

React, State, Fetch and Mobx

General part

- Describe the term Single Page Application and why it has become so popular for modern web-applications
- Explain the "recommended" React way of passing data into Components (at the top, or at the bottom or..)
- Explain how JavaScript array methods, like filter, map and (reduce) can be used to generate dynamic HTML structures (tables, ul's etc.)
- Explain about the Observer pattern, and where you have used it, both with Java, JavaScript and Mobx.
- Explain how a library/framework like Mobx fits into the React world, and the actual problems it solves.

Practical part

Getting Started: Clone the start code (exactly as) outlined below to get the right branch (it will provide a React project with support for ES-7 decorators for the MobX part of the exercise):

git clone -b ejected https://github.com/Lars-m/reactMoxExExamex3.git

- Type npm install to fetch dependencies and npm start to run, and open the project in your favourite IDE.
- In the <u>root</u> of the project, open a <u>new terminal</u> and type **npm run dataserver**. This will start a simple REST/JSON server, which you need for this exercise (leave this window open, and let the server run for the rest of the exercise). Test it via a browser: http://localhost:4567/api/persons

The project is *a create-react-app* generated project, modified to provide start code for this exercise. It simulates a site that can show "members" their friends, and eventually members will change in the backend "all the time".

- 1) Complete the personFactory to fetch data, using fetch, from the REST-api given above.
- 2) Use your updated personFactory and "inject" it into relevant controls so it will be available via props in PersonTable Control
- **3**) Add the necessary code to PersonTable to render a table as sketched here.

Age	name	Gender	Email	Friends
21	Caitlin Robles	female	caitlinrobles@brainquil.com	2
28	Chavez Stuart	male	chavezstuart@brainquil.com	2
29	Olga Barton	female	olgabarton@brainquil.com	3

4)

Change the code that generates the Table to provide a comma-separated list of all friends, instead of just the number of friends

5)

Change personFactory to use mobX for event-Handling (it must be possible to observe the persons array).

Add the necessary code to other Components (where required) to observe the persons array.

6)

Change the URL in personFactory into this one http://localhost:4567/api/persons_changing, and use JavaScript's setInterval function to repeatedly update the person's array with fresh data from the server (while developing, fetch every 3 seconds to see changes).

This new URL provides new (random) data "all the time" to simulate new members are added, members leave, etc.

How this would be graded:

2-4	To fall into this range you must: Give a minimal to fair performance related to the topics stated in the "General Part" And Have completed, ex 1+2 in the practical part with only a few weaknesses
4-7	To fall into this range you must: Give a fair to good performance related to the topics stated in the "General Part" And Have completed, ex 1+2 in the practical part with none or only minor weaknesses Have completed ex-with only minor weaknesses or alternatively 3+4 with some major/minor weaknesses.
7-10	To fall into this range you must: Give a very good performance related to the topics stated in the "General Part" And Have completed, ex-1 +2 in the practical part with none or only a few minor weaknesses Have completed, ex 3 +4 in the practical part with only minor weaknesses Have completed 5 with only minor weaknesses or Have completed 5+6 with some major/minor weaknesses
10-12	To fall into this range you must: Give an excellent performance related to the topics stated in the "General Part" And Have completed, ex-1 +2 in the practical part with no or only a few minor weaknesses Have completed, all steps in ex-3 +4 in the practical part with only a few minor weaknesses Have completed 5+6 with only minor weaknesses Have a working demo, demonstrating all topics above (> 12)