

React Native 1

CS571: Building User Interfaces

Cole Nelson

What will we learn today?

- An Overview of Mobile Development
- An Introduction to React Native
- Programming w/ React Native & Expo

Mobile Development

Native Development and its Alternatives

What is "Native" Development?

Building specifically for the device (e.g. Android or iOS) that you want to support.

iOS: Objective-C or Swift w/ Cocoapods

Android: Java or Kotlin w/ Maven or Gradle

Pros and Cons of Native Development

Pros

- Organic User Experience
- Optimized Apps
- Fine-Grained Control

Cons

- Expensive
- Little Code Reuse
- Less Sense of Abstraction

Alternatives to Native Development

No mobile app! Do we really need an app? Could a responsive webpage be just as effective?

WebView! Can we take our existing code and just slap it into a WebView? e.g. Apache Cordova

Cross-Platform! Can we use a library or framework that will make our code work natively on Android *and* iOS? e.g. React Native

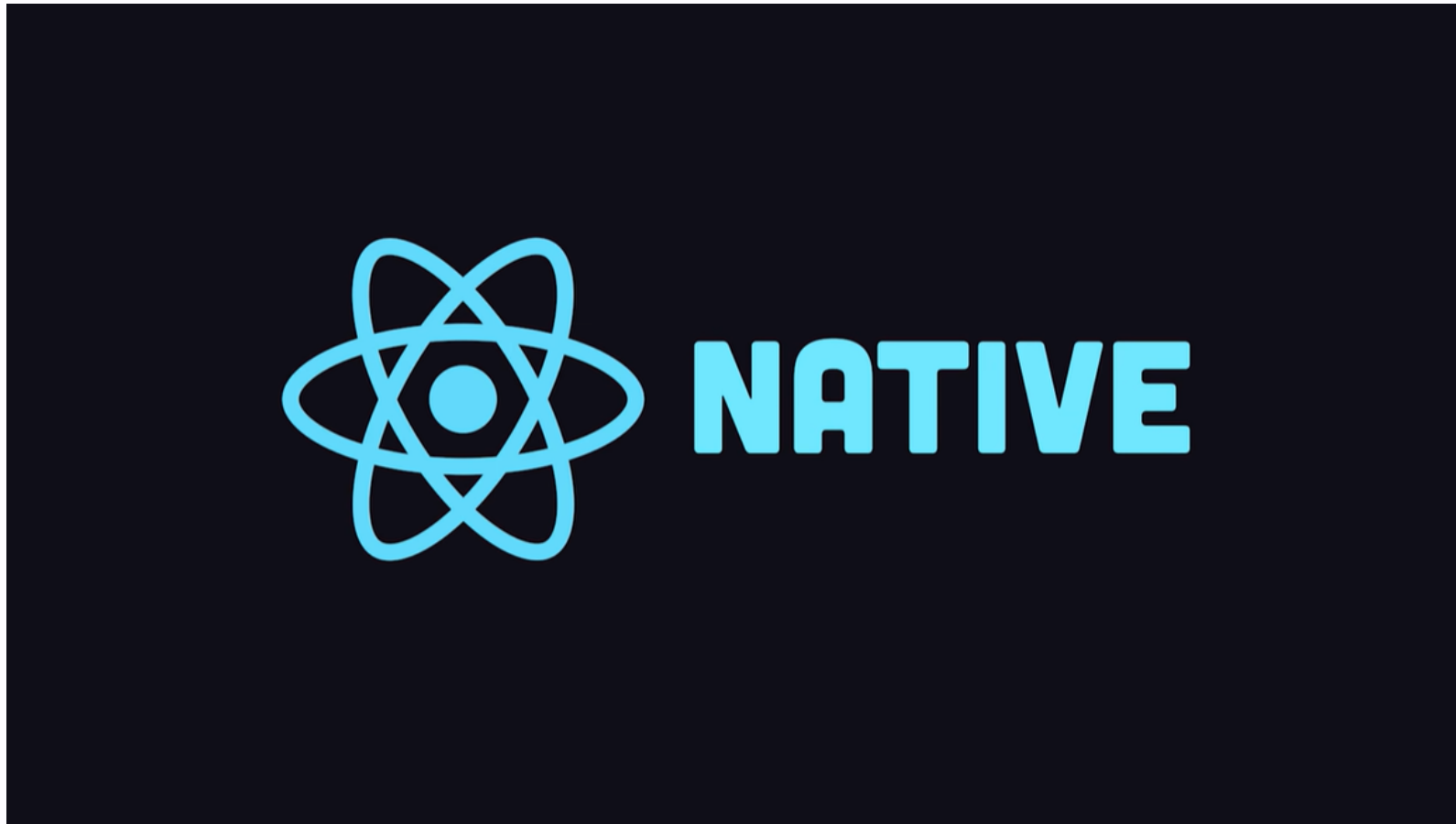
Who is using React Native?

- Facebook
- Microsoft
- Shopify
- Coinbase
- Discord

... among many others. Other companies may be doing pure-native or hybrid development.

React Native

React for Mobile Devices!



React Native in 100 seconds

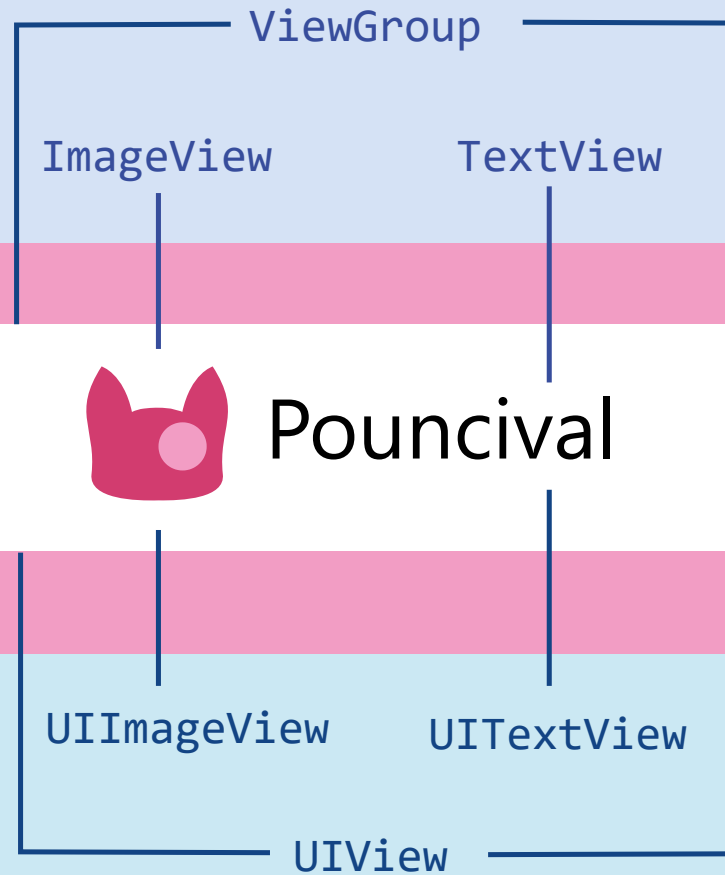
What is React Native?

A JS framework for building native, cross-platform mobile applications using React, developed by Facebook in 2015.

Unlike ReactJS, which was a library, React Native is a framework that includes everything* that we will need to build mobile applications.

React Native supports iOS and Android development.

Android



iOS

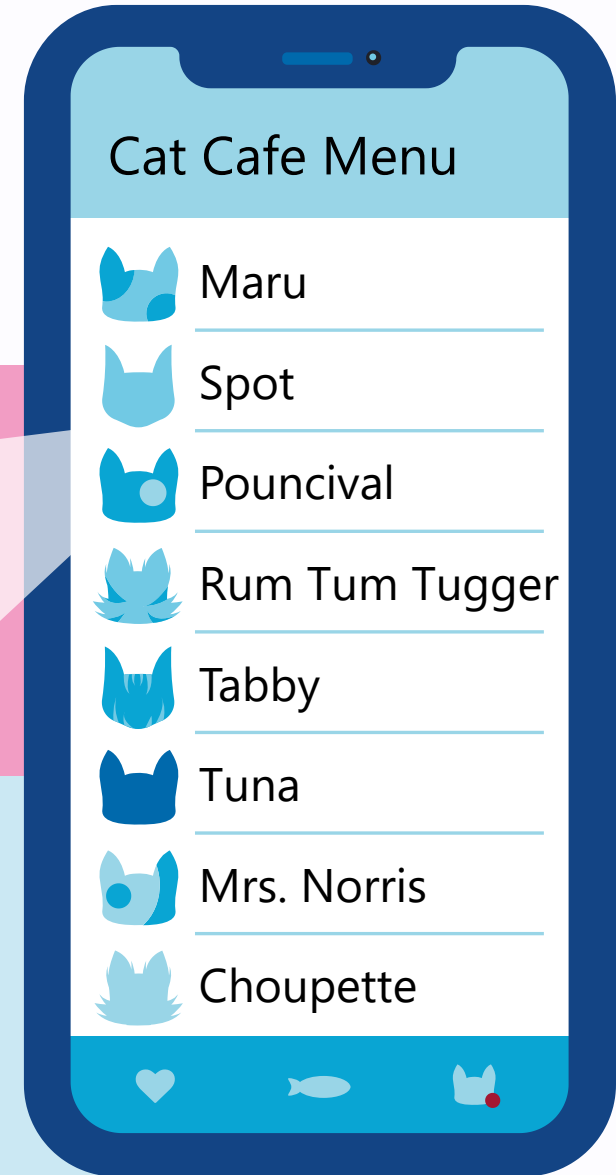
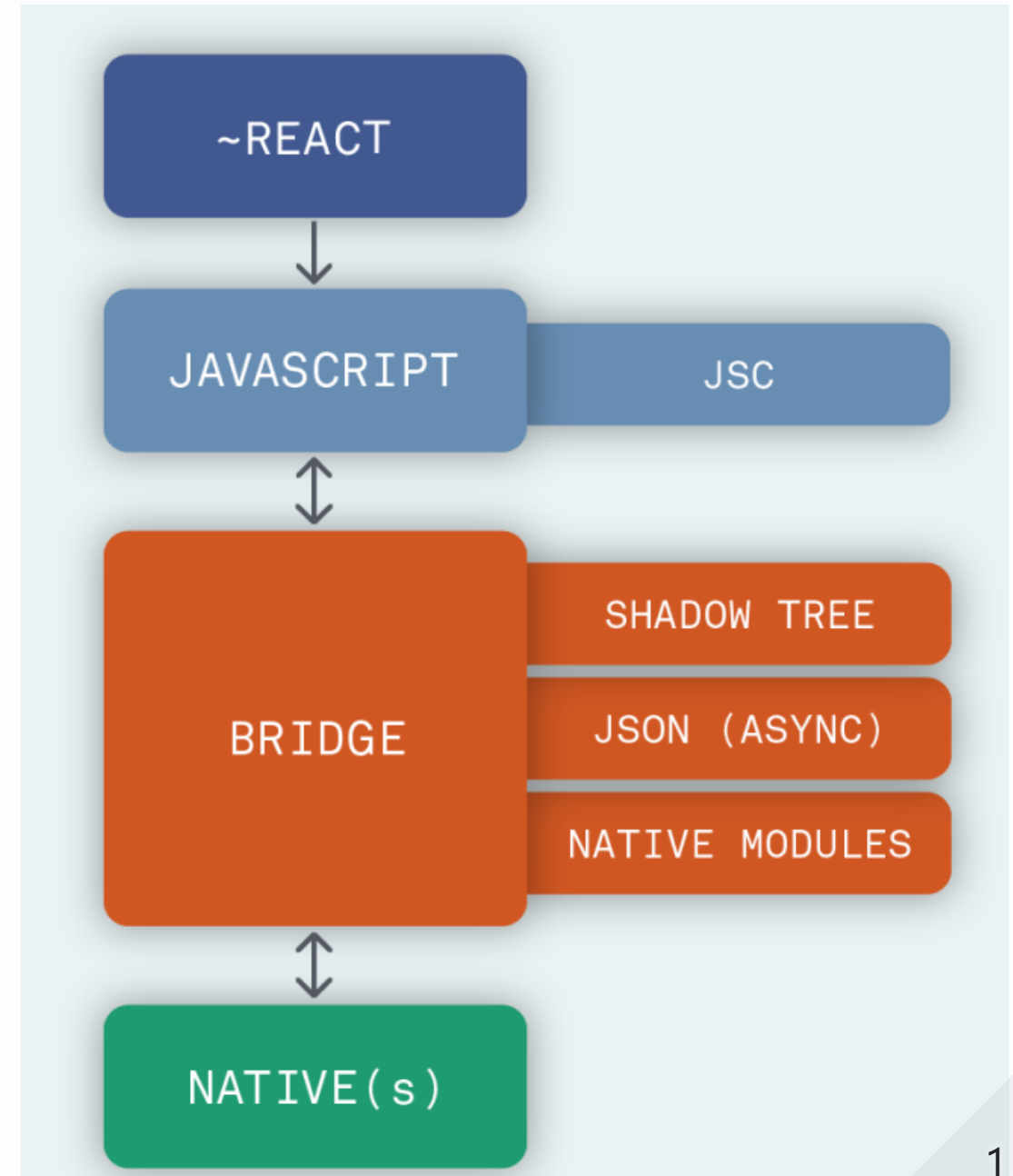


Image Source

React Native

- No more DOM or browser capabilities!
- Connects with native components using a "bridge"

Image Source



React Native

- The use of a bridge causes a slight hit to performance.
- Will soon be remedied with "[The New Architecture](#)" and Hermes!

Image Source

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React Native for React Devs

How can we write our mobile apps with React Native?

Getting Started

Using **Expo**, similar to create-react-app!

Run one-time...

```
npm install expo-cli --global
```

Run for each project...

```
expo init my-new-project  
cd my-new-project  
npm start
```

Getting Started: A Special Note

By default, expo uses "lan" to host your app. This may cause issues on certain networks. Try using "localhost" or "tunnel" by modifying scripts of `package.json` ...

```
"scripts": {  
  "start": "expo start --localhost",  
  "android": "expo start --android",  
  "ios": "expo start --ios",  
  "web": "expo start --web"  
}
```


Expo Demo

Setting up your first React Native app!

Download Expo for [iOS](#) or [Android](#).

Good Questions to Ask...

- Can we declaratively program using RN? **YES**
- Can we use JSX with RN? **YES**
- Can we use React hooks in RN? **YES**
- Can we do styling in RN? **YES**-ish
- Is it *truly* cross-platform? **MAYBE**-ish
- Can we use cookies, sessionStorage, and localStorage in RN? **NO**

REACT NATIVE UI COMPONENT	ANDROID VIEW	IOS VIEW	WEB ANALOG	DESCRIPTION
<code><View></code>	<code><ViewGroup></code>	<code><UIView></code>	A non-scrolling <code><div></code>	A container that supports layout with flexbox, style, some touch handling, and accessibility controls
<code><Text></code>	<code><TextView></code>	<code><UITextView></code>	<code><p></code>	Displays, styles, and nests strings of text and even handles touch events
<code><Image></code>	<code><ImageView></code>	<code><UIImageView></code>	<code></code>	Displays different types of images
<code><ScrollView></code>	<code><ScrollView></code>	<code><UIScrollView></code>	<code><div></code>	A generic scrolling container that can contain multiple components and views
<code><TextInput></code>	<code><EditText></code>	<code><UITextField></code>	<code><input type="text"></code>	Allows the user to enter text

Image Source

Hello World!

```
import React from 'react';
import { Text, View } from 'react-native';

function MyApp() {
  return (
    <View style={{ flex: 1, justifyContent: "center", alignItems: "center" }}>
      <Text>
        Try editing me! 🎉
      </Text>
    </View>
  );
}

export default MyApp;
```

Styling

Because React Native does not use a "browser", we can't use CSS styles. Instead, we create JavaScript stylesheets.

```
const styles = StyleSheet.create({
  container: {
    flex: 1,
    justifyContent: 'center',
    backgroundColor: '#ecf0f1',
    padding: 40,
  },
  ...
});
```

Styling

Style definitions can be done inline or via stylesheets. You can also combine both methods.

```
<View>  
  <Text style={styles.label}>First label</Text>  
  <Text style={{fontSize: 28, color:'tomato'}}>Second label</Text>  
  <Text style={[styles.label, {fontSize: 20, color:'gray'}]}>Third label</Text>  
</View>
```

Snack Solution

A full-page background image featuring Dr. Evil from the Austin Powers film series. He is bald, wearing a grey turtleneck, and has a large black cannon barrel balanced on his shoulders. He is making a 'V' hand gesture with both hands and has a mischievous, intense expression. The word 'CROSS-PLATFORM' is overlaid in large, bold, white capital letters with a black outline.

CROSS-PLATFORM

"Cross-Platform"

React Native provides a number of components that utilize platform capabilities that may not be available in other platforms, thus for cross-platform development, we need to utilize multiple platform-specific components.

e.g. `TouchableNativeFeedback` only works on Android; a *similar* effect can be achieved using `TouchableHighlight` on iOS.

Differentiating by Platform

```
if (Platform.OS === 'android') {  
  return (  
    <TouchableNativeFeedback> ... </TouchableNativeFeedback>  
  );  
} else {  
  return (  
    <TouchableHighlight> ... </TouchableHighlight>  
  );  
}
```

Optionally, create two components e.g.

`MyButton.ios.js` and `MyButton.android.js`.

Snack Solution

Cross-Platform: Dimensions

Mobile devices vary significantly in screen size, and we often need to obtain screen dimensions of the device using the `Dimensions` class in `react-native`.

```
getScreenSize = () => {  
  const screenWidth = Math.round(Dimensions.get('window').width);  
  const screenHeight = Math.round(Dimensions.get('window').height);  
  return { screenWidth: screenWidth, screenHeight: screenHeight };  
}
```

"Find My Badger" Demo

Everything that we learned in React... w/ React Native!

Snack Solution

Homework

- Much more open-ended!
- Requires you to record a demo.
- Start early!

Welcome to Badger Bakery!

PREVIOUS

NEXT



muffin

\$1.50

You can order up to 8 units!

- 0 +

Order Total: \$0.00

PLACE ORDER

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- An Overview of Mobile Development
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On to Mobile Design! 🚀