# More React and fetch()

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### **Best Practices**

Capitalize Component names

Use composition instead of inheritance

#### Don't use these

**Mixins** 

No inheritance (in your own classes/components)

# Component Definition with Classes

```
// ES6 Classes (preferred)
class Greeting extends React.Component {
  render() {
    return <h1>Hello, {this.props.name}</h1>;
// ES5 Prototypal Objects (deprecated)
var Greeting = React.createClass({
  render: function() {
    return <h1>Hello, {this.props.name}</h1>;
```

# Functional Components

```
// A functional component
function Welcome(props) {
  return <h1>Hello, {props.name}</h1>;
// A class component (same as above)
class Welcome extends React.Component {
  render() {
    return <h1>Hello, {this.props.name}</h1>;
```

# Stateless VS Stateful Components

### Stateless vs Stateful

You can use *functional* or *class* style for stateless components

#### Prefer to

- <u>lift state up</u> (from child to parent) and
- pass data down (from parent to child, via props)

Use this.setState({...}) to update state

# **Initiating State**

```
// ES6 Initial State
class Counter extends React.Component {
  constructor(props) {
    super(props); // MUST CALL SUPER
    this.state = {count: props.initialCount};
  // ...
// ES5 Initial State (deprecated)
var Counter = React.createClass({
  getInitialState: function() {
    return {count: this.props.initialCount};
```

# Autobinding

```
// ES6 Manual Binding
class SayHello extends React.Component {
  constructor(props) {
    super(props);
    this.state = {message: 'Hello!'};
    // THIS LINE IS IMPORTANT!
    this.handleClick = this.handleClick.bind(this);
  handleClick() {
    alert(this.state.message);
  render() {
    // Because `this.handleClick` is bound, we can use it as an event handler.
    return (
      <button onClick={this.handleClick}>
        Say hello
      </button>
```

```
// ES6 Manual Binding (ALTERNATIVE)
class SayHello extends React.Component {
  constructor(props) {
    super(props);
    this.state = {message: 'Hello!'};
  handleClick() {
    alert(this.state.message);
  render() {
    // Bind with arrow function
    return (
      <button onClick={(e) => this.handleClick(e)}>
        Say hello
      </button>
```

# Component Lifecycle

### React Component Lifecycle

React provides methods that we can implement that run at specific times, such as when the component is:

- Mounting
- Updating
- Unmounting

#### Read more here:

https://facebook.github.io/react/docs/react-component.html

https://engineering.musefind.com/react-lifecycle-methods-how-and-when-to-use-them-2/

<u>1b692b1</u>

### References

https://babeljs.io/learn-es2015/

https://facebook.github.io/react/docs/react-without-es6.html

### Other Important React Topics

Lists and Keys

https://facebook.github.io/react/docs/lists-and-keys.html

Refs and Interacting with the DOM

https://facebook.github.io/react/docs/refs-and-the-dom.html

Form Inputs

https://facebook.github.io/react/docs/forms.html

# The fetch API

## fetch()

### fetch()

- is a newer standard for AJAX requests
  - https://en.wikipedia.org/wiki/Ajax\_(programming)
- allows our frontend javascript code to access URL's
  - For example, to retrieve data from an API
- Uses promises

```
// GET JSON
fetch('/users.json')
  .then(function(response) {
   return response.json()
 }).then(function(json) {
   console.log('parsed json', json)
  }).catch(function(ex) {
   console.log('parsing failed', ex)
 });
// POST JSON
fetch('/users', {
 method: 'POST',
 headers: {
    'Content-Type': 'application/json'
 body: JSON.stringify({
   name: 'Hubot',
   login: 'hubot',
```

### References

https://github.com/github/fetch (Polyfill)

<u>https://jakearchibald.com/2015/thats-so-fetch/</u> (lot's of details!)

Where does fetch() go in a React component?

# Good Question!

It depends...

### Options for calling fetch within components...

#### NOT here:

- constructor()
- componentWillMount()
- render()

#### Where?

- componentDidMount()
- Event handlers

```
(but beware, this could cause a lot of fetch() calls which will impact performance and costs!)
```