

**TROUD
NERDS**

React Native Module – State



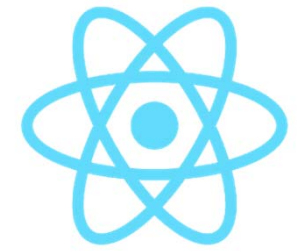
Peter Kassenaar –
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State in React Native

Working with data in your components

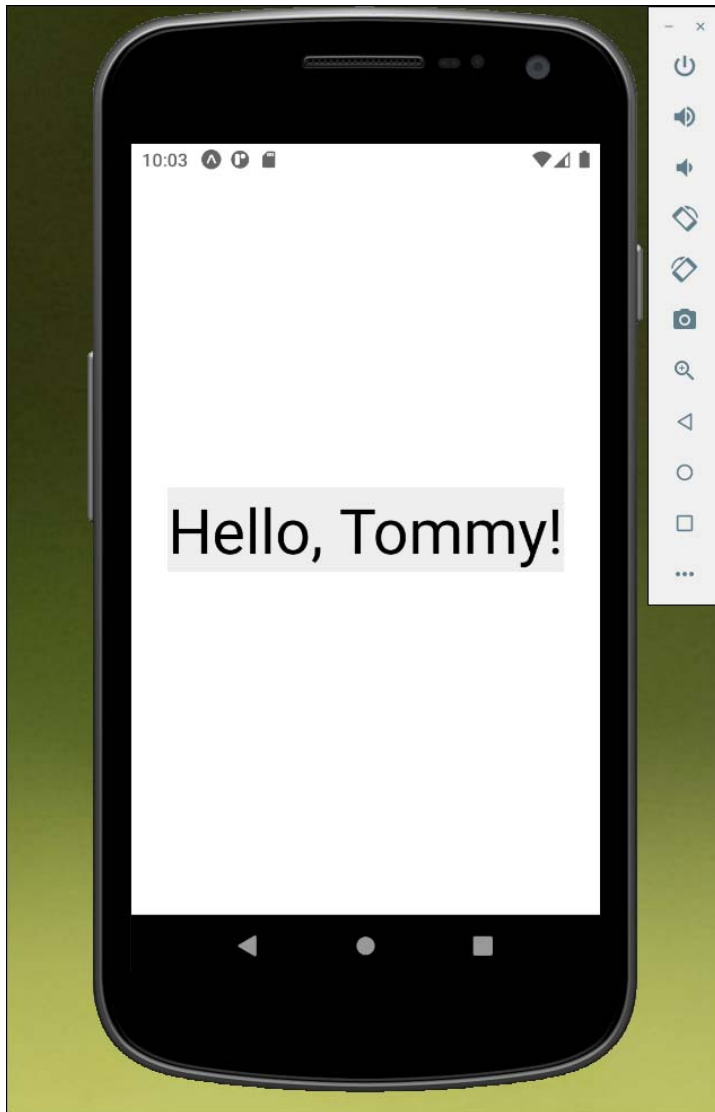
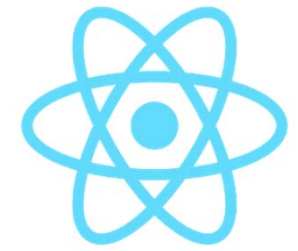
State in React Native...



- ...works basically the same as in React for web
- We use **Functional Components** and **React Hooks** only here.
- Used for **dynamic content** displayed on the screen

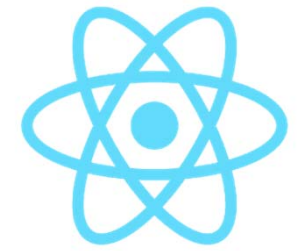
```
export default function App() {  
  // state in React Native works like in React Web  
  const [name, setName] = useState('Tommy')  
  return (  
    <View style={styles.container}>  
      <Text style={styles.heading}>Hello, {name}!</Text>  
    </View>  
  );  
}
```

Result



We can update the state as normal, via `set[<someVariable>]` functions. For instance, using a `<Button />` component and functions inside the component

Updating the state



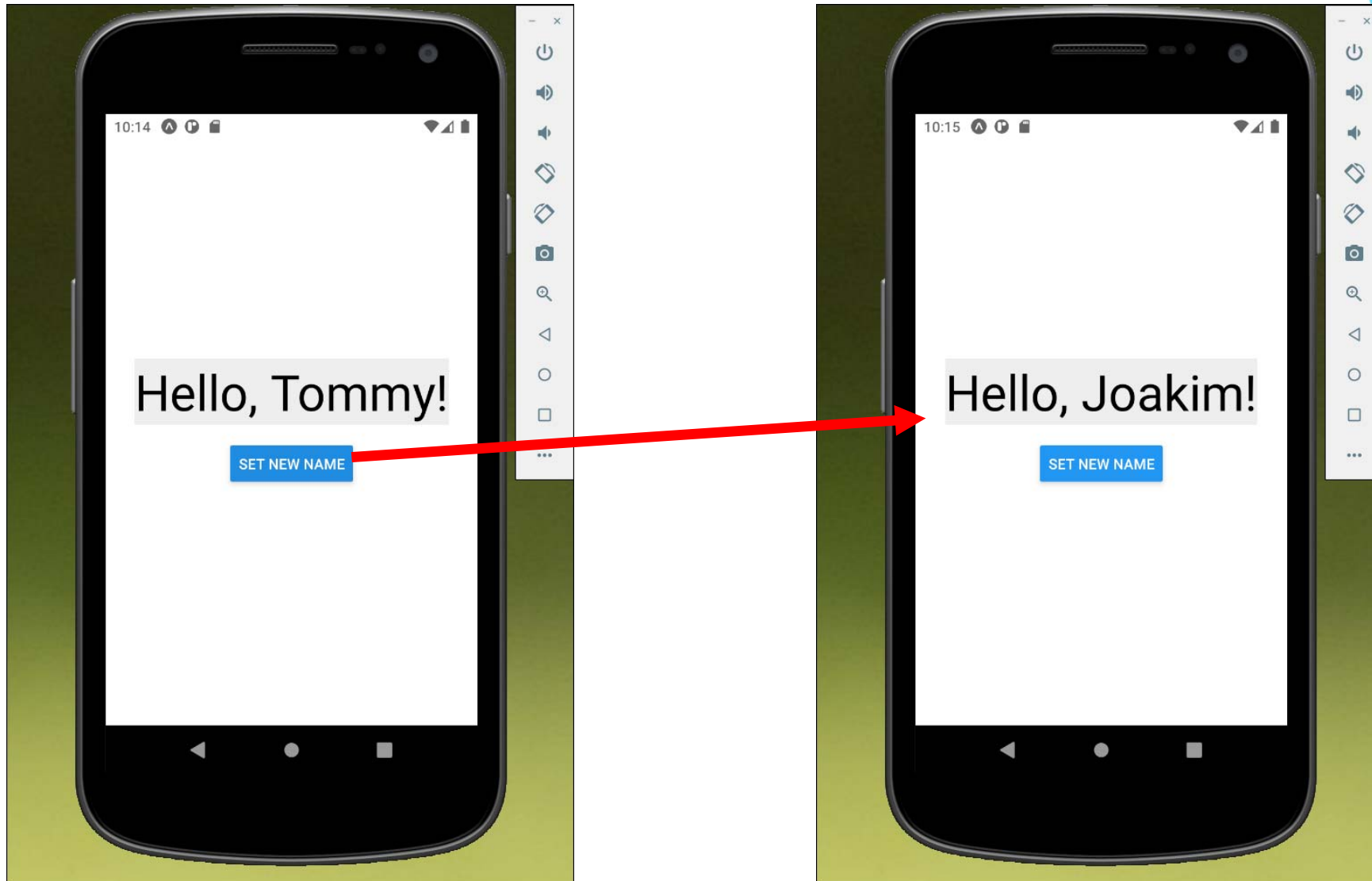
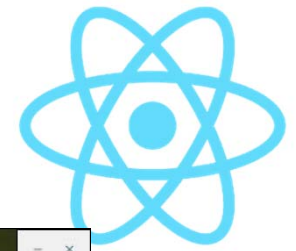
- 1. Create a **function** that updates the state
- 2. Create an **event** that triggers the function
 - Here: a `<Button/>` component
 - Use the `onPress` property
 - Buttons DON'T have a `style` property.

```
const [name, setName] = useState('Tommy')

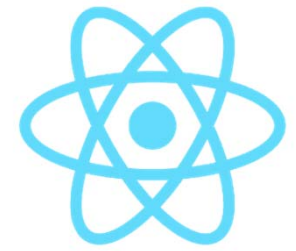
const clickHandler = () => {
  setName('Joakim')
}

return (
  <View style={styles.container}>
    <Text style={styles.heading}>Hello, {name}!</Text>
    <View style={styles.buttonContainer}>
      <Button title="Set new name" onPress={clickHandler}/>
    </View>
  </View>
);
```

Result



Of course, this also works with objects



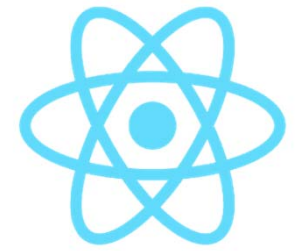
```
const [person, setPerson] = useState({  
  name: 'Hannes',  
  age: 32  
})
```

```
const personHandler = () => {  
  setPerson({  
    name: 'Par',  
    age: 41  
  })  
}
```

```
<Button title="Set new person" onPress={personHandler}/>
```

```
<Text>I am {person.name}, and I am { person.age} years old.</Text>
```

Styling the button

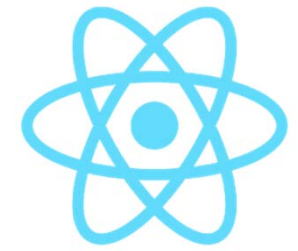


- Default buttons come with default styling
- If you use an unstyled component, for instance `<Pressable />`, you can style it per your needs

"Pressable is a Core Component wrapper that can detect various stages of press interactions on any of its defined children."

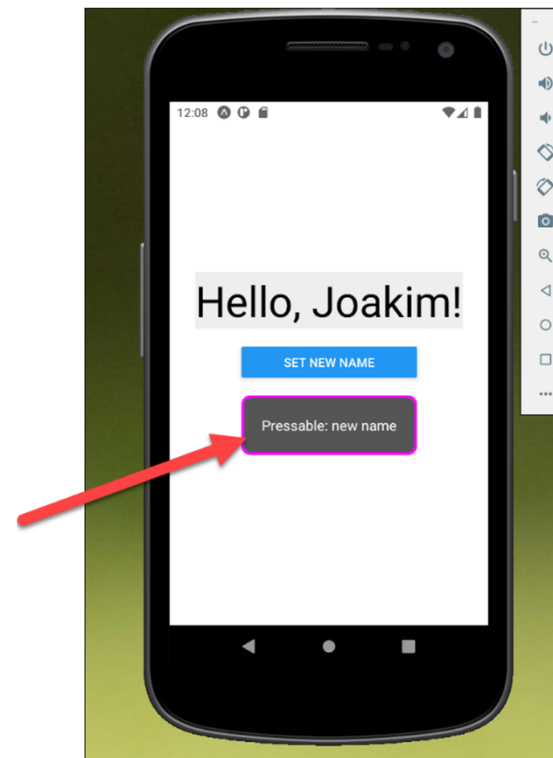
<https://reactnative.dev/docs/pressable>

Example <Pressable>

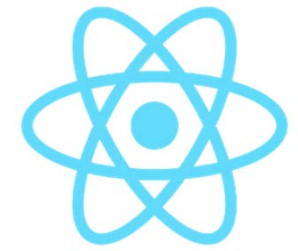


```
<Pressable style={styles.button}
  onPress={clickHandler}
  android_ripple={styles.ripple}>
  <Text style={styles.buttonLabel}>Pressable: new name</Text>
</Pressable>
```

```
button: {
  marginTop: 20,
  padding: 20,
  borderRadius: 10,
  borderWidth: 3,
  borderColor: 'BFFF00C3',
  backgroundColor: '#555'
},
buttonLabel: {
  color: '#fff',
  fontSize: 16,
},
ripple: {
  color: 'red'
}
```



More info on <Pressable>



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ImageBackground

KeyboardAvoidingView

Modal

Pressable NEW

RefreshControl

ScrollView

SectionList

StatusBar

Switch

Text

TextInput

TouchableHighlight

TouchableOpacity

TouchableWithoutFeedback

View

VirtualizedList

Android Components ▾

DrawerLayoutAndroid

TouchableNativeFeedback

iOS Components ▾

InputAccessoryView

Pressable

Pressable is a Core Component wrapper that can detect various stages of press interactions on any of its defined children.

```
<Pressable onPress={onPressFunction}>
  <Text>I'm pressable!</Text>
</Pressable>
```

How it works

On an element wrapped by `Pressable`:

- `onPressIn` is called when a press is activated.
- `onPressOut` is called when the press gesture is deactivated.

After pressing `onPressIn`, one of two things will happen:

- The person will remove their finger, triggering `onPressOut` followed by `onPress`.

How it works

Example

Props

- `android_disableSound`
- `android_ripple`
- `children`
- `unstable_pressDelay`
- `delayLongPress`
- `disabled`
- `hitSlop`
- `onLongPress`
- `onPress`
- `onPressIn`
- `onPressOut`
- `pressRetentionOffset`
- `style`
- `testOnly_pressed`

Type Definitions

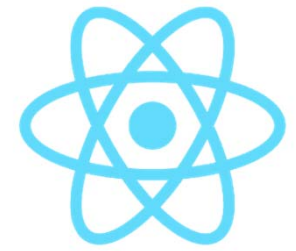
- `RippleConfig`



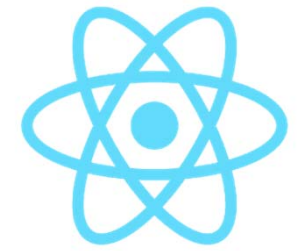
Using TextInput

Getting data from your users, using a textfield

Getting data from users: `<TextInput />`



*“A foundational component for **inputting text into the app via a keyboard**. Props provide configurability for several features, such as auto-correction, auto-capitalization, placeholder text, and **different keyboard types**, such as a numeric keypad.”*



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- Pressable
- RefreshControl
- ScrollView
- SectionList
- StatusBar
- Switch
- Text
- TextInput**
- TouchableHighlight
- TouchableOpacity
- TouchableWithoutFeedback
- View
- VirtualizedList
- Android Components** ▾
 - DrawerLayoutAndroid
 - TouchableNativeFeedback
- iOS Components** ▾
 - InputAccessoryView

TextInput

A foundational component for inputting text into the app via a keyboard. Props provide configurability for several features, such as auto-correction, auto-capitalization, placeholder text, and different keyboard types, such as a numeric keypad.

The most basic use case is to plop down a `TextInput` and subscribe to the `onChangeText` events to read the user input. There are also other events, such as `onSubmitEditing` and `onFocus` that can be subscribed to. A minimal example:

TextInput ⓘ ↗

```
const [text, onChangeText] = React.useState('Useless Text');
const [number, onChangeNumber] = React.useState(null);

return (
  <SafeAreaView>
    <TextInput
      style={styles.input}
      onChangeText={onChangeText}
      value={text}
    />
    <TextInput
      style={styles.input}
      onChangeText={onChangeNumber}
    />
  </SafeAreaView>
);
```

Expo

Useless Text

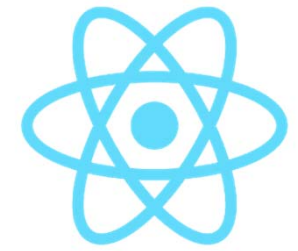
useless placeholder

Props

View Props

- allowFontScaling
- autoCapitalize
- autoComplete ●
- autoCorrect
- autoFocus
- blurOnSubmit
- caretHidden
- clearButtonMode ●
- clearTextOnFocus ●
- contextMenuHidden
- dataDetectorTypes ●
- defaultValue
- cursorColor ●
- disableFullscreenUI ●
- editable
- enablesReturnKeyAutomatically ●
- importantForAutofill ●
- inlineImageLeft ●
- inlineImagePadding ●
- inputAccessoryViewID ●
- keyboardAppearance ●
- keyboardType

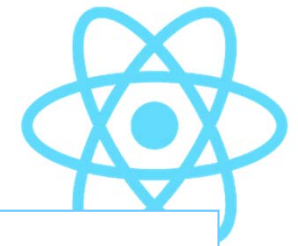
Features of <TextInput />



- Also: NO default styling (so you actually can't see it on your screen!) so set a `style="..."` property.
- Lots of properties and methods. For instance:
 - `placeholder`
 - `multiline`
 - `keyboardType`
 - `defaultValue`
 - `onChangeText()`
 - `onFocus()`, `onBlur()`, etc.

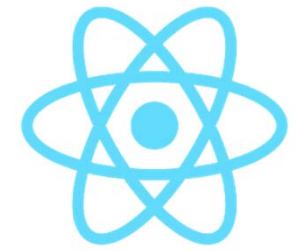


Example <TextInput />

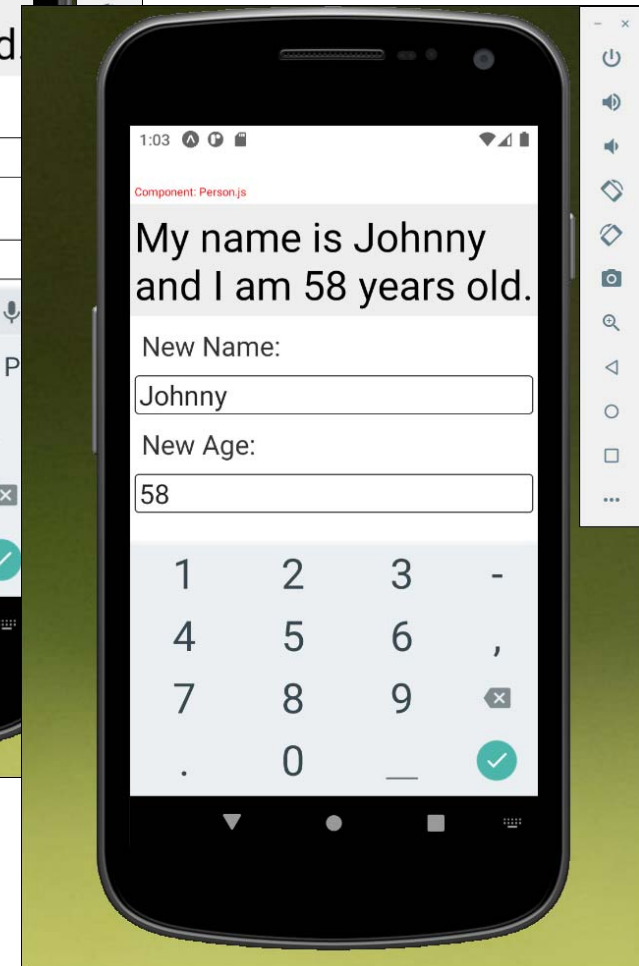
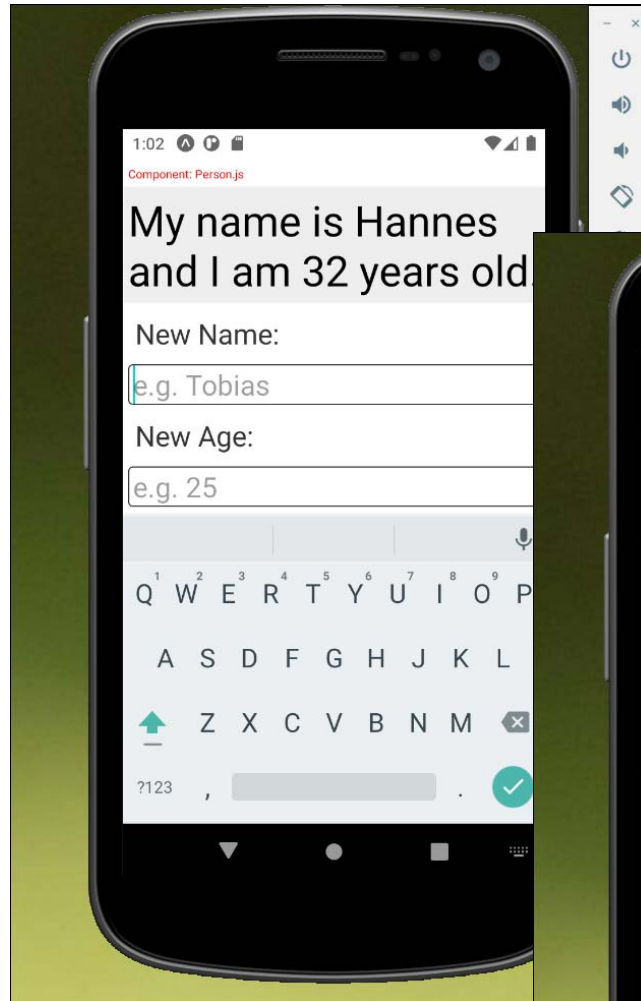


```
const Person = () => {  
  // 0. Data/state in person component  
  const [person, setPerson] = useState({  
    name: 'Hannes',  
    age: 32  
  })  
  
  const updatePerson = (prop, val) =>{  
    setPerson({  
      ...person,  
      [prop]: val  
    })  
  }  
  
  return (  
    <View>  
      <Text style={styles.heading}>My name is {person.name} and I am {person.age} years old.</Text>  
      <Text style={styles.person}>New Name:</Text>  
      <TextInput style={styles.input}  
        placeholder="e.g. Tobias"  
        onChangeText={(val) => updatePerson('name', val)}  
      />  
      <Text style={styles.person}>New Age:</Text>  
      <TextInput style={styles.input}  
        placeholder="e.g. 25"  
        keyboardType="numeric"  
        onChangeText={(val) => updatePerson('age', +val)}  
      />  
    </View>  
  );  
}
```

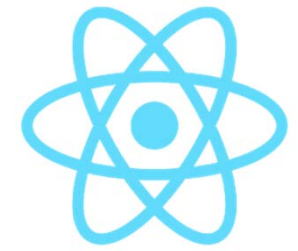
Example styles and output



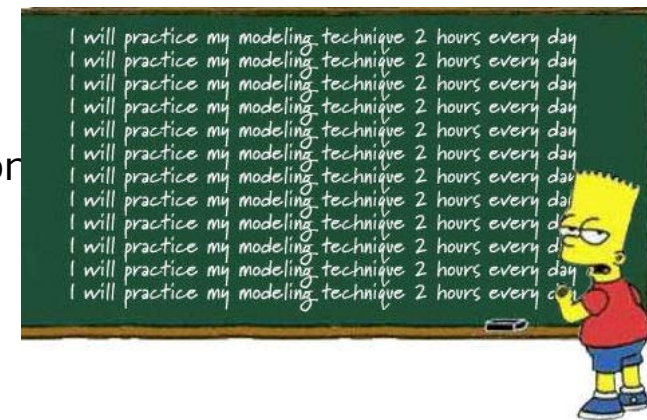
```
const styles = StyleSheet.create({
  component: {
    fontSize: 10,
    color: 'red',
    margin: 4
  },
  heading: {
    fontSize: 36,
    backgroundColor: '#eee',
    padding: 4,
  },
  person: {
    color: '#333',
    fontSize: 24,
    alignItems: 'center',
    justifyContent: 'center',
    padding: 10
  },
  input: {
    borderStyle: "solid",
    borderWidth: 1,
    borderColor: '#333',
    borderRadius: 4,
    marginHorizontal: 4,
    paddingHorizontal: 4,
    fontSize: 24
  }
})
```



Workshop



- Create a **new Component** with your favorite Car | Person | Food, etc. Add this to the state,
- Show the **properties** of your object on the screen
- Make it possible to **update** properties using `<TextInput />`
- Set **correct styling** for properties and inputfield
- Set correct **type of keyboard**
- **Optional:**
 - 1. DON't update text on every keystroke, but create a button that updates the object/properties when pressed.
 - 2. Add validations to update method
- Example `../40-state-textinput`

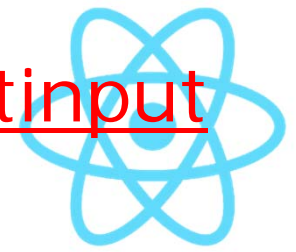




More info

More info on the topics in this module

TextInput: <https://reactnative.dev/docs/textinput>



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Core Components ▾

- Core Components and APIs
- ActivityIndicator
- Button
- FlatList
- Image
- ImageBackground
- KeyboardAvoidingView
- Modal
- Pressable NEW
- RefreshControl
- ScrollView
- SectionList
- StatusBar
- Switch
- Text**
- TextInput**
- TouchableHighlight
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TextInput

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TextInput ⓘ ↗

Expo

```
import React from "react";
import { SafeAreaView, StyleSheet, TextInput } from "react-native";

const UselessTextInput = () => {
  const [text, onChangeText] = React.useState("Useless Text");
  const [number, onChangeNumber] = React.useState(null);

  return (
    <SafeAreaView>
      <TextInput
        style={styles.input}
        onChangeText={onChangeText}
        value={text}
      />
    </SafeAreaView>
  );
};

const styles = StyleSheet.create({
  input: {
    height: 40,
    width: 200,
  },
});
```

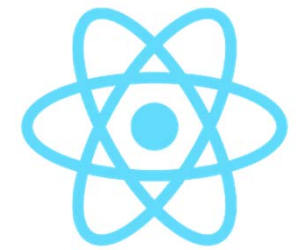
Useless Text

useless placeholder


Props

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- disableFullscreenUI ●
- editable
- enablesReturnKeyAutomatically ●
- importantForAutofill ●
- inlineImageLeft ●
- inlineImagePadding ●
- inputAccessoryViewID ●
- keyboardAppearance ●
- keyboardType

Blog on <TextInput />




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Hussain Arif [Follow](#)

Hussain is a CS student in Pakistan whose biggest interest is learning and teaching programming to make the world a better place.

A complete guide to TextInput in React Native

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