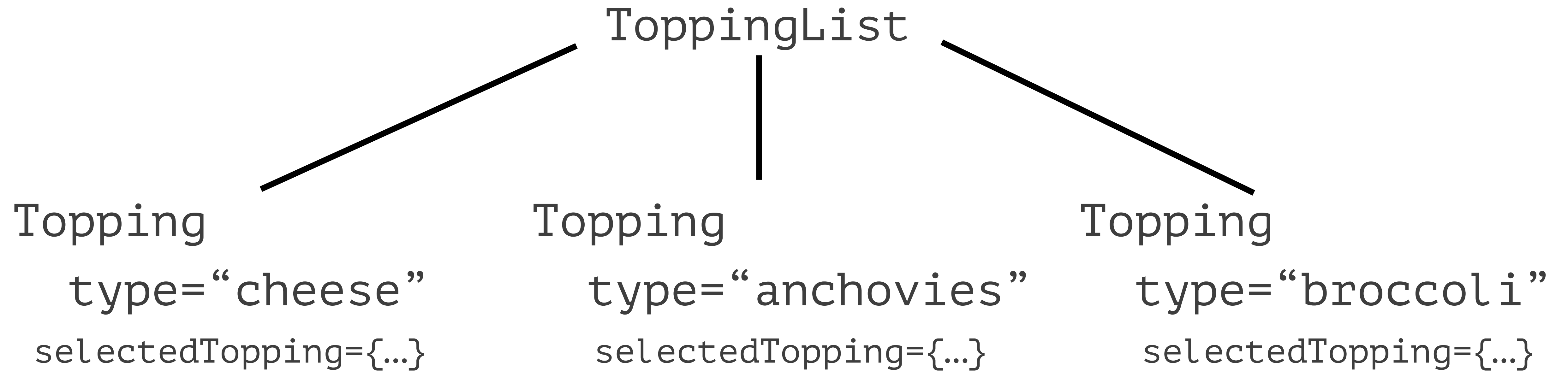
```
class ToppingList extends React.Component {
  constructor () {
    super()
    this.state = {
      selectedTopping: 'cheese'
    }
  }

  render () {
    return (
      <div>
        <h1>Your favorite topping is: {this.state.selectedTopping}</h1>
        <ul>
          <Topping selectedTopping={this.state.selectedTopping} type='cheese' />
          <Topping selectedTopping={this.state.selectedTopping} type='broccoli' />
          <Topping selectedTopping={this.state.selectedTopping} type='anchovies' />
        </ul>
      </div>
    )
  }
}
```



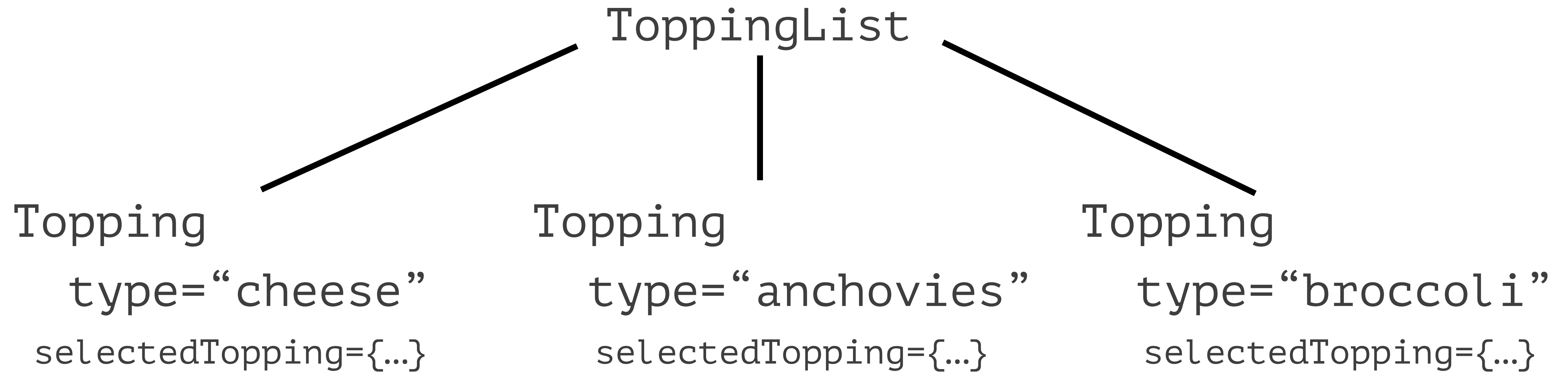
```
const Topping = (props) => {  
  const isSelected = props.selectedTopping === props.type  
  return (  
    <div className={isSelected && 'selected'}>{props.type}</div>  
  )  
}
```

```
state: {  
  selectedTopping: 'cheese'  
}
```



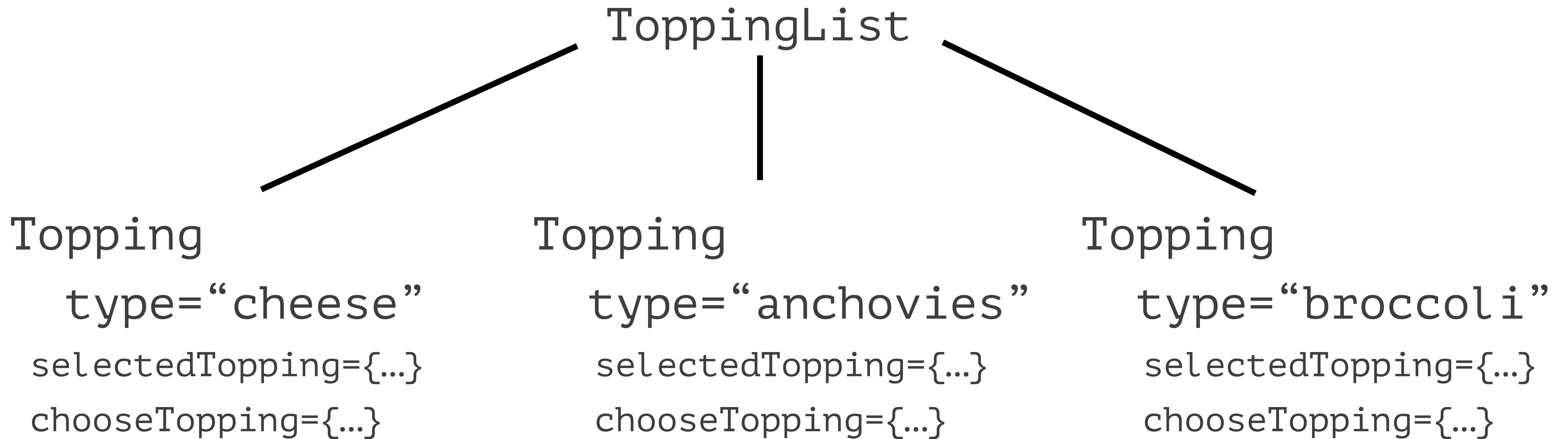
```
state: {  
  selectedTopping: 'cheese'  
}
```

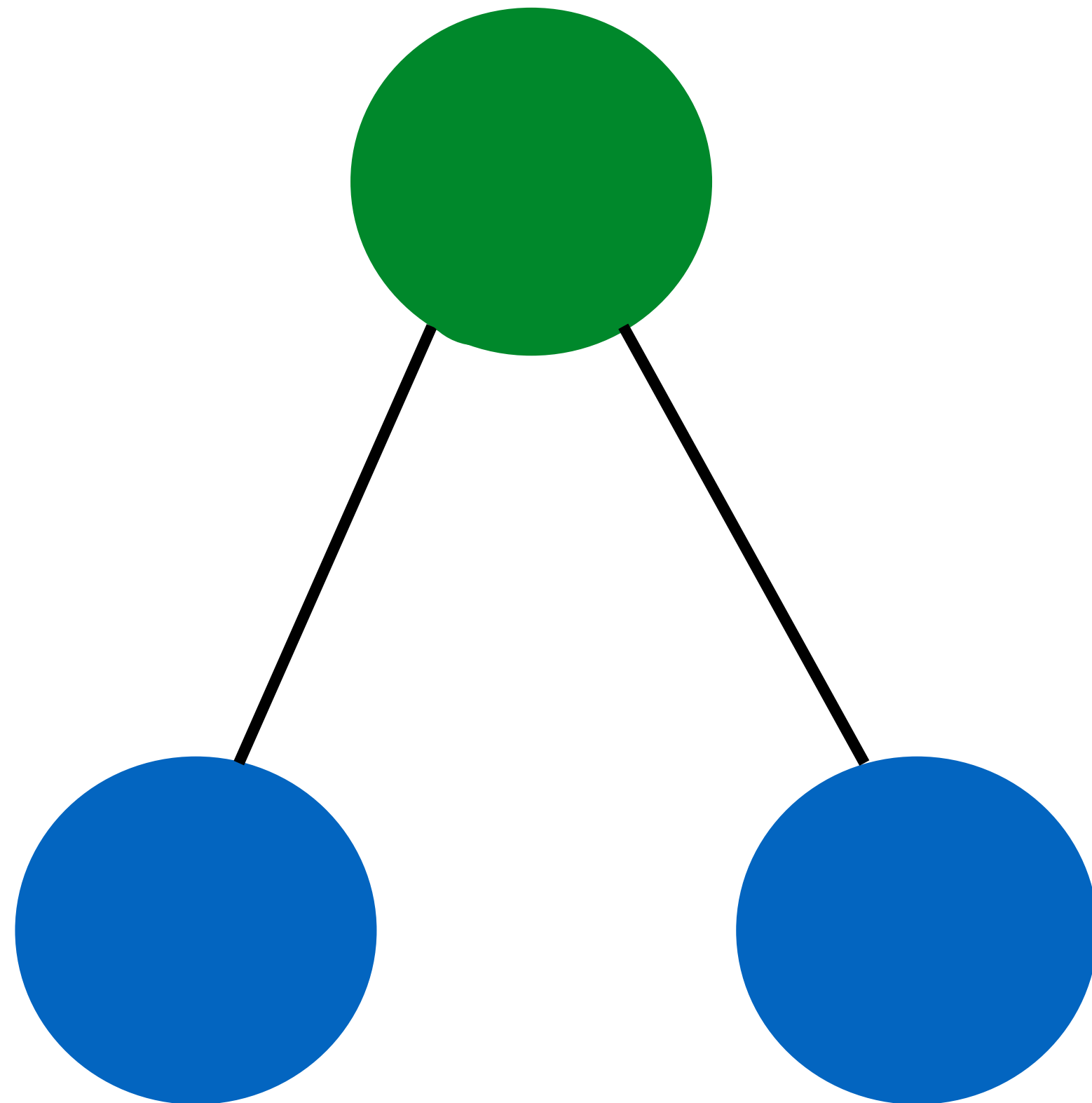
```
chooseTopping (selectedTopping) {  
  this.setState({selectedTopping})  
}
```




```
state: {  
  selectedTopping: 'cheese'  
}
```

```
chooseTopping (selectedTopping) {  
  this.setState({selectedTopping})  
}
```





```
state = {  
  selectedTopping: 'pepper'  
}
```

```
handleClick () {}
```

```
props.selectedTopping: 'pepper'  
props.handleClick: fn
```



CLASS COMPONENTS VS FUNCTIONAL COMPONENTS

CLASSES

- ◉ **Defined using the `class` keyword**
- ◉ **May be stateful (i.e. have a constructor with `this.state`)**
- ◉ **Must have a render method**
- ◉ **May have additional methods**
- ◉ **Accesses props passed to it via `this` context (i.e. `this.props`)**

FUNCTIONS

- ◉ **Just a function**
- ◉ **No state, no additional methods or functionality***
- ◉ **The function's return value *is* the “render”**
- ◉ **Accesses props passed to it via the first argument to that function (i.e. `const Topping = (props) => {...}`)**

* except for React hooks, but we won't learn about those until senior phase

WHICH WOULD YOU PREFER?

FUNCTIONS!

- ◉ **Functional components are simple. Classes can get complex.**
- ◉ **Functional components are easy to re-use and easy to test**
- ◉ ***“Simplicity is a prerequisite for reliability”***
- ◉ **Rule of thumb: write lots of functional components, and not as many classes**