

The Full React Guide

- Why Learn React:
 - Small learning curve, so you can get productive quick! Builds off Javascript and JSX.
 - Community: Easy to get answers when you get stuck! Also, many things already developed so you don't have to develop core aspects.
 - The library itself: Component based architecture makes large apps easier to develop. Components are little pieces that make up the whole app. They reusable and easy to build and debug!
- Setting up your system for React:
 - Install Visual Studio Code.
 - Install node.js and yarn.
 - In your terminal: `npm install -g yarn`
 - Restart system
- Your First React App:
 - **Indecision App:** An app that you add a list of things to do, and the app picks which one you should do for you.
 - **Key Learning Points:**
 - **JSX:** JavaScript XML. Templating language used to build out the user interface for components. JavaScript syntax extension, provided to us by React. Great way to define and inject data into templates.
 - **Babel:** Your browser does not know what to do with JSX. It only works with JavaScript. Babel compiles down our JSX to JavaScript so we can view our site. It alone does nothing, we must add presets (group of plugins) for Babel to work. We need to include the React and env preset. React preset allows us to use JSX inside our code. Env allows us to use es6 and es7 features, like const, arrow functions, and rest and spread operators. Install:
 - 1. `npm install -g babel-cli@6.24.1` (gives us command line interface to use babel but does not give us the needed presets)
 - 2. `yarn init` (generates a file named package.json -> outlines all of the dependencies needed for our project to run. This allows us to quickly install all dependencies using something like npm install at any time)
 - 3. `yarn add babel-preset-react@6.24.1 babel-preset-env@1.5.2` (for presets – you will notice a new folder called node_modules, this holds the sub-dependencies for our presets. You will also see a yarn.lock file -> autogenerated file, lists all dependencies in node_modules, and lists where it got these dependencies)
 - `babel src/app.js --out-file=public/scripts/app.js --presets=env,react --watch` (sets what file to JSX file should be

autogenerated by babel. First dir is our in file, second dir is our generated outfile. --watch can be added on to keep this running in the background so any changes to the in file are automatically converted for you)

- **Live-server:** Bare bones no configuration web server. Allows us to serve up our public folder, and allows us to live refresh.
 - Install (while in project dir): `npm install -g live-server`
 - Run: `live-server public`
- File Structure:
 - App.js in the **source** folder contains all the JSX we write.
 - App.js in the **scripts** folder will be autogenerated JavaScript derived from our JSX through babel transformations.
- JSX Syntax:
 - All **adjacent tags** must be wrapped in a tag.

```
Ex: var templateTwo = (  
  
  <div>  
    <h1> Sanjeev Sharma </h1>  
    <p> Age: 25 </p>  
    <p> Location: NYC </p>  
  </div>  
);
```

- **JSX Expressions:** We want our websites to be dynamic and not static. Using Expressions allows us to pull data as variables. This can be useful for population multiple names from databases etc...

```
- var userName = 'Sanjeev Sharma';  
- var userAge = 25;  
- var userLocation = 'NYC';  
-  
- var templateTwo = (  
-   <div>  
-     <h1>{userName.toUpperCase() + '!'}</h1>  
-     <p>Age: {userAge}</p>  
-     <p>Location: {userLocation}</p>  
-   </div>  
- );
```

- Notice the use of concatenation and string methods that this allows us as well.
- **Objects:** All this user data can be defined as an object:

```
- var user = {  
-   name: 'Sanjeev Sharma',  
-   age: '25',  
-   location: 'NYC',  
- };
```

```
- var templateTwo = (
-   <div>
-       <h1>{user.name.toUpperCase() + '!'}</h1>
-       <p>Age: {user.age}</p>
-       <p>Location: {user.location}</p>
-   </div>
- );
```

- **Conditional Rendering in JSX:** What if something we want to render is not populated yet? For this we can use conditional statements. Issue with conditional statements is that they cannot exist where JavaScript expressions are. Instead you must make a function, and call that function with the variable as a parameter (highlighted in red):

```
- function getLocation(location){
-     if (location) { // if location does exist
-         return location;
-     }
-     else{
-         return 'Unknown';
-     }
- }
- var templateTwo = (
-   <div>
-       <h1>{user.userName}</h1>
-       <p>Age: {user.userAge}</p>
-       <p>Location: {getLocation(user.userLocation)}</p>
-   </div>
- );
```

- Or if you want nothing to display at all in the case the variable had not populated:

```
- function getLocation(location){
-     if (location) { // if location does exist
-         return <p>Location: {location} </p>;
-     }
- }
- var templateTwo = (
-   <div>
-       <h1>{user.userName}</h1>
-       <p>Age: {user.userAge}</p>
-       {getLocation(user.userLocation)}
-   </div>
- );
```

- We put the paragraph tag in the function and simply call the function in curly braces in the div. Notice the lack of else statement means that if one of our variables shows up as undefined, nothing will show on our app for that variable.

- **Ternary Operator:** More concise than creating a function. No need to break out to separate function, you can do this inline. This is because it is an expression and not a statement. Good for if you want to do 1 of 2 things.

```
- var templateTwo = (
-   <div>
-       <h1>{user.userName ? user.userName : 'Anonymous'}</h1>
-       <p>Age: {user.userAge}</p>
-       {getLocation(user.userLocation)}
-   </div>
- );
```

- User.userName ? user.userName -> if username exists, return username: 'Anonymous'; -> else return static Anonymous
- **Logical Operators:** Undefined Booleans are ignored by JSX, which can be very useful. For example, if we only want to display the age of users who are 18 or older we can use the **and** operator:

```
- var templateTwo = (
-   <div>
-       <h1>{user.userName ? user.userName : 'Anonymous'}</h1>
-       {user.userAge >= 18 && <p>Age: {user.userAge}</p>}
-       {getLocation(user.userLocation)}
-   </div>
- );
```

- if the first part of the and statement is true, the second part is returned and shown. If it is false, false is returned, and as we learned, undefined Booleans are ignored so nothing will show. This is exactly what we want! It is good for if you want to do 1 thing or nothing at all.
- You can also check if age exists by nesting an and statement to check for it:

```
- {(user.userAge && user.userAge >= 18) && <p>Age: {user.userAge}</p>}
```

- ES6:

- **let, const**

- **let:** Issue with using var is that it is redefinable with no errors. There is no useful case for this and can cause problems. let on the other hand is not redefinable and throws an error in your terminal. You can always reassign let variables, but it is not redefinable.
- **const:** like let, this is not redefinable. But since this is a constant variable, it is also not reassign able.
- **Scoping:** var, let, const are all function scoped. let and const are also block scoped. This means that these variables are not only unique to their functions and cannot be accessed from outside the function, they also cannot be accessed outside of their block. Block scoping means if you define a variable in something like a for loop or if statement, these variables are unique to these blocks and cannot be accessed from outside of this scope.

- **Arrow Functions:** A brand new syntax for creating functions offered through es6.

```
- const squareArrow = (x) => {  
-   return x*x;  
- };  
- console.log(squareArrow(10));
```

- Notice that the function name is now anonymous, so you cannot define a function by name and you must use a variable.
- *Expression Syntax:* allows us to be more concise with our functions by not having a function body. Expression syntax functions do not have a return, instead the single expression is implicitly returned. Good for functions that return a single expression:

```
- const squareArrowExp = (x) => x * x;  
- console.log(squareArrowExp(11));
```

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