

Beginning React

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Table of Contents

PREFACE.....	5
CHAPTER 1: INTRODUCTION.....	7
CHAPTER 2: CREATING AND USING COMPONENTS.....	19
CHAPTER 3: BINDINGS, PROPS, STATE AND EVENTS.....	27
CHAPTER 4: WORKING WITH COMPONENTS	39
CHAPTER 5: CONDITIONAL RENDERING	47
CHAPTER 6: BUILDING FORMS USING FORMIK	53
CHAPTER 7: GETTING DATA FROM RESTFUL APIs WITH AXIOS	63
CHAPTER 8: ROUTING.....	79
CHAPTER 9: C.R.U.D. WITH FIREBASE	93
CHAPTER 10: INTRODUCTION TO REDUX.....	123
CHAPTER 11: REACT WITH REDUX.....	135
APPENDIX A: A NOTE ON STATELESS FUNCTIONAL COMPONENTS	145
ABOUT THE AUTHOR	147

PREFACE

About this book

Developed by Facebook, React is one of the leading frameworks to build efficient web user interfaces. You use small manageable components to build large-scale, data-driven websites without page reloads. No more wasting time hunting for DOM nodes!

In this book, we take you on a fun, hands-on and pragmatic journey to master React from a web development point of view. You'll start building React apps within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't need. In the end, you will have what it takes to develop a real-life app.

Requirements

Basic familiarity with HTML, CSS, Javascript and object-oriented programming

Contact and Code Examples

The source codes used in this book can be found in my GitHub repository at <https://github.com/greglim81>.

If you have any comments or questions concerning this book to support@i-ducate.com.

CHAPTER 1: INTRODUCTION

1.1 What is React?

React is a framework released by Facebook for creating Single Page Applications (SPA). What is a Single Page Application? Most web applications are traditionally server-side applications. The server holds the business logic, stores data, and renders the website to the client. When client clicks on a link, it sends a request to the server, and the server will handle this request and send back a response with html code which the browser will render and be viewed by the user.

The problem here is that with this approach, the server receives a lot of requests. For example, when we go to a website and click on its *Home* page, we send a request for which the server has to respond. We click on the *About* page and it sends another request, and the server responds. We click on *Blog* and it sends another request and again the server responds. Essentially, traditional websites consist of independent HTML pages and when a user navigates these pages, the browser would request and load different HTML documents.

The many requests, response incurs a lot of time and resources spent on these tasks lead to a slow feeling of web pages, whereas the apps on your mobile phone or desktop feel very fast most of the time. React wants to bring this app like feeling to the browser where we don't always have to load new pages each time there is an action from the user.

A user still clicks on various links in a SPA. However, this time, the client handles the requests on its own and will re-render the html page through Javascript so the server is left out here if no data from the server is needed. This is much faster as we don't have to send data over the Internet. The client doesn't have to wait for the response, and the server doesn't have to render the response.

Also, in a SPA, the browser loads one HTML document and when users navigate through the site, they stay on the same page as Javascript unloads and loads different views of the app onto the same page itself. The user gets a feel that she is navigating through pages but is actually on the same HTML page. Facebook newsfeed is a good example. Other examples are Instagram or Twitter where the content gets dynamically refreshed without requiring you to refresh or navigate to a different page.

Manipulating DOM Elements Efficiently

Loading and unloading different views of the same page involve querying and manipulating DOM elements. Such DOM operations involve adding children, removing subtrees and can be really slow. This is where React addresses this shortcoming in manipulating DOM elements efficiently. React does this by updating the browser DOM for us. With React, we do not interact with the DOM directly. We instead interact with a virtual DOM which React uses to construct the actual DOM.

The virtual DOM is made up of React elements (which we specify in JSX – more about that later) which

look similar to HTML elements but are actually Javascript objects. It is much faster to work with Javascript objects than with the DOM API directly. We make changes to the Javascript object (the virtual DOM) and React renders those changes for us as efficiently as possible.

Note: As of time of this book's writing (September 2017), React has released its Fiber version which is a re-implementation of React core's algorithm aimed at increasing rendering speed.

Asynchronous Operations

In times when we need to get or send data from/to the server, we send a request to the server. But these are restricted largely to initial loading and necessary server-side operations like database operations. Besides these operations, we will not frequently need to request from the server. And if we do make server requests, we do it asynchronously, which means we still re-render the page instantly to the user and then wait for the new data to arrive and incorporate it and re-render only the required view when the data arrives thus providing a fluid experience.

Step by Step

In this book, I will teach you about React from scratch in step by step fashion. You will build an application where you can input search terms and receive the search results via GitHub RESTful api (fig. 1.1.1).

GitHub User Results

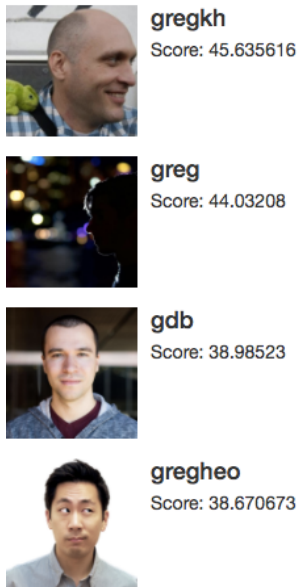


figure 1.1.1

In the end, you will also build a real-world application with full C.R.U.D. operations (fig. 1.1.2).

Users













Add			
Username	Email	Edit	Delete
Ervin Howell	Shanna@melissa.tv		
Clementine Bauch	Nathan@yesenia.net		
Patricia Lebsack2	Julianne.OConner@kory.org2		
Chelsey Dietrich	Lucio_Hettinger@annie.ca		
Mrs. Dennis Schulist	Karley_Dach@jasper.info		
Kurtis Weissnat	Telly.Hoeger@billy.biz		

figure 1.1.2

These are the patterns you see on a lot of real-world applications. In this book, you will learn how to implement these patterns with React.

Although this book covers techniques for developing single-page web applications with React, web browsers are not the only place React apps can run. React Native, released in 2015 allows us to develop iOS and Android native apps with React. And in the future, there is React VR, a framework for building interactive virtual reality apps that provides 360-degree experiences. We hope that this book will provide you with a strong base that you can build applications in React even beyond the web browser.

Using ES6

In this book, we will be using ES6 syntax for our code. Both ES5 and ES6 are just Javascript, but ES6 provide more features for example:

- *const* (variable that cannot be changed),
- template strings. Instead of `console.log("Hello " + firstName)`, we can concatenate strings by surrounding them with ```, i.e. `console.log(`Hello ${firstName}`)`
- arrow functions. In ES6, we can create functions without using the *function* keyword which simplifies the syntax.
- In declaring classes, ES6 can leverage on class features, object orientation as well as life cycle hook methods. Note that the ES5 way of declaring classes (*react.createClass*) is deprecated as of React 15.5.

This section is meant to address readers who have a bit of React development experience and are asking the question of whether to use ES6 or ES5. If you don't know what I am referring to, don't worry about it. We will go through the concepts in the course of this book. We will aim to use emerging Javascript whenever possible.

1.2 Thinking in Components

A React app is made up of components. For example, if we want to build a store front module like what we see on Amazon, we can divide it into three components. The search bar component, sidebar component and products component.

A React component is a class that contains a JSX template that ultimately outputs HTML elements. It has its own data and logic to control the JSX template.

Components can also contain other components. For example, in *products* component where we display a list of products, we do so using multiple *product* components. Also, in each *product* component, we can have a *rating* component (fig. 1.2.1).

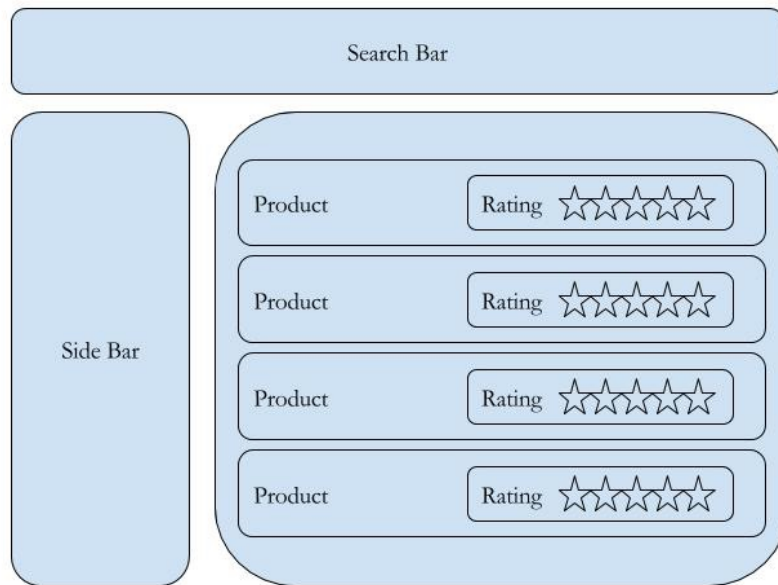


fig. 1.2.1

The benefit of such an architecture helps us to break up a large application into smaller manageable components. Plus, we can reuse components within the application or even in a different application. For example, we can re-use the rating component in a different application.

Below is an example of a component that displays a simple string 'Products'.

```
import React, { Component } from 'react';

class Products extends Component {
  render() {
    return (
      <div>
        <h2>
          Products
        </h2>
      </div>
    );
  }
}
```

As mentioned earlier, we define our React components using a HTML like syntax known as JSX. JSX is a syntax extension to Javascript. We use JSX to construct a virtual DOM with React elements. Facebook released JSX to provide a concise syntax for creating complex DOM trees with attributes. They hoped to make React more readable like HTML and XML.

This is the big picture of thinking in terms of components. As you progress through this book, you will see more of this in action.

1.3 Setting Up

Installing Node

First, we need to install NodeJS. NodeJS is a server-side language and we don't need it because we are not writing any server-side code. We mostly need it because of its *npm* or Node Package Manager. *npm* is very popular for managing dependencies of your applications. We will use *npm* to install other later tools that we need.

Get the latest version of NodeJS from *nodejs.org* and install it on your machine. Installing NodeJS should be pretty easy and straightforward.

To check if Node has been properly installed, type the below on your command line (Command Prompt on Windows or Terminal on Mac):

```
node -v
```

and you should see the node version displayed.

To see if npm is installed, type the below on your command line:

```
npm -v
```

and you should see the npm version displayed.

Installing Create-React-App

'*create-react-app*' is the best way to start building a new React single page application. It sets up our development environment so that we can use the latest Javascript features and optimization for our app. It is a Command Line Interface tool that makes creating a new React project, adding files and other on-going development tasks like testing, bundling and deployment easier. It uses build tools like Babel and Webpack under the hood and provides a nice developer experience for us that we don't have to do any manual configurations for it.

Note: Webpack and Babel 'transpile' ES6 code into ES5 code so that can run in current browsers. This is because not all browsers (as yet) support the latest ES6 and ES7 syntax and no browser supports JSX syntax. If we want to use the latest features of Javascript with JSX, will need to convert our JSX code into Javascript which the browser can interpret. This process is called transpiling and is what Babel does.

To install '*create-react-app*' from the command line, run the following:

```
npm install -g create-react-app
```

Code Editor

In this book, we will be using VScode (<https://code.visualstudio.com/>) which is a good, lightweight and cross platform editor from Microsoft.

Chrome Browser

We will be using Chrome as our browser. You can use other browsers but I highly recommend you use Chrome as we will be using Chrome developer tools in this book and I want to make sure you have the same experience as we go through the coding lessons.

1.4 Creating a New Project with *create-react-app*

First in Terminal, navigate to the folder where you want to create your React project. Next, create a new React project and skeleton application with the following command,

```
create-react-app PROJECT_NAME
```

This will create your React project folder in that directory with three dependencies: React, ReactDOM

and *react-scripts*. *react-scripts* is created by Facebook and it installs Babel, ESLint, Webpack and more so that we don't have to configure them manually.

When the folder is created, navigate to it by typing.

```
cd PROJECT_NAME
```

Next, type

```
npm start
```

The above command launches the server, watches your files and rebuilds the app as you make changes to those files. You can also run the *npm run build* command which creates a production-ready bundle that has been transpiled and minified.

Now, navigate to <http://localhost:3000/> and your app greets you with the message displayed as in fig.1.4.1.

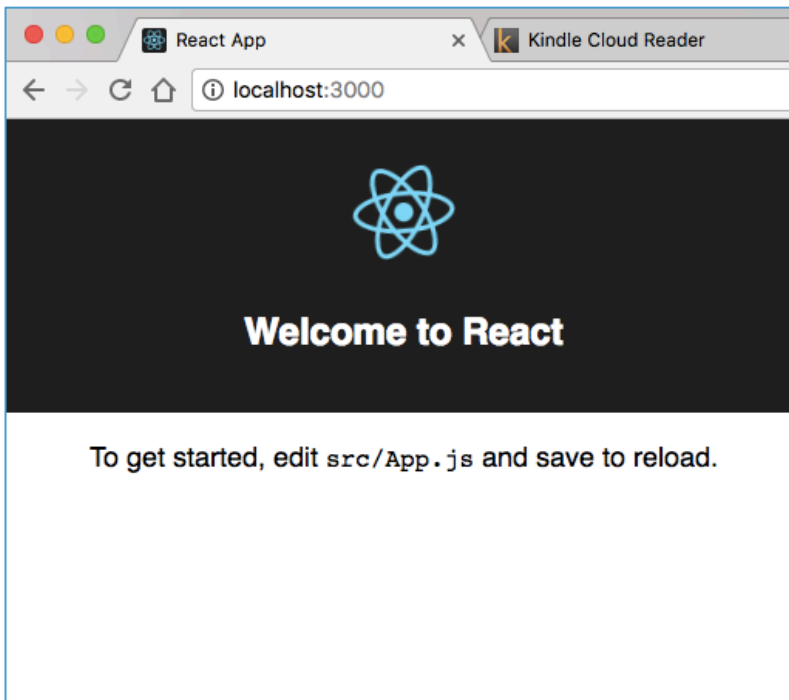


fig. 1.4.1

Project File Review

Now let's look at the project files that have been created for us. When you open the project folder in

VScode editor, you will find a couple of files (fig. 1.4.2).

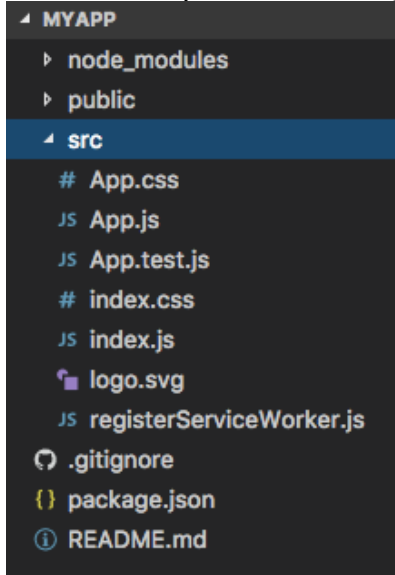


fig. 1.4.2

We will not go through all the files as our focus is to get started with our first React app quickly, but we will briefly go through some of the more important files and folders.

Our app lives in the *src* folder. All React components, CSS styles, images (e.g. logo.svg) and anything else our app needs goes here. Any other files outside of this folder are meant to support building your app (the app folder is where we will work 99% of the time!). In the course of this book, you will come to appreciate the uses for the rest of the library files and folders.

In the *src* folder, we have *index.js* which is the main entry point for our app. In *index.js*, we render the *App* React element into the root DOM node. Applications built with just React usually have a single root DOM node.

index.js

```
import React from 'react';
import ReactDOM from 'react-dom';
import './index.css';
import App from './App';
import registerServiceWorker from './registerServiceWorker';

ReactDOM.render(<App />, document.getElementById('root'));
registerServiceWorker();
```

In *index.js*, we import both React and ReactDOM which we need to work with React in the browser. React is the library for creating views. ReactDOM is the library used to actually render the UI in the browser. The two libraries were split into two packages for version 0.14 and the purpose for splitting is to allow for components to be shared between the web version of React and React Native, thus supporting rendering for a variety of platforms.

index.js imports *index.css*, App component and *registerServiceWorker* with the following lines.

```
import './index.css';
import App from './App';
import registerServiceWorker from './registerServiceWorker';
```

It then renders App with:

```
ReactDOM.render(<App />, document.getElementById('root'));
```

The last line *registerServiceWorker()* is meant to create progressive web apps (PWA) catered more for mobile React Native apps to work offline. This however is out of the scope of this book and we can safely ignore it for now.

App.js

```
import React, { Component } from 'react';
import logo from './logo.svg';
import './App.css';

class App extends Component {
  render() {
    return (
      <div className="App">
        <div className="App-header">
          <img src={logo} className="App-logo" alt="logo" />
          <h2>Welcome to React</h2>
        </div>
        <p className="App-intro">
          To get started, edit <code>src/App.js</code> and save to reload.
        </p>
      </div>
    );
  }
}

export default App;
```

Note: any element that has an HTML class attribute is using *className* for that property instead of *class*.

Since *class* is a reserved word in Javascript, we have to use *className* to define the class attribute of an HTML element.

Every React application has at least one component: the root component, named App in *App.js* which extends the *Component* class provided by *React* library. As mentioned, components are the basic building blocks of React applications. A component controls a portion of the screen, a view - through its associated JSX template. *App.css* is the css file referenced from *App.js*

We define our component's application logic (what it does to support the view) inside a class. The class interacts with the view through properties and methods. For now, our root app component class has no properties or methods.

In a React component, implementing the *render()* method is required. When called, it should return a single React element. This element can be either a representation of a native DOM component, such as `<div />`, or another composite component that you've defined yourself. For example, the default App component returns a single `<div />`.

```
<div className="App">
  ...
</div>
```

package.json is the node package configuration which lists the third-party packages our project uses.

node_modules folder is created by Node.js and puts all third-party modules listed in *package.json* in it.

1.5 Editing our first React Component

'create-react-app' created the first React component for us. This is the root component located in *App.js*.

Now open *App.js* and reduce the code so that we start with minimal code-noise as shown below:

```
import React, { Component } from 'react';

class App extends Component {
  render() {
    return (
      <div>
        <h1>
          My First React App!
        </h1>
      </div>
    );
  }
}
```



```
}  
  
export default App;
```

Remember that this funny tag syntax is not HTML but JSX, a syntax extension to Javascript. We use it to describe what the UI should be like. Like HTML, in JSX, an element's type is specified with a tag. The tag's attributes represent the properties. Also, the element's children can be added between the opening and closing tags.

Notice that the browser reloads automatically with the revised title. Because React compiler is running in the 'watch' mode, it detects that there is a file change and re-compiles the file. In the Chrome browser, the app gets refreshed automatically so you don't have to refresh the page every time your code changes.

Summary

In this chapter, we have been introduced to the core building blocks of React apps which are components. We have also been introduced to the React development experience which is creating a new React Project with *create-react-app*. *create-react-app* provides internal compilation which automatically generates our app for us that we can view on the browser. It is a great tool for developers whether beginner or advanced. Keep an eye on its changes in GitHub as more functionality is added to it. In the next chapter, we will begin implementing a React app.

CHAPTER 2: CREATING AND USING COMPONENTS

In the previous chapter, you learned about the core building blocks of React apps, components. In this chapter, we will implement a custom component from scratch to have an idea of what it is like to build a React app.

2.1 Creating our First Component

In VSCode, open the project folder that you have created in chapter 1. We first add a new file in the *src* folder and call it *Products.js* (fig. 2.1.1).

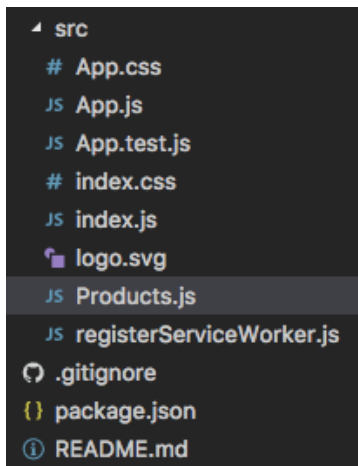


figure 2.1.1

Note the naming convention of the file; we capitalize the first letter of the component *Products* followed by *.js*.

Type out the below code into *Products.js*:

```
import React, { Component } from 'react';

class Products extends Component {
  render() {
    return (
      <div>
```

```

        <h2>
          Products
        </h2>
      </div>
    );
  }
}

export default Products;

```

Code Explanation

import React, { Component } from 'react' imports the Component class from 'react' library which we use to extend.

In the *render* method, we specify the JSX that will be inserted into the DOM as HTML when the component's view is rendered. Our current html markup is:

```

<div>
  <h2>
    Products
  </h2>
</div>

```

Note that components must return a single root element. If we have:

```

render() {
  return (
    <h2>
      Products
    </h2>
    <h2>
      Courses
    </h2>
  );
}

```

The above will throw an error. So, we typically add a *<div>* to contain all internal elements like:

```

render() {
  return (
    <div>
      <h2>
        Products
      </h2>
    </div>
  );
}

```

```

        <h2>
          Courses
        </h2>
      </div>
    );
  }

```

Lastly, *export default Products* makes this component available for other files in our application to import it.

With these simple lines of code, we have just built our first React component!

2.2 Using our Created Component

Now, go back to *App.js*. Notice that the contents of *App.js* is very similar to *Products.js*.

Remember that App component is the root of our application. It is the view component that controls our entire app or page.

Now, import and add *<Products />* to the template as shown below.

```

import React, { Component } from 'react';
import Products from './Products';

class App extends Component {
  render() {
    return (
      <div>
        <h1>My First React App!</h1>
        <Products />
      </div>
    );
  }
}

export default App;

```

Code Explanation

We have just referred to another component from a component. We can also render *Products* many times:

```

render() {
  return (
    <div>
      <h1>My First React App!</h1>
      <Products />

```

```

        <Products />
        <Products />
    </div>
  );
}

```

Now save the file and go to your browser. You should see the `Products` component markup displayed with the message:

My First React App!

Products

Notice that we also have to first import our *Products* Component using

```
import Products from './Products';
```

For custom components that we have defined, we need to specify their path in the file system. Since `App` component and `Products` Component are in the same folder `app`, we use `‘./’` which means start searching from the current folder followed by the name of the component, *Products* (without *.js* extension).

`<Products />` here acts as a custom tag which allows us to extend or control our virtual DOM. In this way, we can design custom components that are not part of standard JSX.

2.3 Embedding Expressions in JSX

You can embed Javascript expressions in JSX by wrapping it in curly braces. For example, we can define functions, properties and render them in the output. The below `App` component has a function *formatName* which takes in a *user* object which holds *firstName* and *lastName* properties. We then call *formatName* in *render* within the curly braces.

```

class App extends Component {

  formatName(user) {
    return user.firstName + ' ' + user.lastName;
  }

  render() {
    const user = {
      firstName: 'Greg',
      lastName: 'Lim'
    };
  }
}

```

```

    return (
      <div>
        <h1>Hello, {this.formatName(user)}</h1>
      </div>
    );
  }
}

```

If the value of the property in the *user* object changes, the view will be automatically refreshed.

You can also use curly braces to embed a Javascript expression in an attribute for example:

```
<img src={user.imageUrl}></img>
```

Displaying a List

We will illustrate using properties further by displaying a list of products in *Products*. In *Products.js*, add the codes shown in bold below:

```

import React, { Component } from 'react';

class Products extends Component {

  render() {
    const products = ["Learning React","Pro React","Beginning React"];
    const listProducts = products.map((product) =>
      <li key={product.toString()}>{product}</li>
    );

    return (
      <div>
        <ul>{listProducts}</ul>
      </div>
    );
  }
}

export default Products;

```

Navigate to your browser and you should see the result in fig. 2.3.1

- Learning React
- Pro React
- Beginning React

fig. 2.3.1

Code Explanation

```
const products = ["Learning React","Pro React","Beginning React"];
```

First, in *render*, we declare an array *products* in Products Component which contains the names of the products that we are listing.

```
const listProducts = products.map((product) =>  
  <li key={product.toString()}>{product}</li>  
);
```

We next define an ES6 arrow function

```
(product) => <li key={product.toString()}>{product}</li>
```

that returns an ** element for each product. We then pass in this function into *map* which loops through each element, calls the function that returns an ** element for each product, and we are returned a new array of elements which we assign to *listProducts*.

```
return (  
  <div>  
    <ul>{listProducts}</ul>  
  </div>  
);
```

We include the entire *listProducts* array inside a ** element, and render it to the DOM:

Note that we have provided a *key* attribute for our list items. A "key" is a special string attribute you need to include when creating lists of elements. If you don't provide this attribute, you will still have your items listed but a warning message will be displayed. Keys help React identify which items have changed, are added, or are removed. Keys should ideally be strings that uniquely identifies a list item among its siblings. Most often you would use IDs from your data as keys. But in our case, we do not yet have an id, thus we use the *product.toString()*. You should always use keys as much as possible because bugs creep into your code (especially when you do operations like deleting, editing individual list items – you delete/edit the wrong item!) when you do not use it.

Summary

You have learnt a lot in this chapter. If you get stuck while following the code or if you would like to get the sample code we have used in this chapter, visit my GitHub repository at <https://github.com/greglim81/react-chapter2> or contact me at support@i-ducate.com.

In this chapter, we created our first component. We created a `ProductsComponent` that retrieves product data from an array and later renders that data on the page.

CHAPTER 3: BINDINGS, PROPS, STATE AND EVENTS

In this chapter, we will explore displaying data by binding controls in a JSX template to properties of an React component, how to apply css classes on styles dynamically, how to use the component state and how to handle events raised from DOM elements.

3.1 CSS Class Binding

In the following code, we show a button in our view using *react-bootstrap* to make our button look more professional. React-Bootstrap (<https://react-bootstrap.github.io>) is a library of re-usable front-end components that contains JSX based templates to help build user interface components (like forms, buttons, icons) for web applications.

Installing React-Bootstrap

In the Terminal, run:

```
npm install --save react-bootstrap
```

Next in the existing project from chapter two, we need to reference *bootstrap.css* in *index.html*. Go to 'react-bootstrap.github.io' and under 'Getting Started', copy the stylesheet link:

```
<!-- it should look something like the below, but please copy the latest link from  
the react bootstrap documentation -->
```

```
<link rel="stylesheet"  
href="https://maxcdn.bootstrapcdn.com/bootstrap/latest/css/bootstrap.min.css">
```

and add it to index.html in your project's *public* folder to get the latest styles.

To check if we have installed react-bootstrap correctly, we add a button into our App component by adding the lines in bold:

```
import React, { Component } from 'react';  
import Products from './Products';  
import { Button } from 'react-bootstrap';  
  
class App extends Component {
```

```

render() {
  return (
    <div>
      <Products />
      <Button>Default</Button>
    </div>
  );
}
}

export default App;

```

If you have successfully linked your react-bootstrap class, you should get your button displayed like in fig. 3.1.1.

- Learning React
- Pro React
- Beginning React



fig. 3.1.1

There are times when we want to use different css classes on an element. For example, if we add the 'primary' button style as shown below:

```
<Button variant="primary">Default</Button>
```

we get the below button style.

- Learning React
- Pro React
- Beginning React



And if I want to disable the button by applying the *disabled* class, I can do the following

```
<Button variant="primary" disabled>Default</Button>
```

More information of styles of *button* and other components are available at <https://react-bootstrap.github.io/components.html>

Disabling Button on Condition

Now, suppose I want to disable the button based on some condition, we can do the below:

```
render() {
  const isValid = true;

  return (
    <div>
      <Products />
      <Button variant="primary" disabled={!isValid}>Default</Button>
    </div>
  );
}
```

That is, when *isValid* = *false* the *disabled* css class will be applied making the button unclickable. If *isValid* = *true* the *disabled* css class will not be applied making the button clickable.

3.2 Props

We can pass data into a component by passing in a single object called ‘props’. The ‘props’ object contains JSX attributes. For example, suppose we want to display a list of products with its rating. We will need to assign the rating value to our rating component beforehand. We can do something like: `<Rating rating="4"/>` to display a rating of 4 stars.

‘props’ will contain the value of 4 assigned to the *rating* attribute. To access ‘props’ in our Rating component, we use *props.rating*.

For example, in Rating.js (our Rating component), the below code renders the rating value on the page.

```
import React, { Component } from 'react';

class Rating extends Component {

  render() {
    return (
      <div>
        <h1>Rating: {this.props.rating}</h1>
      </div>
    );
  }
}

export default Rating;
```

In App.js, add in the codes below into *render()*:

```

render() {
  return (
    <div>
      <Rating rating="1"/>
      <Rating rating="2"/>
      <Rating rating="3"/>
      <Rating rating="4"/>
      <Rating rating="5"/>
    </div>
  );
}

```

Remember to import Rating by adding the following in App.js:

```
import Rating from './Rating';
```

If you run your app now, it should display something like:

Rating: 1

Rating: 2

Rating: 3

Rating: 4

Rating: 5

To recap, we call *render()* in App.js with `<Rating rating="1"/>`. React calls the Rating component with `{ rating: '1' }` as the props. Our Rating component returns a `<h1>Rating: 1</h1>` element as the result and React DOM updates the DOM.

In this example, our props object contains only one attribute. But it can contain multiple and even complex objects as attribute(s). We will illustrate this later in the book.

Props are Read-Only

Note that when we access props in our components, we must never modify them. Our functions must always be ‘pure’ – which means that we do not attempt to change our inputs and must always return

the same result for the same inputs. In other words, props are read only. For example, the below function is impure and not allowed:

```
render() {
  return (
    <div>
      <h1>Rating: {this.props.rating++}</h1>
    </div>
  );
}
```

We can use React flexibly but it has a single strict rule: that all React components must act like pure functions with respect to their props. So how do we make our application UI dynamic and change over time? Later on, we will introduce the concept of 'state', where we use it to change our output over time in response to user actions or network responses without violating this rule.

But first, we will improve the look of our rating component by showing rating stars like what we see in Amazon.com instead of showing the rating value numerically. A user can click select from a rating of one star to five stars. We will implement this as a component and reuse it in many places. For now, don't worry about calling a server or any other logic. We just want to implement the UI first.

3.3 Improving the Look

To show rating stars instead of just number values, we will use the React Icons library from <https://react-icons.netlify.com/> which provide popular icons in our React project. Install react icons by running:

```
npm install react-icons --save
```

We will be using the `IoIosStarOutline` and `IoIosStar` ionicons.



To include them in our React project, add the below codes in **bold** into Rating component:

```
import React, { Component } from 'react';
import { IoIosStar, IoIosStarOutline } from 'react-icons/io'

class Rating extends Component {

  render() {
```

```

return (
  <div>
    <h1>Rating: {this.props.rating}</h1>
    {this.props.rating >= 1 ? (
      <IoIosStar />
    ) : (
      <IoIosStarOutline />
    )}
    {this.props.rating >= 2 ? (
      <IoIosStar />
    ) : (
      <IoIosStarOutline />
    )}
    {this.props.rating >= 3 ? (
      <IoIosStar />
    ) : (
      <IoIosStarOutline />
    )}
    {this.props.rating >= 4 ? (
      <IoIosStar />
    ) : (
      <IoIosStarOutline />
    )}
    {this.props.rating >= 5 ? (
      <IoIosStar />
    ) : (
      <IoIosStarOutline />
    )}
  </div>
);
}
}

export default Rating;

```

Code Explanation

We first import the *IoIosStar* and *IoIosStarOutline* icons from 'react-icons/io' with

```
import { IoIosStar, IoIosStarOutline } from 'react-icons/io'
```

In the *render* method, we add the *IoIosStar* and *IoIosStarOutline* icons with:


```

    {this.props.rating >= 1 ? (
      <IoIosStar />
    ) : (
      <IoIosStarOutline />
    ) }

```

Conditional Rendering

We conditionally render an `IoIosStar` (filled star) if the `this.props.rating` is `>= 1`. Else, render `IoIosStarOutline` (empty star). We will dwell more on the If-Else conditional code in chapter 5.

The above code is for the first star. The remaining similar repetitions are for the four remaining stars. However, note the change in value of each condition depending on which star it is. For example, the second star's condition should be

```

    {this.props.rating >= 2 ? (
      <IoIosStar />
    ) : (
      <IoIosStarOutline />
    ) }

```

The second star should be empty if the rating is less than two. It should be filled if the rating is more than or equal to two. The same goes for the third, fourth and fifth star.

3.4 Adding Local State to a Component

Now, suppose we want our user to be able to change the rating by clicking on the specified star. How do we make our rating component render in response to a user click? And considering that we cannot modify `this.props.rating`?

This is where we have to add 'state' to our `Rating` component. State is similar to props, but it is private and fully controlled by the component. State manages data that will change within a component. Whenever state changes, the UI is re-rendered to reflect those changes. We often refer to this as the component or local state. To add local state to our component, we first add a class constructor that assigns the initial state:

```

class Rating extends Component {

  constructor(props) {
    super(props);
    this.state = {rating: this.props.rating};
  }

```

```
}
```

```
...
```

Note how *props* is passed to the base constructor with *super(props)*. We should always call the base constructor with *props*. *props* in turn are sent to the superclass by invoking *super()*. The superclass is *React.Component*. Invoking *super* initializes the component instance and *React.Component* decorates that instance with functionality that includes state management. After invoking *super*, we can initialize our component's state variables.

Just like *props*, realize that *this.state* is a single object that can contain one or more attributes. We initialize our initial state in the constructor. Our current state is an object containing a single attribute *rating* which is assigned the value from *this.props.rating*. You can also initialize *rating* in state to 0 by default with *this.state = {rating: 0};*

Next, replace *this.props.rating* with *this.state.rating* in the *render()* method:

```
render() {
  return (
    <div>
      <h1>Rating: {this.state.rating}</h1>
      {this.state.rating >= 1 ? (
        <IoIosStar />
      ) : (
        <IoIosStarOutline />
      )}
      {this.state.rating >= 2 ? (
        <IoIosStar />
      ) : (
        <IoIosStarOutline />
      )}
      {this.state.rating >= 3 ? (
        <IoIosStar />
      ) : (
        <IoIosStarOutline />
      )}
      {this.state.rating >= 4 ? (
        <IoIosStar />
      ) : (
        <IoIosStarOutline />
      )}
      {this.state.rating >= 5 ? (
```

```

        <IoIosStar />
      ) : (
        <IoIosStarOutline />
      )}
    </div>
  );
}

```

If you run your app now, it should display the Rating component just as the same as before. The purpose of why we use *state.rating* instead of *props.rating* will become clearer in the coming sections.

3.5 Handling Events with States

Next, we want to assign a rating depending on which star the user has clicked. To do so, our component needs to handle the click event. Handling events with React components is very similar to handling events on DOM elements. However, with JSX we pass a function as the event handler, rather than a string. For example, to make our rating component handle user clicks, we add the following in the *render* method:

```

render() {
  return (
    <div>
      <h1>Rating: {this.state.rating}</h1>
      {this.state.rating >= 1 ? (
        <IoIosStar onClick={this.handleClick.bind(this,1)} />
      ) : (
        <IoIosStarOutline onClick={this.handleClick.bind(this,1)} />
      )}
      {this.state.rating >= 2 ? (
        <IoIosStar onClick={this.handleClick.bind(this,2)} />
      ) : (
        <IoIosStarOutline onClick={this.handleClick.bind(this,2)} />
      )}
      {this.state.rating >= 3 ? (
        <IoIosStar onClick={this.handleClick.bind(this,3)} />
      ) : (
        <IoIosStarOutline onClick={this.handleClick.bind(this,3)} />
      )}
      {this.state.rating >= 4 ? (
        <IoIosStar onClick={this.handleClick.bind(this,4)} />
      ) : (
        <IoIosStarOutline onClick={this.handleClick.bind(this,4)} />
      )}
      {this.state.rating >= 5 ? (

```

```

        <IoIosStar onClick={this.handleClick.bind(this,5)} />
      ) : (
        <IoIosStarOutline onClick={this.handleClick.bind(this,5)} />
      ) }
    </div>
  );
}

```

In each star, we pass in the *handleClick* function as the event handler with *ratingValue* attribute to the *onClick* event. For example, we have `onClick={this.handleClick.bind(this,1)}` to assign a rating of one if a user clicks on this star. We then change the value of the argument to *handleClick* function depending on which star it is. The second star's *handleClick* should be `onClick={this.handleClick.bind(this,2)}`. So, when a user clicks on the second star, the *handleClick* method is called with property *rating* of value two. When a user clicks on the third star, the *handleClick* method is called with property *rating* of value three and so on.

Next, we also need to bind the *handleClick* function to our component with `this.handleClick.bind(this,<value>)` as class methods in Javascript are not bound by default.

We then define the *handleClick* function:

```

handleClick(ratingValue) {
  this.setState({rating:ratingValue});
}

```

Note that in *handleClick*, we CANNOT modify our state directly like `this.state.rating = ratingValue`. Whenever we want to modify our state, we must use the *setState* method which we automatically calls the *render()* method which re-renders our component thus showing the updated value on to the view.

Running your App

When you run your app now, you should be able to see your ratings and also adjust their values by clicking on the specified star (figure 3.5.1).

Rating: 2

★★☆☆☆

Rating: 2

★★☆☆☆

Rating: 4

★★★★☆

Rating: 4

★★★★☆

Rating: 5

★★★★★

fig. 3.5.1

Note that we have five different rating components each having their own local state. Each updates independently. Each rating component does not have access to another rating component's state. But each rating component may choose to pass its state down as props to its own child components in a top-down fashion.

Summary

In this chapter, we learnt about CSS class binding, props, adding local state and handling events. In the next chapter, we will see how to put multiple components together in an application.

Visit my GitHub repository at <https://github.com/greglim81/react-chapter3> if you have not already to have the full source code for this chapter or contact me at support@i-ducate.com if you encounter any errors with your code.

CHAPTER 4: WORKING WITH COMPONENTS

In this chapter, we will learn more about using components, how to reuse them and put them together in an application. Execute the codes in the following sections in your existing project from chapter three.

4.1 Styles

On top of the components provided by React-bootstrap, we can further modify them with our own css styles required by our component. These *styles* are scoped only to your component. They won't effect to the outer DOM or other components.

To illustrate, suppose we want our filled stars to be orange, in Rating.js we add the following in **bold** after *export default Rating*:

```
...
export default Rating;

const styles={
  starStyle:{
    color: 'orange'
  }
}
```

We have created a new object under the Rating component called *styles* and in it, we provide the styling specifications. If required, you can further specify other styling properties like *height*, *backgroundColor*, *fontSize* etc.

To apply this style, add the below *style* attribute in the *<div>* containing the rating component.

```
render() {
  return (
    <div style={styles.starStyle}>
      <h1>Rating: {this.state.rating}</h1>
    ...
  )
}
```

When we run our application, we will see our filled stars with the orange css applied to it (fig. 4.1.1).



figure. 4.1.1

4.2 Example Application

We will reuse the rating component that we have made and implement a product listing like in figure 4.2.1.



fig. 4.2.1

This is like the list of products on Amazon. For each product, we have an image, the product name, the product release date, the rating component and the number of ratings it has.

In *src*, create a new component file *Product.js* that contains the Product Component. This component will be used to render one product. Fill in the file with the below code.

```
import React, { Component } from 'react';

class Product extends Component {

  constructor(props) {
    super(props);
  }
}
```



```

    }

    render() {
      return (
        );
    }
  }

export default Product;

```

Now, how do we get our template to render each product listing like in figure 4.2.1? We use the *media object* in react-bootstrap. Go to react-bootstrap.github.io, in 'Layout', click on 'Media' (fig. 4.2.2) and copy the JSX markup there into the *render* method of Product Component.

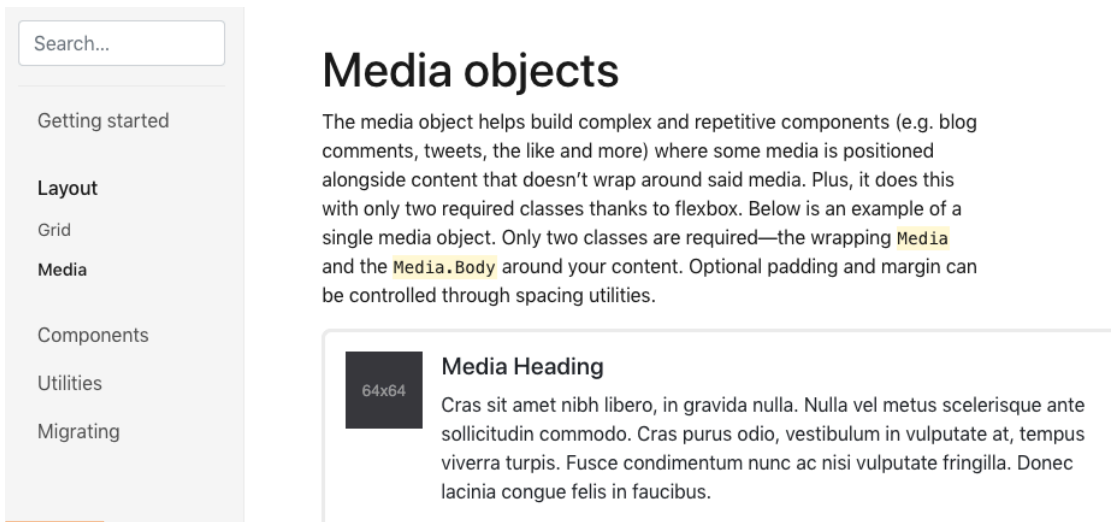


fig. 4.2.2

Next in *render*, we use *props* to assign values of our product into our JSX. Type in the below codes in bold into the template.

```

render() {
  return (
    <div>
      <Media>
        <img
          width={64}
          height={64}
          className="mr-3"
          src={this.props.data.imageUrl}

```

```

        alt="Image"
      />
    <Media.Body>
      <h5>{this.props.data.productName}</h5>
      { this.props.data.releasedDate }
      <Rating
        rating={this.props.data.rating}
        numOfReviews={this.props.data.numOfReviews}
      />
      <p>{this.props.data.description}</p>
    </Media.Body>
  </Media>
</div>
);
}

```

With the above code, our product component is expecting a *props data* object with the fields: *imageUrl*, *productName*, *releasedDate* and *description*.

We have also added our rating component that expects input rating and number of reviews.

```

<Rating
  rating={this.props.data.rating}
  numOfReviews={this.props.data.numOfReviews}
/>

```

Our rating component currently only has *rating-value* as input. Add *{this.props.numOfReviews}* at the end of *Rating.js* to display the number of reviews beside the rating stars.

Lastly in *Product.js*, make sure that you have imported *Rating* and *Media*:

```

import Rating from './Rating';
import { Media } from 'react-bootstrap';

```

Products.js

Next in *Products.js*, add a method *getProducts* that is responsible for returning a list of products. Type in the below code (or copy it from my GitHub repository <https://github.com/greglim81/react-chapter4>) into *Products.js*.

```

getProducts() {
  return [
    {
      imageUrl: "http://loremflickr.com/150/150?random=1",
      productName: "Product 1",
      releasedDate: "May 31, 2016",
    }
  ]
}

```

Beginning React

```
      description: "Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Aenean porttitor, tellus laoreet venenatis facilisis, enim ex faucibus nulla, id
rutrum ligula purus sit amet mauris. ",
      rating: 4,
      numOfReviews: 2
    },
    {
      imageUrl: "http://loremflickr.com/150/150?random=2",
      productName: "Product 2",
      releasedDate: "October 31, 2016",
      description: "Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Aenean porttitor, tellus laoreet venenatis facilisis, enim ex faucibus nulla, id
rutrum ligula purus sit amet mauris. ",
      rating: 2,
      numOfReviews: 12
    },
    {
      imageUrl: "http://loremflickr.com/150/150?random=3",
      productName: "Product 3",
      releasedDate: "July 30, 2016",
      description: "Lorem ipsum dolor sit amet, consectetur adipiscing elit.
Aenean porttitor, tellus laoreet venenatis facilisis, enim ex faucibus nulla, id
rutrum ligula purus sit amet mauris. ",
      rating: 5,
      numOfReviews: 2
    }
  ]
};
}
```

Notice that in our class, we currently hardcode an array of product objects. Later on, we will explore how to receive data from a server.

For *imageUrl*, we use <http://loremflickr.com/150/150?random=1> to render a random image 150 pixels by 150 pixels. For multiple product images, we change the query string parameter *random=2, 3,4* and so on to get a different random image.

The *getProducts* method will be called in our Products Component constructor. We return the results from *getProducts* to a *products* variable. Add the codes below in **bold** into Products.js.

Products.js

```
import React, { Component } from 'react';
import Product from './Product';

class Products extends Component {

  products;

  constructor(props) {
```

```

    super(props);
    this.products = this.getProducts();
  }

  getProducts() {
    return [...];
  }

  render() {
    const listProducts = this.products.map((product) =>
      <Product key={product.productName} data={product} />
    );

    return (
      <div>
        <ul>{listProducts}</ul>
      </div>
    );
  }
}

export default Products;

```

The code on `render()` is similar to the one in chapter three where we loop through the names in *products* array to list them. This time however, our element is not just simple strings but an object which itself contains several Product attributes.

The function we define now returns a `<Product>` component with the product *data* object as input for each product. Each *data* object input provides Product component with values from properties *imageUrl*, *productName*, *releasedDate*, *description*, *rating* and *numOfReviews*.

We pass in this function into *map* which loops through each element, calls the function that returns a `<Product />` component for each product, and we are returned a new array of Product components which we assign to *listProducts*.

Note that we have provided *productName* as *key* attribute for our list items. Remember that "key" is a special string attribute which help React identify which items have changed, are added, or are removed. Because *productName* might not be unique, I will leave it to you as an exercise on how you can use *Product id* which uniquely identifies a product to be the key instead.

Lastly in *App.js*, make sure you render your *Products* component:

```

import React from 'react';
import Products from './Products';

function App() {

```

```

return (
  <div className="App">
    <Products />
  </div>
);
}

```

```
export default App;
```

Save all your files and you should have your application running fine like in figure 4.2.3.

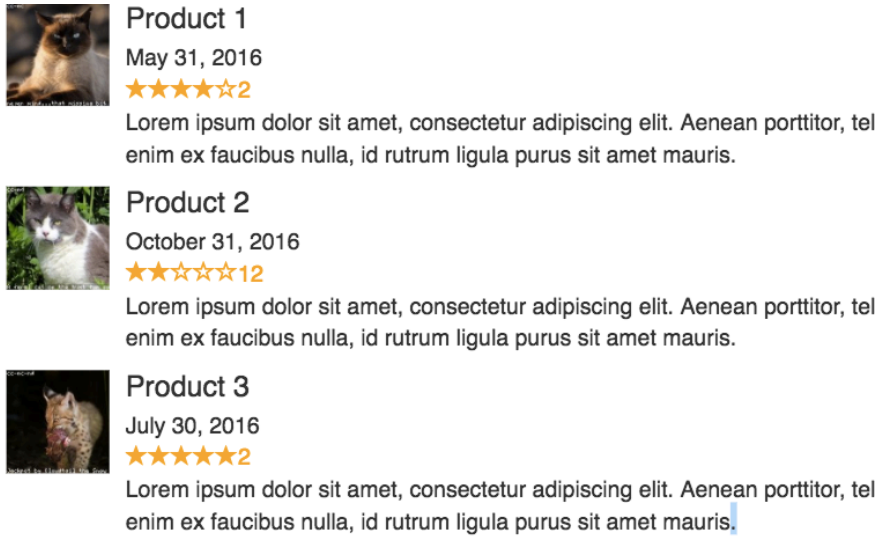


figure 4.2.3

Summary

In this chapter, we illustrate how to modify css styles taken from *react-bootstrap* and reusing components to put them together in our example Product Listing application.

Contact me at support@i-ducate.com if you encounter any issues or visit my GitHub repository at <https://github.com/greglim81/react-chapter4> for the full source code of this chapter.

CHAPTER 5: CONDITIONAL RENDERING

In this chapter, we will explore functionality to give us more control in rendering HTML via JSX.

5.1 Inline If with && Operator

Suppose you want to show or hide part of a view depending on some condition. For example, we have earlier displayed our list of products. But if there are no products to display, we want to display a message like “No products to display” on the page. To do so, in `Product.js` of the existing project from chapter four, add the codes in **bold**:

```
render() {
  const listProducts = this.products.map((product) =>
    <Product key={product.productName} data={product} />
  );

  return (
    <div>
      {listProducts.length > 0 &&
      <ul>{listProducts}</ul>
    </div>
  );
}
```

Now when we run our app again, we should see the products displayed as same as before. But if we comment out our hard-coded data in `Product.js` and return an empty array instead, we should get the following message.

No Products to display

Code Explanation

```
return (
  {listProducts.length > 0 &&
  <ul>{listProducts}</ul>
)
```

Remember that we can embed any expression in JSX by wrapping them in curly braces. Thus, we can use the Javascript logical `&&` operator to conditionally show *listProducts* if *listProducts.length > 0*. If the condition is true, i.e. *listProducts.length > 0* is true, the element right after `&&` which is `{listProducts}` will appear in the output. If it is false, React will ignore and skip it.

The following expression however evaluates to false and therefore, we don't display the message.

```
{listProducts.length == 0 &&
  <ul>No Products to display</ul>
}
```

When we return an empty array however, “*products.length > 0*” evaluates to false and we do not render the list of products. Instead we display the “No products to display message”.

Inline If-Else with Conditional Operator

The above code can also be implemented with if/else by using the Javascript conditional operator *condition ? true : false*. We have actually previously used this to conditionally render either a filled star or empty one.

```
render() {
  const listProducts = this.products.map((product) =>
    <Product key={product.productName} data={product} />
  );

  return (
    <div>
      {listProducts.length > 0 ? (
        <ul>{listProducts}</ul>
      ) : (
        <ul>No Products to display</ul>
      )}
    </div>
  );
}
```

Code Explanation

```
{listProducts.length > 0 ? (
  <ul>{listProducts}</ul>
) : (
  <ul>No Products to display</ul>
)}
```


The above code is saying, "If *listProducts* length is > 0 , then show `{listProducts}`. Otherwise (else) show what follows `‘?’` which is `No Products to display`.

5.2 *props.children*

Sometimes, we need to insert content into our component from the outside. For example, we want to implement a component that wraps a bootstrap jumbotron. A bootstrap jumbotron (fig. 5.2.1) as defined on getbootstrap.com is “A lightweight, flexible component that can optionally extend the entire viewport to showcase key content on your site.”

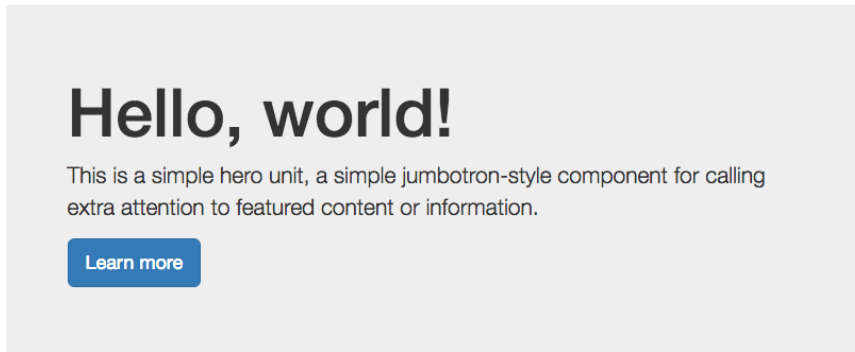


fig. 5.2.1

Here is an implementation of the bootstrap jumbotron component.

```
import React, { Component } from 'react';
import { Jumbotron, Button } from 'react-bootstrap';

class JumboTronComponent extends Component {
  render() {
    return (
      <div>
        <Jumbotron>
          <h1>Hello, world!</h1>
          <p>This is a simple hero unit, a simple jumbotron-style component for
calling extra attention to featured content or information.</p>
          <p><Button variant="primary">Learn more</Button></p>
        </Jumbotron>
      </div>
    );
  }
}

export default JumboTronComponent;
```

The markup above can be obtained from:

<https://react-bootstrap.github.io/components.html#jumbotron>.

The jumbotron component is called in App.js using,

```
import React, { Component } from 'react';
import JumboTronComponent from './JumboTronComponent';

class App extends Component {
  render() {
    return (
      <div>
        <JumboTronComponent />
      </div>
    );
  }
}

export default App;
```

To supply content to the jumbotron component, we can use *attributes* like:

```
<JumboTronComponent body='...' />
```

This is not ideal however. For we probably want to write a lengthier html markup here like,

```
<JumboTronComponent>
  This is a long sentence, and I want to insert content into the
  jumbotron component from the outside.
</JumboTronComponent>
```

That is to say, we want to insert content into the jumbotron component from the outside. To do so, we use *this.props.children* as shown below:

```
import React, { Component } from 'react';
import { Jumbotron, Button } from 'react-bootstrap';

class JumboTronComponent extends Component {

  constructor(props) {
    super(props);
  }
```

```

render() {
  return (
    <div>
      <Jumbotron>
        <h1>Hello, world!</h1>
        <p>{this.props.children}</p>
        <p><Button variant="primary">Learn more</Button></p>
      </Jumbotron>
    </div>
  );
}
}

export default JumboTronComponent;

```

If there is a string in between an opening and closing tag, the string is passed as a special prop: *props.children*. So, in the code above, *this.props.children* will be the string between `<JumboTronComponent>` and `</JumboTronComponent>` as shown in **bold** below:

```

<JumboTronComponent>
  This is a long sentence, and I want to insert content into the
  jumbotron component from the outside.
</JumboTronComponent>

```

Summary

In this chapter, we introduced the inline if ‘&&’ operator that gives us more conditional control in rendering our JSX. We have also learnt about inserting content into components from the outside using *props.children*.

Contact me at support@i-ducate.com if you encounter any issues or visit my GitHub repository at <https://github.com/greglim81/react-chapter5> for the source code of `Product.js` and `JumboTronComponent.js`.

CHAPTER 6: BUILDING FORMS USING FORMIK

In this chapter, we look at how to implement forms in React using an external library called Formik. Why use an external library to create Forms you might ask? You can certainly create Forms in React without an external library but as requirements for the Form increase for example, validation of form fields, you will realize (annoyingly) that one has to create a lot of code to get values in and out of the form state, validation and showing of error messages and handling form submissions. This leads to unorganized code and unnecessary complexity. You can see an example of such a form in <https://github.com/greglim81/react-chapter6/blob/master/src/old-UserForm.js>. This is actually the old form code for this chapter.

Using Formik (<https://jaredpalmer.com/formik/>), it helps us with these annoying parts and keeps code organized. Install Formik with the following command:

```
npm install formik --save
```

6.1 Create an Initial Form Template

First, either in a new React project or in your existing project from chapter 5, create a new file `UserForm.js` and copy and paste the form template from the Formik Overview site under “Reducing boilerplate” (<https://jaredpalmer.com/formik/docs/overview>).

Getting Started

Overview
Tutorial
Resources

Guides

Validation
Arrays and Nested Objects
TypeScript
React Native
Form Submission

API Reference

<Formik />
withFormik()
<Field />
<FieldArray />
<Form />

Reducing boilerplate

The code above is very explicit about exactly what Formik is doing. `onChange` -> `handleChange`, `onBlur` -> `handleBlur`, and so on. However, to save you time, Formik comes with a few extra components to make life easier and less verbose: `<Form />`, `<Field />`, and `<ErrorMessage />`. They use React context to hook into the parent `<Formik />` state/methods.

```
// Render Prop
import React from 'react';
import { Formik, Form, Field, ErrorMessage } from 'formik';

const Basic = () => (
  <div>
    <h1>Any place in your app!</h1>
    <Formik
      initialValues={{ email: '', password: '' }}
      validate={values => {
        let errors = {};
        if (!values.email) {
          errors.email = 'Required';
        } else if (
          !/^[A-Z0-9._%+-]+@[A-Z0-9.-]+\.[A-Z]{2,}$/i.test(values.email)
        ) {
          errors.email = 'Invalid email address';
        }
      }
    />
  </div>
)
```

Your UserForm.js should look like the below (note that I have modified it slightly for ES6):

```
import React, { Component } from 'react';
import { Formik, Form, Field, ErrorMessage } from 'formik';

class UserForm extends Component {
  constructor(props){
    super(props);
  }

  render(){
    return(
      <div>
        <h1>Any place in your app!</h1>
        <Formik
          initialValues={{ email: '', password: '' }}
          validate={values => {
            let errors = {};
            if (!values.email) {
              errors.email = 'Required';
            } else if (
              !/^[A-Z0-9._%+-]+@[A-Z0-9.-]+\.[A-
Z]{2,}$/i.test(values.email)
            ) {
              errors.email = 'Invalid email address';
            }
            return errors;
          }}
          onSubmit={((values, { setSubmitting }) => {
            setTimeout(() => {
              alert(JSON.stringify(values, null, 2));
              setSubmitting(false);
            }, 400);
          })}
        >
          {{{ isSubmitting }}} => (
            <Form>
              <Field type="email" name="email" />
              <ErrorMessage name="email" component="div" />
              <Field type="password" name="password" />
              <ErrorMessage name="password" component="div" />
              <button type="submit" disabled={isSubmitting}>
                Submit
              </button>
            </Form>
          )}
        </Formik>
      </div>
    );
  }
}
```

```

    </div>
  )
}
}
}

```

```
export default UserForm;
```

If you run your code (do remember to initialize the UserForm component in App.js), you should have the form appearing. Try entering values into the form and when you click submit, there will be a popup with the values in a JSON object.

Any place in your app!

greg@gmail.com

localhost:3000 says

```
{
  "email": "greg@gmail.com",
  "password": "123456"
}
```

OK

Code Explanation

```
import React, { Component } from 'react';
import { Formik, Form, Field, ErrorMessage } from 'formik';
```

First, we import the necessary Formik components that will be used.

```
<Formik
  initialValues={{ email: '', password: '' }}

```

Next, we have the `<Formik />` component with its *initialValues* attribute. *initialValues* as its name suggest populates the initial field values of the form. It also makes these values available to the *render* method as *values* i.e. *values.email* and *values.password*.

```

    validate={values => {
      let errors = {};
      if (!values.email) {
        errors.email = 'Required';
      } else if (
        !/^[A-Z0-9._%+-]+@[A-Z0-9.-]+\.[A-Z]{2,}$/i.test(values.email)
      ) {
        errors.email = 'Invalid email address';
      }
      return errors;
    }

```

```
}}
```

We then have the *validate* function to validate the form's *values*. We first initialize an empty *errors* object to store the error message(s). We first check if the email field is empty using `if (!values.email)`. If so, assign *errors.email* to be 'Required'. Next, we check if the email is a valid email address using the expression: `if (!/^([A-Z0-9._%+-]+@[A-Z0-9.-]+\.[A-Z]{2,})$/i.test(values.email)).`

```
onSubmit={ (values, { setSubmitting }) => {
  setTimeout(() => {
    alert(JSON.stringify(values, null, 2));
    setSubmitting(false);
  }, 400);
}}
```

We then have our *onSubmit* form submission handler. We pass in the forms *values* and a promise which shows an alert box with the submitted form values in a JSON object.

```
{{ isSubmitting }} => (
  <Form>
    <Field type="email" name="email" />
    <ErrorMessage name="email" component="div" />
    <Field type="password" name="password" />
    <ErrorMessage name="password" component="div" />
    <button type="submit" disabled={isSubmitting}>
      Submit
    </button>
  </Form>
)
```

The body of the Form is created with the `<Form />` component which is a small wrapper around the HTML `<form>` element. In the `<Form />` we have the `<Field />` component which hook up inputs to Formik. It uses the *name* attribute to match up with the Formik state (i.e. *values.email*, *values.password*). `<Field />` defaults to an HTML `<input />` element.

Below each `<Field />`, we have an `<ErrorMessage />` component. `<ErrorMessage />` renders the error message of a given field that has been visited. It is important that a field is visited first before we show any errors as we should avoid showing errors prematurely before the user has had a chance to edit the value, for example when the form is freshly loaded.

When you run your form, try placing your cursor in the email field and then moving away from it. You will see the validation error message 'Required' appearing.

Any place in your app!

 Required

Likewise, when you fill in an invalid email address, the validation error message 'invalid email address' appears.

Any place in your app!

 Invalid email address

We can easily include other custom validation like email, password minimum length. We will implement this in the next section.

6.2 Adding more Custom Validation

To add a custom validation to check for email and password minimum length, add the below codes in bold:

```

...
<Formik
  initialValues={{ email: '', password: '' }}
  validate={values => {
    let errors = {};
    if (!values.email) {
      errors.email = 'Required';
    } else if (
      !/^[A-Z0-9._%+-]+@[A-Z0-9.-]+\.[A-
Z]{2,}$/i.test(values.email)
    ) {
      errors.email = 'Invalid email address';
    }
    else if (values.email.length < 10) {
      errors.email = 'Email address too short';
    }
  }

```

```

    if (!values.password) {
      errors.password = 'Required';
    }
    else if (values.password.length < 8) {
      errors.password = 'Password too short';
    }
    return errors;
  }}
  ...

```

Code Explanation

```

    else if (values.email.length < 10) {
      errors.email = 'Email address too short';
    }

```

Here, we check if the email length is less than 10, following which we assign *errors.email* with the appropriate error message. We do a similar validation for the password field with the below code:

```

    if (!values.password) {
      errors.password = 'Required';
    }
    else if (values.password.length < 8) {
      errors.password = 'Password too short';
    }

```

6.3 Formatting Validation Error Messages

Our error messages are currently however not very prominent.

Any place in your app!

Invalid email address

It would be better if we change the error messages' font color to red and to bold it. We do so by adding a *span* tag to it:

```

    ({ isSubmitting }) => (

```

```

<Form>
  <Field type="email" name="email" />
  <span style={{ color:"red", fontWeight: "bold" }}>
    <ErrorMessage name="email" component="div" />
  </span>
  <Field type="password" name="password" />
  <span style={{ color:"red", fontWeight: "bold" }}>
    <ErrorMessage name="password" component="div" />
  </span>
  <button type="submit" disabled={isSubmitting}>
    Submit
  </button>
</Form>
)}

```

Now our error messages appear more prominently:

Any place in your app!

g@mail.c

Invalid email address

...

Password too short

Submit

Below lists the complete code for UserForm.js which is also available in my React GitHub repository (<https://github.com/greglim81/react-chapter6>).

```

import React, { Component } from 'react';
import { Formik, Form, Field, ErrorMessage } from 'formik';

class UserForm extends Component {
  constructor(props) {
    super(props);
  }

  render() {
    return(
      <div>
        <h1>Any place in your app!</h1>
        <Formik
          initialValues={{ email: '', password: '' }}

```

```

validate={values => {
  let errors = {};
  if (!values.email) {
    errors.email = 'Required';
  } else if (
    !/^[A-Z0-9._%+-]+@[A-Z0-9.-]+\.[A-Z]{2,}$/i.test(values.email)
  ) {
    errors.email = 'Invalid email address';
  }
  else if (values.email.length < 10) {
    errors.email = 'Email address too short';
  }

  if (!values.password) {
    errors.password = 'Required';
  }
  else if (values.password.length < 8) {
    errors.password = 'Password too short';
  }
  return errors;
}}
onSubmit={(values, { setSubmitting }) => {
  setTimeout(() => {
    alert(JSON.stringify(values, null, 2));
    setSubmitting(false);
  }, 400);
}}
>
(({ isSubmitting }) => (
  <Form>
    <Field type="email" name="email" />
    <span style={{ color:"red", fontWeight: "bold" }}>
      <ErrorMessage name="email" component="div" />
    </span>
    <Field type="password" name="password" />
    <span style={{ color:"red", fontWeight: "bold" }}>
      <ErrorMessage name="password" component="div" />
    </span>
    <button type="submit" disabled={isSubmitting}>
      Submit
    </button>
  </Form>
))
</Formik>
</div>

```

```
    )  
  }  
}  
  
export default UserForm;
```

Summary

In this chapter, we learnt how to create a form using the Formik library. We learnt how to handle form inputs, show specific form field validation errors and perform form submission.

Now after submitting a form, we need to persist the data by calling the API endpoint of the server. We will begin to explore on how to communicate with the server in the next chapter.

CHAPTER 7: GETTING DATA FROM RESTFUL APIS WITH AXIOS

In this chapter, we will see how to call backend services to get data through RESTful APIs with the Axios library.

7.1 GitHub RESTful API

Building RESTful APIs is beyond the scope of React because React is a client-side technology whereas building RESTful APIs require server-side technology like NodeJS, ASP.NET, Ruby on Rails and so on. (Later on in chapter 9, we will introduce Firebase, which provides us with a simple way for us to create and store server-side data that we can utilize to build a fully functioning React application!)

We will illustrate by connecting to the GitHub RESTful API to retrieve and manage GitHub content. You can know more about the GitHub API at

<https://developer.github.com/v3/>


But as a quick introduction, we can get GitHub users data with the following url,

<https://api.github.com/search/users?q=<search term>>

We simply specify our search term in the url to get GitHub data for user with name matching our search term. An example is shown below with search term *greg*.

<https://api.github.com/search/users?q=greg>

When we make a call to this url, we will get the following json objects as a result (fig. 7.1.1).



The screenshot shows a web browser with the address bar displaying `https://api.github.com/search/users?q=greg`. The page content is a JSON response from the GitHub API, showing search results for the user 'greg'. The response is a JSON object with the following structure:

```
{
  "total_count": 14813,
  "incomplete_results": false,
  "items": [
    {
      "login": "gregkh",
      "id": 14953,
      "avatar_url": "https://avatars0.githubusercontent.com/u/14953?v=3",
      "gravatar_id": "",
      "url": "https://api.github.com/users/gregkh",
      "html_url": "https://github.com/gregkh",
      "followers_url": "https://api.github.com/users/gregkh/followers",
      "following_url": "https://api.github.com/users/gregkh/following{/other_user}",
      "gists_url": "https://api.github.com/users/gregkh/gists{/gist_id}",
      "starred_url": "https://api.github.com/users/gregkh/starred{/owner}/{/repo}",
      "subscriptions_url": "https://api.github.com/users/gregkh/subscriptions",
      "organizations_url": "https://api.github.com/users/gregkh/orgs",
      "repos_url": "https://api.github.com/users/gregkh/repos",
      "events_url": "https://api.github.com/users/gregkh/events{/privacy}",
      "received_events_url": "https://api.github.com/users/gregkh/received_events",
      "type": "User",
      "site_admin": false,
      "score": 45.86066
    },
    {
      "login": "greg",
      "id": 1658846,
      "avatar_url": "https://avatars0.githubusercontent.com/u/1658846?v=3",
      "gravatar_id": "",
      "url": "https://api.github.com/users/greg",
      "html_url": "https://github.com/greg",
      "followers_url": "https://api.github.com/users/greg/followers",
      "following_url": "https://api.github.com/users/greg/following{/other_user}",
      "gists_url": "https://api.github.com/users/greg/gists{/gist_id}",
      "starred_url": "https://api.github.com/users/greg/starred{/owner}/{/repo}",
      "subscriptions_url": "https://api.github.com/users/greg/subscriptions",
      "organizations_url": "https://api.github.com/users/greg/orgs",
      "repos_url": "https://api.github.com/users/greg/repos",
      "events_url": "https://api.github.com/users/greg/events{/privacy}",
      "received_events_url": "https://api.github.com/users/greg/received_events",
      "type": "User",
      "site_admin": false,
      "score": 44.028103
    }
  ]
}
```

fig. 7.1.1

7.2 Getting Data

To get data using a RESTful API, we are going to use the Axios library. Axios is a promise-based http client for the browser and Node.js. We use it to make ajax calls to the server.

Axios provides the *get()* method for getting a resource, *post()* for creating it, *put()* for updating it, *delete()* for delete and *head()* for getting metadata regarding a resource. We will illustrate using Axios to get data from a RESTful API in the following code example.

To begin, either create a new React project or in your existing project from chapter 6, in *src* folder, create a new file `GitHub.js` with the below code.

```
import React, { Component } from 'react';
import axios from 'axios'; // npm install axios

class GitHub extends Component {

  constructor() {
    super();
    this.getGitHubData('greg');
  }

  getGitHubData(_searchTerm) {
    axios.get("https://api.github.com/search/users?q="+_searchTerm)
      .then(res => {
        console.log(res.data.items);
      });
  }

  render() {
    return (
      <div>
      </div>
    );
  }
}
export default GitHub;
```

getGitHubData is a method that will return GitHub data from our API end point. To call our API end point, we need to use the *axios* library. First, install *axios* by executing the following in Terminal:

```
npm install axios
```

Then in `GitHub.js`, import it using

```
import axios from 'axios';
```

In the constructor, we call the *getGitHubData* method with argument 'greg'. The *getGitHubData* method returns a Promise which we need to subscribe to.

```

getGitHubData(_searchTerm) {
  axios.get("https://api.github.com/search/users?q="+_searchTerm)
    .then(res => {
      console.log(res.data.items);
    });
}

```

Note: If you are unfamiliar with promises, a promise allows us to make sense out of asynchronous behavior. Promises provide handlers to an asynchronous action's eventual success value. Initially, the promise is pending, and then it can either be fulfilled with a value or be rejected with an error reason. When either of these options happens, the associated handlers queued up by a promise's then method are called. This lets asynchronous methods return values like synchronous methods: instead of immediately returning the final value, the asynchronous method returns a promise to supply the value at some point in the future.

In *getGitHubData*, we use the *get()* method of *axios* and give the url of our API endpoint. We have a search term provided by the user from an input which we will implement later. The return type of *get()* is an promise. We subscribe to this promise with *then* so that when an ajax call is completed, the response is fed to the Promise and then pushed to the component.

We then pass in our callback function *res => console.log(res.data.items)*. Note that we have to access *data.items* property to get the *items* array direct as that is the json structure of the GitHub response. So when our ajax call is completed, we print the list of items returned which is the GitHub users search results.

Running our App

Before we run our app, remember that we have to import and call our GitHub component in App.js.

```

import React, { Component } from 'react';
import GitHub from './GitHub';

class App extends Component {

  render() {
    return (
      <div>
        <GitHub />
      </div>
    );
  }
}

export default App;

```

When we run our app in the browser, we get the following result from the server (fig. 7.2.1).

```
(30) [{"login": "gregkh", "id": 14953, "avatar_url": "https://avatars3.githubusercontent.com/u/14953?v=4", "grava"},
{"login": "greg", "id": 1658846, "avatar_url": "https://avatars3.githubusercontent.com/u/1658846?v=4", "gra"},
{"login": "gdb", "id": 211857, "avatar_url": "https://avatars3.githubusercontent.com/u/211857?v=4", "gravat"},
{"login": "wincint", "id": 7074, "avatar_url": "https://avatars0.githubusercontent.com/u/7074?v=4", "gravat"},
{"login": "myfreeweb", "id": 208340, "avatar_url": "https://avatars0.githubusercontent.com/u/208340?v=4", "g"},
{"login": "pixelass", "id": 1148334, "avatar_url": "https://avatars3.githubusercontent.com/u/1148334?v=4", "g"},
{"login": "gregheo", "id": 77462, "avatar_url": "https://avatars0.githubusercontent.com/u/77462?v=4", "grav"},
{"login": "gmaxwell", "id": 858454, "avatar_url": "https://avatars1.githubusercontent.com/u/858454?v=4", "g"},
{"login": "gregmalcolm", "id": 64433, "avatar_url": "https://avatars3.githubusercontent.com/u/64433?v=4", "g"},
{"login": "gregwebs", "id": 1183, "avatar_url": "https://avatars2.githubusercontent.com/u/1183?v=4", "grava"},
{"login": "gregrickaby", "id": 200280, "avatar_url": "https://avatars2.githubusercontent.com/u/200280?v=4", "g"},
{"login": "sellout", "id": 33031, "avatar_url": "https://avatars2.githubusercontent.com/u/33031?v=4", "gra"},
{"login": "gshackles", "id": 196182, "avatar_url": "https://avatars0.githubusercontent.com/u/196182?v=4", "g"},
{"login": "gschier", "id": 587576, "avatar_url": "https://avatars1.githubusercontent.com/u/587576?v=4", "g"},
{"login": "greghaynes", "id": 42657, "avatar_url": "https://avatars2.githubusercontent.com/u/42657?v=4", "g"},
{"login": "greggersh", "id": 41960, "avatar_url": "https://avatars2.githubusercontent.com/u/41960?v=4", "g"},
{"login": "gregnewman", "id": 2026, "avatar_url": "https://avatars3.githubusercontent.com/u/2026?v=4", "gr"}]
```

figure 7.2.1

Our requested json object is a single object containing an items array of size 30 with each item representing the data of a GitHub user.

Each *user* object has properties *avatar_url*, *html_url*, *login*, *score*, and so on (fig. 7.2.2).

```
▼ (30) [{"_id": "14953", "username": "gregkh", "name": "Gregory Khachatryan", "avatar_url": "https://avatars3.githubusercontent.com/u/14953", "events_url": "https://api.github.com/users/gregkh/events{/page}", "followers_url": "https://api.github.com/users/gregkh/followers", "following_url": "https://api.github.com/users/gregkh/following{/page}", "gists_url": "https://api.github.com/users/gregkh/gists{/id}", "gravatar_id": "", "html_url": "https://github.com/gregkh", "id": 14953, "login": "gregkh", "organizations_url": "https://api.github.com/users/gregkh/orgs", "received_events_url": "https://api.github.com/users/gregkh", "repos_url": "https://api.github.com/users/gregkh/repos", "score": 47.318897, "site_admin": false, "starred_url": "https://api.github.com/users/gregkh/starred{/owner}/{repo}", "subscriptions_url": "https://api.github.com/users/gregkh/subscriptions", "type": "User", "url": "https://api.github.com/users/gregkh"}]
```

figure 7.2.2

7.3 Life Cycle *componentDidMount*

Even though our code currently works, it doesn't follow best practices. We are currently calling the server in the constructor of the app component. As a best practice, constructors should be lightweight and should not contain any costly operations making it easier to test and debug. So where should we move our code to?

Components have a lifecycle which is managed by React. There are lifecycle hooks which we can tap into when a component is mounted or updated. These methods are invoked either before or after the component renders the UI. To do this, we need to implement one or more of the following interfaces in the component.

```
constructor(props)
render()
componentDidMount()
```

Note: The constructor is not technically a lifecycle method, but we include it as it is called when a component first initializes. The constructor is also where we should initialize the state since it is always the first function invoked when a component is mounted. For completeness sake, I also mention the *componentWillMount()* life cycle method which is called before any HTML element is rendered. But *constructor* already allows to execute code before *render*. Therefore, you can safely ignore the *componentWillMount()* life cycle method.

Each of the interfaces has a method that we can implement in our component. When the right moment arrives, React will call these methods. In the following, we will implement the *componentDidMount()* interface which is notified after the first render of the component. This is where ajax requests and DOM or state updates should occur.

In terms of lifecycle, *componentDidMount()* is called after the constructor. So in the constructor, we do lightweight and basic initialization and if we need to call the server, we do it in *componentDidMount*. So we shift the code to call GitHub from the constructor to *componentDidMount* as shown below.

```
class GitHub extends Component {
  constructor() {
    super();
  }

  componentDidMount() {
    this.getGitHubData('greg');
  }

  getGitHubData(_searchTerm) {
```

```

    axios.get("https://api.github.com/search/users?q="+_searchTerm)
      .then(res => {
        console.log(res.data.items);
      });
  }
}

```

7.4 Showing a Loader Icon

While getting content from a server, it is often useful to show a loading icon to the user (fig. 7.4.1).



figure 7.4.1

To do so, in app component, create a state variable called *isLoading* and set it to *true* like in the below code.

```

class GitHub extends Component {

  constructor() {
    super();
    this.state = {
      isLoading : true
    };
  }
}

```

isLoading will be true when loading of results from server is still going on. We set it to true in the beginning since we call *getGitHubData* in *componentDidMount*.

Next, in the *then()* method, set *isLoading* to false because at this point, we get the results from the server and loading is finished.

```

getGitHubData(_searchTerm) {
  axios.get("https://api.github.com/search/users?q="+_searchTerm)
    .then(res => {
      this.setState({
        isLoading : false,
      })
      console.log(res.data.items);
    });
}

```

Lastly, in *render()*, add a *div* that shows the loading icon. We use the if *@@* conditional to make the *div* visible only when the component is loading.

```
template: `
  render() {
    return (
      <div>
        { this.state.isLoading &&
          <h4>Getting data...</h4>
        }
      </div>
    );
  }
}
```

If you load your app in the browser, you should see the “Getting data” message being displayed for a short moment before data from the server is loaded.

We will now replace the “Getting data” message with the loading icon. To get the loading icon, *google* ‘react loading icon’ and the first result should be <https://www.npmjs.com/package/react-loading>. *React-loading* is a library that provides many easy to use animations for React projects (fig. 7.4.2).

Cubes



Cylon



Spin



SpinningBubbles



figure 7.4.2

Install the *react-loading* library in the Terminal with the code:

```
npm install react-loading
```

Back in *GitHub.js*, import *ReactLoading* with the statement:

```
import ReactLoading from 'react-loading';
```

To add the loading icon, replace the “*Getting data...*” message with the following code in bold:

```

<div>
  { this.state.isLoading &&
    <ReactLoading type="spinningBubbles" color="#444" />
  }
</div>

```

We use the `<ReactLoading>` tag and specify *spinningBubbles* as the type to render the spinning bubbles animation. You can try out other kinds of animations as specified in the *react-loading* documentation.

7.5 Implementing a GitHub Results Display Page

We will now implement a page which displays our GitHub user data nicely like in figure 7.5.1.

GitHub User Results

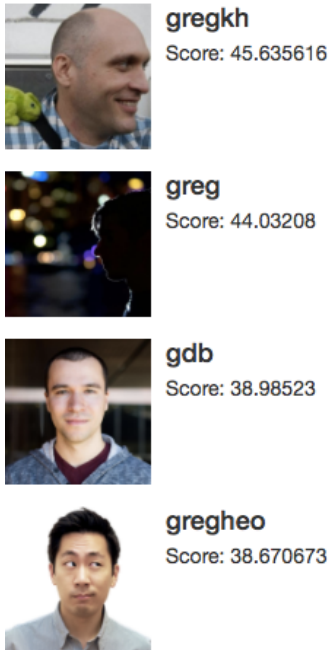


figure 7.5.1

First, we need to declare and initialize an empty *data* array in our state. We declare it in our constructor as *data : []* as shown below.

```
constructor() {
  super();
  this.state = {
    data: [],
    isLoading : true
  };
}
```

We then subscribe to our promise returned from *getGitHubData* and assign the returned result to *data*

array. Note once again that we assign it with *data.items* as this is the users *item* array structured in the json response.

```
getGitHubData(_searchTerm) {
  axios.get("https://api.github.com/search/users?q="+_searchTerm)
    .then(res => {
      this.setState({
        isLoading : false,
        data: res.data.items
      })
    });
}
```

Next, we want to render our GitHub user data nicely. In *render()*, we use the react-bootstrap *Media Object* component from <https://react-bootstrap.github.io/components.html> as what we have done previously.

We will slightly modify the markup from *getbootstrap* and include it in our component as shown below:

```
render() {
  const listUsers = this.state.data.map((user) =>
    <Media key={user.id}>
      <Media.Left>
        <a href={user.html_url}>
          <img width={64} height={64} src={user.avatar_url}
            alt="Image"/>
        </a>
      </Media.Left>
      <Media.Body>
        <Media.Heading>{user.login}</Media.Heading>
        <p>Score: { user.score }</p>
      </Media.Body>
    </Media>
  );

  return (
    <div>
      <h3>GitHub Users Results</h3>
      { this.state.isLoading &&
        <ReactLoading type="spinningBubbles" color="#444" />
      }
      {listUsers}
    </div>
  );
}
```

Lastly, import the elements used in the react-bootstrap component with the import statement:

```
import { Media, Form, FormGroup, FormControl, Button } from 'react-bootstrap';
```

Code Explanation

```
const listUsers = this.state.data.map((user) => <Media>...
```

We use *map* to repeat the media object for each user data we get from GitHub.

We then add four Javascript JSX expressions wrapped in {} inside the template. The user's id, html_url, avatar_url, login id and her score.

```
const listUsers = this.state.data.map((user) =>
  <Media key={user.id}>
    <img
      width={64}
      height={64}
      className="mr-3"
      src={ user.avatar_url }
      alt="Image"
    />
    <Media.Body>
      <h5>{user.login}</h5>
      <p>Score: {user.score}</p>
    </Media.Body>
  </Media>
);
```

Finally, we display our data by including *listUsers* in our return template as shown below:

```
return (
  <div>
    <h3>GitHub Users Results</h3>
    { this.state.isLoading &&
      <ReactLoading type="spinningBubbles" color="#444" />
    }
    {listUsers}
  </div>
);
```

If you run your app now, you should get a similar page as shown below.

GitHub User Results



gregkh

Score: 45.635616



greg

Score: 44.03208



gdb

Score: 38.98523



gregheo

Score: 38.670673

7.6 Adding an Input to GitHub Results Display Page

We are currently hard-coding our search term to `'greg'` in our request to GitHub. We will now use a search input so that a user can type in her search terms and retrieve the relevant search result.

The final GitHub component code will look like below. The first change is that we will not make a call to GitHub through `componentDidMount` in the beginning as we will make the call only when a user clicks on Submit. Therefore, we can remove `componentDidMount`

Next, in the constructor, we initialize `isLoading` to `false` at first since no call to GitHub is made at the beginning. We add a state property `'searchTerm'` which will be entered by the user. We also add the bindings for the `handleChange` and `handleSubmit` methods of the form.

```
constructor() {
  super();
  this.state = {
    data: [],
    searchTerm: '',
    isLoading : false
  };
};
```

```

    this.handleChange = this.handleChange.bind(this);
    this.handleSubmit = this.handleSubmit.bind(this);
  }

```

Once the user submits the form, we set *isLoading* to *true* just before the call to *getGitHubData* to show the loading icon.

```

handleSubmit(e) {
  e.preventDefault();
  this.setState({
    isLoading : true
  })
  this.getGitHubData(this.state.searchTerm);
}

```

Once we get notified of results from our GitHub request, we set *isLoading* to *false* in *getGitHubData* to hide the loading icon.

```

getGitHubData(_searchTerm) {
  axios.get("https://api.github.com/search/users?q="+_searchTerm)
    .then(res => {
      this.setState({
        isLoading : false,
        data: res.data.items
      })
      console.log(res.data.items);
    });
}

```

Next, add the `<Form>` component as shown in **bold**:

```

return (
  <div>
    <Form inline onSubmit={this.handleSubmit}>
      <FormGroup controlId="formInlineName">
        <FormControl
          type="text"
          value={this.state.searchTerm}
          placeholder="Enter Search Term"
          onChange={this.handleChange}
        />
      </FormGroup>
      { ' ' }
      <Button type="submit">
        Search

```

```

        </Button>
      </Form>
      <h3>GitHub Users Results</h3>
      { this.state.isLoading &&
        <ReactLoading type="spinningBubbles" color="#444" />
      }
      {listUsers}
    </div>
  );

```

We use the Form inline to render a simple form with a single input (fig. 7.6.1) which is binded to the state's *searchTerm* property.

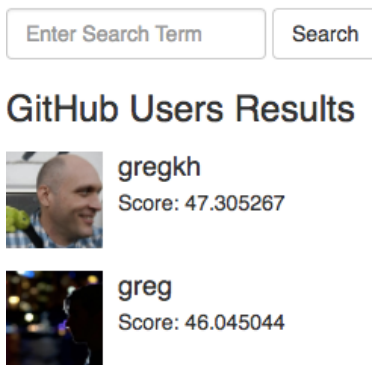


figure 7.6.1

Remember to implement the *handleChange* method which sets the keyed input to the state.

```

handleChange(e) {
  this.setState({ searchTerm: e.target.value });
}

```

Running your App

You can now see GitHub user results displayed as you submit your search terms.

Summary

In the chapter, we learned how implement a GitHub User Search application by connecting our React app to the GitHub RESTful api using Axios, Promises, component lifecycle hooks and displaying a loader icon.

CHAPTER 8: ROUTING

We have so far covered displaying components in a single view. But what if we have multiple views that a user needs to navigate from one to the next? In this chapter, we will explore **Routers** that provide screen navigation in our React Single Page Application.

We are familiar with navigating websites. We enter a URL in the address bar and the browser navigates to a corresponding page. We click links on the page and the browser navigates to a new page. We click the browser's back and forward buttons and the browser navigates backward and forward through the history of pages we've seen.

The *React Router* library borrows from this model. It interprets a browser URL as an instruction to navigate to a client-generated view and can also pass optional parameters along to the supporting view component to help it decide what specific content to present.

Note: React doesn't come with a standard router. *React Router* is a routing solution created by engineers Michael Jackson and Ryan Florence. It has been adopted by the React community as a popular solution for React apps.

We can bind the router to links on a page and it will navigate to the appropriate application view when the user clicks a link. We can also navigate imperatively when the user clicks a button, selects from a drop box, or from other user generated events. And because the router logs activity in the browser's history journal, the back and forward buttons work as well.

In this chapter, we will extend our project from chapter seven to add routing to navigate between Home, GitHub and Not Found components.

Installing React-Router-DOM

The first step to building a Single Page application is to install the *react-router-dom* library by executing the below in the Terminal:

```
npm install --save react-router-dom
```

8.1 Setting Up Our Routes

After installing the *react-router-dom* library, we need to define our routes. Each route is an endpoint that can be entered into the browser's location bar. When a route is requested, we can render the appropriate content.

In your project from the previous chapter, add the following codes in App.js:

```
import React, { Component } from 'react';
import GitHub from './GitHub';
import { BrowserRouter, Route, Switch } from 'react-router-dom';

class App extends Component {
  render() {
    return (
      <div>
        <Header />
      </div>
    );
  }
}
export default App;

class Header extends Component {
  render() {
    return (
      <BrowserRouter>
        <div>
          <Switch>
            <Route path="/github" component={GitHub} />
            <Route exact path="/" component={Home} />
            <Route path="/*" component={NotFound} />
          </Switch>
        </div>
      </BrowserRouter>
    );
  }
}

class Home extends Component {
  render() {
    return (
      <div>
        Home
      </div>
    );
  }
}

class NotFound extends Component {
  render() {
```



```

    return <div>Not Found</div>
  }
}

```

Code Explanation

```

class App extends Component {
  render() {
    return (
      <div>
        <Header />
      </div>
    );
  }
}

```

First, in App, we render a Header component.

```

class Header extends Component {
  render() {
    return (
      <BrowserRouter>
        <div>
          <Switch>
            <Route path="/github" component={GitHub} />
            <Route exact path="/" component={Home} />
            <Route path="/*" component={NotFound} />
          </Switch>
        </div>
      </BrowserRouter>
    )
  }
}

```

Our header component contains *BrowserRouter*, *Switch* and *Route* imported from the ‘react-router-dom’ library which provide the essential routing functionalities.

BrowserRouter contains a list of *Route* components. The routes tell the router which component to render when the window’s location changes. Each *Route* component associates a path to a component. Each *Route* definition has at least two properties, *path*, which is the unique name we assign to our route, and *component* which specifies the associated component. When the browser’s location matches the path, the component will be displayed.

In our route definition, we have specified three components. GitHubComponent, HomeComponent, and NotFoundComponent. To make it easier to illustrate, we define HomeComponent and

NotFoundComponent in App.js instead of in separate files.

```
class Home extends Component {
  render() {
    return (
      <div>
        Home
      </div>
    )
  }
}

class NotFound extends Component {
  render() {
    return <div>Not Found</div>
  }
}
```

You will realize that HomeComponent and NotFoundComponent are very basic components that simply displays a message. This is for the purpose of illustrating navigating to different views.

GitHub Component will simply contain the code we implemented back in chapter seven in App component.

```
<Route path="/github" component={GitHub} />
<Route exact path="/" component={Home} />
<Route path="/*" component={NotFound} />
```

Now, our route definition tells React that:

- if the path contains 'GitHub', React should create an instance of GitHubComponent and render it in the DOM.
- if the path contains '/', React should create an instance of HomeComponent and render it in the DOM. Notice that this route has the *exact* property. Why do we need *exact*? Without *exact*, routes are matched to a path *if the URL we are on contains the path*. This means that if someone navigates to '/github', because it contains '/', Home component will be shown as well. Thus, both GitHub and Home component will be shown at the same time which is not what we want. We therefore specify *exact* so that Home component will only be displayed when the location exactly matches the root '/.
- Lastly, if a user navigates to a route that we have not defined, the path '/' is a wildcard that catches all invalid routes and directs to NotFoundComponent.

In general, more specific route paths should be specified first, i.e. '/github'. Other more inclusive paths like '/' should be specified later. An additional measure to avoid showing more than one component, is

to wrap our routes within the *Switch* component.

```
<Switch>
  <Route path="/github" component={GitHub} />
  <Route exact path="/" component={Home} />
  <Route path="/*" component={NotFound} />
</Switch>
```

The *Switch* component only displays the first route that matches. This assures that only one of these routes will be rendered.

At this point, we can run the app and when you physically type the routes into the browser's location bar, you can watch the content change. We of course do not expect users to navigate our website by typing routes into the location bar. In the next section, we introduce the *Link* component provided by *react-router-dom* to create browser links.

8.2 Navigation Bar Links

Links

Having defined and configured our routes in Header component, we can now add our navigation links to Home and GitHub component. In App.js, add the below codes in bold.

```
...
import {BrowserRouter, Route, Switch, Link} from 'react-router-dom';
import { Nav, Navbar, NavItem } from 'react-bootstrap';

...
class Header extends Component {
  render() {
    return (
      <BrowserRouter>
        <div>
          <Navbar>
            <Navbar.Header>
              <Navbar.Brand>
                <a href="#">React-Bootstrap</a>
              </Navbar.Brand>
            </Navbar.Header>
            <Nav>
              <NavItem><Link to="/">Home</Link></NavItem>
              <NavItem><Link to="/github">GitHub</Link></NavItem>
            </Nav>
          </Navbar>
        </div>
      </BrowserRouter>
    );
  }
}
```

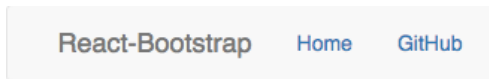
```

    <Switch>
      <Route path="/github" component={GitHub} />
      <Route exact path="/" component={Home} />
      <Route path="/*" component={NotFound} />
    </Switch>
  </div>
</BrowserRouter>
)
}
}

```

Code Explanation

The *Navbar* component markup (and along with its child components) is taken from react-bootstrap's navbar component template (<https://react-bootstrap.github.io/components.html#navbars>). *Navbar* provides for a professional looking navigation bar (fig. 8.2.1).



Home

figure 8.2.1

Note that the default navbar in react-bootstrap renders a navbar with other items in it. We can get rid of the dropdown and keep only the Home and GitHub links for cleaner code.

```

<Nav>
  <NavItem><Link to="/">Home</Link></NavItem>
  <NavItem><Link to="/github">GitHub</Link></NavItem>
</Nav>

```

We provide two navigation items in the navbar with two *NavItems*.

Note that we use *Link* instead of *href* to declare path to our routes. If we implement links using the traditional *href* way like below,

```

<NavItem><a href="#">Home</a></NavItem>
<NavItem><a href="#">GitHub</a></NavItem>

```

the *href* attribute will cause a full page reload which is contrary to the idea of Single Page Applications. In an SPA, we want our application to be loaded only once, and as we click on different links, only a part of the page is refreshed with the content of the target page thus resulting in much faster loading of pages.

We thus replace *href* with *Link* and supply the name of the target route.

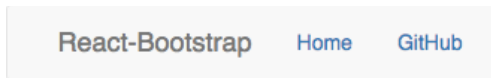
```
<NavItem><Link to="/">Home</Link></NavItem>
<NavItem><Link to="/github">GitHub</Link></NavItem>
```

React Router will navigate the user to the target route specified by finding the route definition with that name. It will then create an instance of the component and render it

And if we try a non-existent route, we get a ‘not found’ page because we have earlier declared the wildcard path to direct to `NotFoundComponent`.

```
<Switch>
  <Route path="/github" component={GitHub} />
  <Route exact path="/" component={Home} />
  <Route path="/*" component={NotFound} />
</Switch>
```

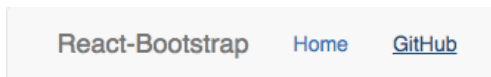
If we run our app now, we'll get a view like in figure 8.2.2.



Home

figure 8.2.2

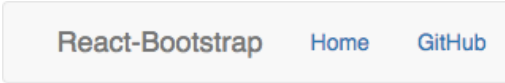
And if we navigate to GitHub, we get the view like in figure 8.2.3



GitHub Users Results

figure 8.2.3

And when you try to enter in an unspecified url, you get the `NotFoundComponent` rendered like in figure 8.2.4



Not Found

figure 8.2.4

Try It Yourself - Adding a New Link

Now, try adding a new link on your own. Remember that you will have to add the new Link in the Header Component like below:

```
<Nav>
  <NavItem><Link to="/">Home</Link></NavItem>
  <NavItem><Link to="/github">GitHub</Link></NavItem>
  <NavItem><Link to="/<path_name>">Path Text</Link></NavItem>
</Nav>
```

Next in Header, import the additional component and add the new path under *Switch* as shown below:

```
<Switch>
  <Route path="/github" component={GitHub} />
  <Route exact path="/" component={Home} />
  <Route exact path="/<path_name>" component={YourOwnComponent} />
  <Route path="/*" component={NotFound} />
</Switch>
```

8.3 Route Parameters

We will now illustrate how to create routes that takes in route parameters. Why do we need this? For example, from the GitHub results page, if we want to navigate to a page to see the details of a specific GitHub user, we can pass in the information via route parameters.

In Header, we add a route that takes in two route parameters as shown below in **bold**.

```
...
import GitHubUser from './GitHubUser';
...

class Header extends Component {
  render() {
    return (
      <BrowserRouter>
```

```

    <div>
      <Navbar>
        ...
      </Navbar>
      <Switch>
        <Route path="/github/user/:login/:score" component={GitHubUser} />
        <Route path="/github" component={GitHub} />
        <Route exact path="/" component={Home} />
        <Route path="/*" component={NotFound} />
      </Switch>
    </div>
  </BrowserRouter>
)
}
}

```

Code Explanation

We first import the `GitHubUser` component which we will implement later. The `GitHubUser` Component simply displays some information about a specific GitHub User.

Next, we add a route

```
<Route path="/github/user/:login/:score" component={GitHubUser} />
```

`/:login/:score` represents the *login* route parameter and the *score* route parameter. If we want to pass in only one parameter for e.g. *login*, it will be just `github/user/:login`. We can pass in multiple parameters (more than two) if we want to.

With this route, whenever we navigate to a url for e.g.

```
http://localhost:3000/GitHub/user/gregkh/45.82885
```

React will render the `GitHubUser` Component with the parameter *login* 'gregkh' and *score* '45.82885'.

You might ask, why is our route `github/user/:login/:score` and not `user/:login/:score`? That is because our GitHub search results is displayed in <http://localhost:3000/GitHub/>. If our search results is displayed in the root i.e. <http://localhost:3000/>, then our route will be `user/:login/:score`.

Specifying Route Parameters

In this section, we illustrate specifying route parameters in each `GitHubUser` Link. In the template of `GitHub.js`, change the line in **bold**.

```
const listUsers = this.state.data.map((user) =>
```

```

<Media key={user.id}>
  <Link to={`github/user/${user.login}/${user.score}`}>
    <img width={64} height={64} src={user.avatar_url}
      alt="Image"/>
  </Link>
  <Media.Body>
    <h5>{user.login}</h5>
    <p>Score: { user.score }</p>
  </Media.Body>
</Media>
);

```

Code Explanation

```

<Link to={`github/user/${user.login}/${user.score}`}>
  <img width={64} height={64} src={user.avatar_url}
    alt="Image"/>
</Link>

```

We add a *Link* to the user image of each search result. When one clicks on the user image, she will be routed to `GitHubUser` Component with parameters *login* and *score*. Note that ES6 allows us to use back ticks to bind our route parameters into the route path:

```
to={`github/user/${user.login}/${user.score}`
```

Retrieving Route Parameters

Next, we create `GitHubUser` Component that shows the details of a particular user. In our case, we will just show the login and score of the user. Create and fill in `GitHubUser.js` with the below code.

```

import React, { Component } from 'react';

class GitHubUser extends Component {

  constructor(props) {
    super(props);
  }

  render() {
    return (
      <div>
        <h1>User Login: { this.props.match.params.login }</h1>
        <h2>User Score: { this.props.match.params.score }</h2>
      </div>
    );
  }
}

```



```

    }
  }
}

export default GitHubUser;

```

Code Explanation

```

render() {
  return (
    <div>
      <h1>User Login: { this.props.match.params.login }</h1>
      <h2>User Score: { this.props.match.params.score }</h2>`
    </div>
  );
}

```

In the *render* method, we display *login* and *score* by getting the route parameters using:

```

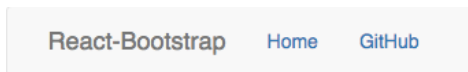
<h1>User Login: { this.props.match.params.login }</h1>
<h2>User Score: { this.props.match.params.score }</h2>`

```

this.props.match.params is an object that holds all the values passed through parameters. We obtain the parameters by specifying them, in this case 'login' and 'score'.

Running your App

If you run your app now and click on one of the GitHub search results, you will be brought to the GitHubUser component which will show you the login and score details of that GitHub user (fig. 10.3.1).



User Login: greg

User Score: 47.51128

figure 8.3.1

8.4 Programmatic Navigation

Suppose we want to redirect a user to another page upon clicking a button or upon clicking submit in a form. In such a case, we cannot use the *Link* directive. Instead, we need to talk to the React router directly and this is what we called programmatic navigation.

The below codes in GitHubUser.js illustrate this:

```
import React, { Component } from 'react';
import { Button } from 'react-bootstrap';

class GitHubUser extends Component {

  constructor(props) {
    super(props);
    this.handleClick = this.handleClick.bind(this);
  }

  handleClick(e) {
    this.props.history.push("/github");
  }

  render() {
    return (
      <div>
        <h1>User Login: { this.props.match.params.login }</h1>
        <h2>User Score: { this.props.match.params.score }</h2>`
        <Button variant="primary" onClick={this.handleClick}>
          Go to GitHub Users
        </Button>
      </div>
    );
  }
}

export default GitHubUser;
```

Code Explanation

```
<Button variant="primary" onClick={this.handleClick}>
  Go to GitHub Users
</Button>
```

In *render*, we have a **Go to GitHub Users** button and we do event binding to bind it to the *handleClick()* method.

```
constructor(props) {
  super(props);
  this.handleClick = this.handleClick.bind(this);
}
```

Remember to bind the method in the constructor:

```
handleClick(e) {  
  this.props.history.push("/github");  
}
```

In the *handleClick* method, we call the *push* method of *this.props.history* which takes in the name of the target route. When the user clicks on the button, the new route is pushed onto the *history* object. Pushing the route into *history* will cause the navigation to occur.

Running your App

If you run your app now, you will be able to go back to the GitHub page from the GitHubUsers page by clicking on the ‘Go to GitHub Users’ button.

Summary

In this chapter, we learnt how to build single page apps with routing. We learnt how to define, configure and render requested components using the Route component. We also learnt about providing route links, how to create routes with parameters and how to retrieve the parameters.

We have covered a lot in this chapter. Contact me at support@i-ducate.com if you have not already to have the full source code for this chapter or if you encounter any errors with your code.

CHAPTER 9: C.R.U.D. WITH FIREBASE



In this chapter, we will cover how to implement full C.R.U.D. operations in React with a backend server. A typical web application architecture consists of the server side and client side. This book teaches you how to implement the client side using React. The client side talks to a backend server to get or save data via RESTful http services built using server-side frameworks like ASP.NET, Node.js and Ruby on Rails. We have explored this when we got data from the GitHub server in chapter seven.

Building the server side however is often time consuming and not in the scope of this course. In this chapter however, we will explore using Firebase as our backend server. Firebase is a very powerful backend platform for building fast and scalable real-time apps. It has been gaining popularity since 2015 and we will introduce it here, so don't worry if you have never worked with Firebase before.

With Firebase, we don't have to write server-side code or design relational databases. Firebase provides us with a real-time, fast and scalable NoSQL database in the cloud and we use a library to talk to this database. This allows us to focus on building our application according to requirements rather than debugging server-side code.

You might ask, what is a NoSQL database? In contrast to relational databases which consists of tables and relationships, in a NoSQL database, we have a tree of JSON objects and each node in the tree can have a different structure. Because we do not have to maintain table schemas, NoSQL databases provide us with one thing less to worry about thereby increasing productivity. However, if your application involves lots of data aggregating, complex querying and reporting, a relational database might still be a better choice.

The aim of this chapter is to however illustrate create, read, update and delete functionality with React and Firebase integrated so that you can go on and create a fully working app. And if you choose to have a different backend server like ASP.NET, Node.js, the same principles will apply.

More on Firebase

Firebase is a real time database. which means that as data is modified, all connected clients are automatically refreshed in an optimized way. If one user adds a new item either through a browser or a mobile app, another user (again either through a browser or mobile app) sees the addition in real time without refreshing the page. Firebase of course provides more than just a real time database. It provides other services like Authentication, cloud messaging, disk space, hosting, analytics and more.

React and firebase work very well together especially in terms of receiving data and state management. This is because firebase provides real-time data synchronization by allowing us to subscribe to an event and give us a new set of data which we can readily call *setState* which re-renders our entire application.

9.1 Using Firebase

We can use Firebase features for free and only pay when our application grows bigger. You can choose between a subscription based or ‘pay as you use’ model. Find out more at firebase.google.com/pricing.

Before adding Firebase to our React project, we need to first create a Firebase account. Go to firebase.google.com and sign in with your Google account.

Click **‘Get Started for Free’** to go to the Firebase console. In the console, click on ‘Create New Project’ (figure 9.1)

Welcome to Firebase

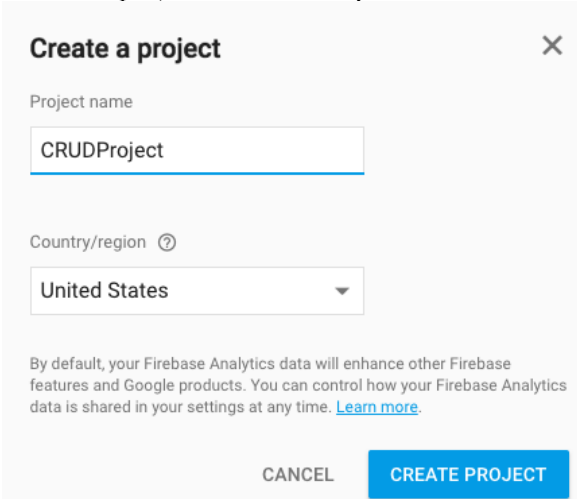
Tools from Google for developing great apps,
engaging with your users and earning more through
mobile ads. [Learn more](#)

CREATE NEW PROJECT

[or import a Google project](#)

figure 9.1.1

Fill in the project name, country and click ‘Create Project’.



The screenshot shows a modal dialog titled "Create a project" with a close button (X) in the top right corner. Inside the dialog, there is a text input field for "Project name" containing the text "CRUDProject". Below this is a dropdown menu for "Country/region" with a question mark icon, currently showing "United States". At the bottom of the dialog, there are two buttons: "CANCEL" and "CREATE PROJECT". A small text block at the bottom of the dialog explains that by default, Firebase Analytics data will enhance other Firebase features and Google products, and provides a link to "Learn more" to control data sharing settings.

figure 9.1.2

In the Welcome screen, click on ‘Add Firebase to your web app’ (figure 9.1.3).

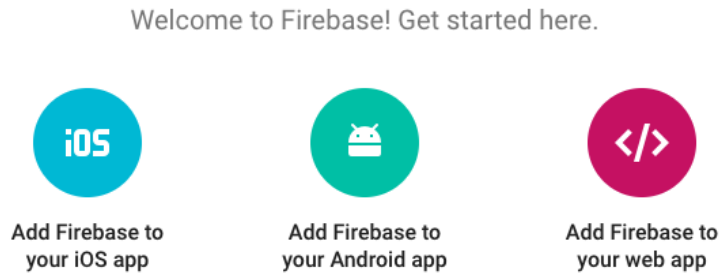


figure 9.1.3

You will see some configuration code that you need to add in your project (fig. 9.1.4).

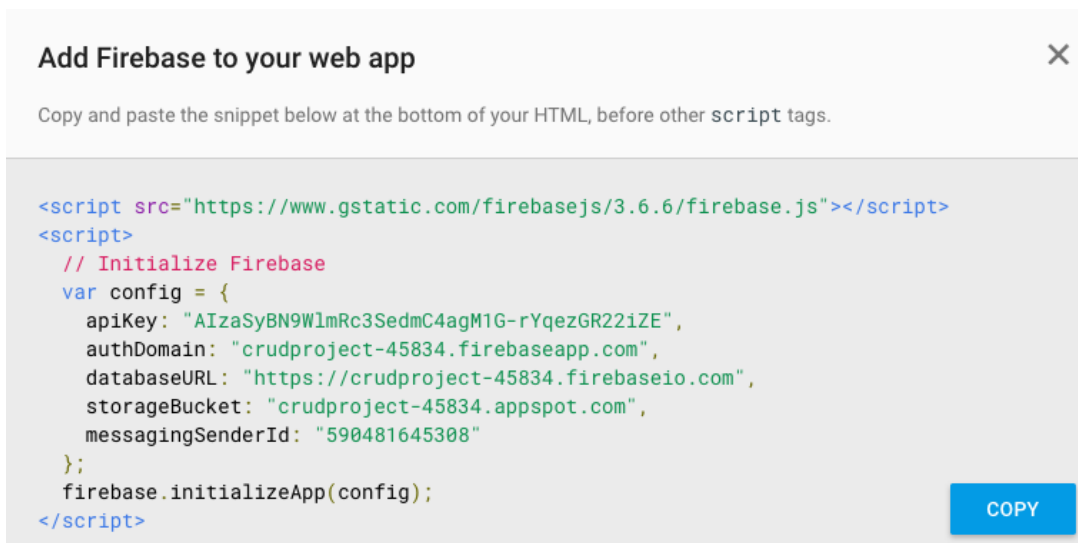


figure 9.1.4

Code Explanation

```
<script src="https://www.gstatic.com/firebasejs/3.6.6/firebase.js"></script>
```

This is a script reference to Firebase SDK. `firebase.js` gives us a library to work with firebase.

```
<script>
```

```
// Initialize Firebase
var config = {
  apiKey: "AIzaSyBN9WlmRc3SedmC4agM1G-rYqezGR22iZE",
  authDomain: "crudproject-45834.firebaseio.com",
  databaseURL: "https://crudproject-45834.firebaseio.com",
  storageBucket: "crudproject-45834.appspot.com",
  messagingSenderId: "590481645308"
  appId: "..."
};
firebase.initializeApp(config);
</script>
```

We have a *config* or configuration object with properties *apiKey*, *authDomain* (a subdomain under firebaseapp.com), *databaseUrl*, *storageBucket* (for storing files like photos, videos etc.), *messagingSenderId* (used for sending push notifications) and *appId*.

9.2 Adding Firebase to our React App

To illustrate connecting Firebase to our React app, we will create a new project using create-react-app (I have named my project *crudproject*).

```
create-react-app crudproject
```

We will next use *npm* to add firebase to our project.

```
npm install firebase --save
```

index.js

In *index.js* of the newly created project, add the lines in **bold** below. Note that the credential properties in *firebaseConfig* should be your own (copied from firebase console)

```
import React from 'react';
import ReactDOM from 'react-dom';
import './index.css';
import App from './App';
import * as serviceWorker from './serviceWorker';
import * as firebase from 'firebase';

var config = {
  apiKey: "AIzaSyBN9WlmRc3SedmC4agM1G-rYqezGR22iZE",
  authDomain: "crudproject-45834.firebaseio.com",
  databaseURL: "https://crudproject-45834.firebaseio.com",
  projectId: "crudproject-45834",
```



```

    storageBucket: "crudproject-45834.appspot.com",
    messagingSenderId: "590481645308"
    appId: "..."
  };

  firebase.initializeApp(config);
ReactDOM.render(<App />, document.getElementById('root'));
serviceWorker.unregister();

```

We initialize firebase in our app with the configurations as provided in the firebase console. This lets us connect to the right database.

App.js

Now to make sure that we have added firebase correctly to our project, go to App.js and add the lines **bold** below.

```

import React, { Component } from 'react';
import * as firebase from 'firebase';

class App extends Component {

  constructor() {
    super();
    console.log(firebase);
  }

  render() {
    return (
      <div>
        <h1></h1>
      </div>
    );
  }
}

export default App;

```

Make sure that the lite web server is running (by executing *npm start*) and in the console, you should see the firebase object printed in the console as shown in figure 9.2.1 to prove that we have added firebase correctly.

```

▼ Object ⓘ
  ▶ INTERNAL: {registerService: f, removeApp: f, factories: {...}, useAsService: f, c
    SDK_VERSION: "6.1.1"
  ▶ User: f P(a, b, c)
  ▶ app: f app(name)
    apps: (...)
  ▶ auth: f serviceNamespace(appArg)
  ▶ database: f serviceNamespace(appArg)
  ▶ default: {__esModule: true, initializeApp: f, app: f, SDK_VERSION: "6.1.1", ...}
  ▶ firestore: f serviceNamespace(appArg)
  ▶ functions: f serviceNamespace(appArg)
  ▶ initializeApp: f ()
  ▶ installations: f serviceNamespace(appArg)
  ▶ messaging: f serviceNamespace(appArg)
  ▶ performance: f serviceNamespace(appArg)
  ▶ storage: f serviceNamespace(appArg)
  __esModule: true
  ▶ get apps: f getApps()
  ▶ __proto__: Object

```

figure 9.2.1

9.3 Working with a Firebase Database

Now let's look at our Firebase database. Go to console.firebase.google.com. Click on your project, and from the menu bar on the left, click on **Database**.

We will store our data here. If you have not worked with NoSQL databases before, you might find it odd in the beginning because there is no concept of tables or relationships here. Our database is basically a tree of key value pair objects. We basically store json objects here that map natively to json objects in JavaScript. So when working with a NoSQL database on the backend, we get a json object from the server and we simply display in on the client. Or we construct a json object on the client and send it to server and we store it as it is. There is no additional mapping needed i.e. from relational format to json format or vice-versa.

Click + to add a new child node to the tree. Each node has a name and a value. Value can be a primitive type like string, boolean, number or it can be a complex object.

The screenshot shows the Firebase Database console interface. At the top, there is a path input field containing 'crudproject-45834:' followed by a 'null' value and a red 'X' icon. Below this, there is a table-like structure with two columns: 'Name' and 'Value'. The 'Name' column has the value 'name' and the 'Value' column has the value 'Ervin Lim'. To the right of the 'Value' field is a red 'X' icon. At the bottom of the form, there are two buttons: 'CANCEL' and 'ADD'.

When you click **Add**, a new node will be added.

crudproject-45834

```
└─ name: "Ervin Lim"
```

(Note that when you add a new child node, the child node gets highlighted in green and the parent node in yellow for a few seconds. If you try deleting a node, that node gets highlighted in red.)

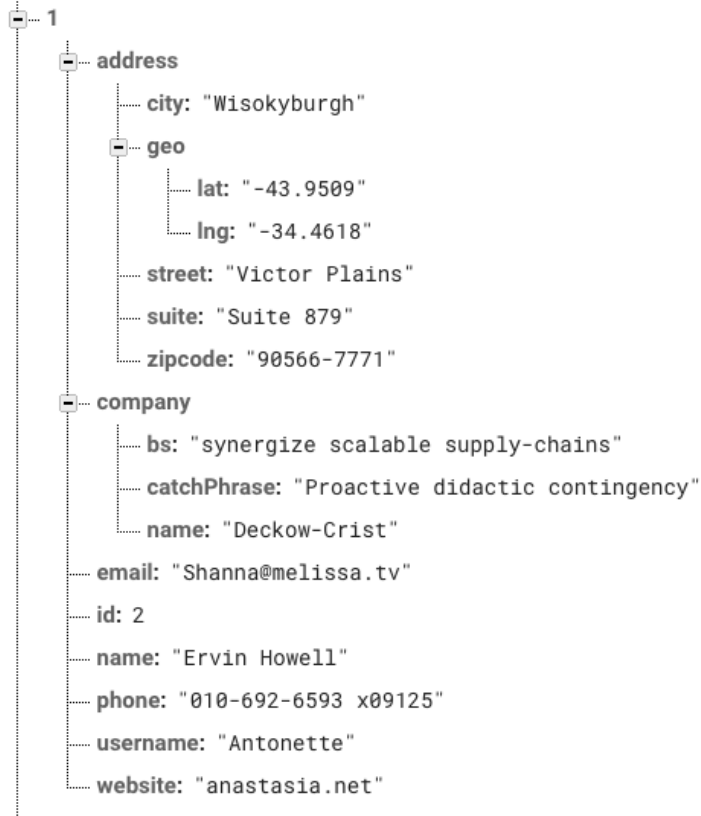
Our values can also be complex objects. You can add complex objects by clicking on the + sign in `Value` of an existing child node. The below tree has a `childnode 0` that contains further properties.

crudproject-45834

```
└─ 0
   └─ email: "Nathan@yesenia.net"
      id: 3
      name: "Clement Ong"
      username: "clem81"
  name: "Ervin Lim"
```

You can of course have complex objects in complex, for e.g.

myfirstfirebaseproject-6da6c



Essentially, we have a hierarchy of key value pairs in a NoSQL database. We don't have tables and relationships. The modelling of objects and their relationships vital to an enterprise level application is beyond the scope of this book (but you can contact me at support@i-ducate.com to enquire about my upcoming book on in-depth Firebase).

In the next sections, we will illustrate with a simple example of user objects in our NoSQL database.

9.4 Displaying List of Users

We will illustrate how to display a list of users. But before that, we need to have existing user data in Firebase. We will use users data from jsonplaceholder at <http://jsonplaceholder.typicode.com/>. jsonplaceholder provides with a fake online REST api and data for testing. So head to

<http://jsonplaceholder.typicode.com/users>

and save the json file. I have saved it as users.json. We can import this json file into our Firebase database by going to Database, click on the right most icon, and select 'Import JSON' (fig. 9.4.1).

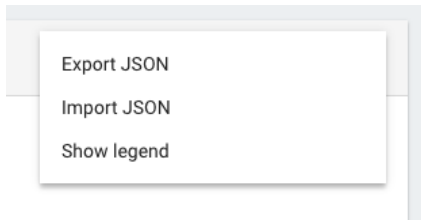


figure 9.4.1

Browse to the user json file you saved and click 'Import' (fig. 9.4.2).

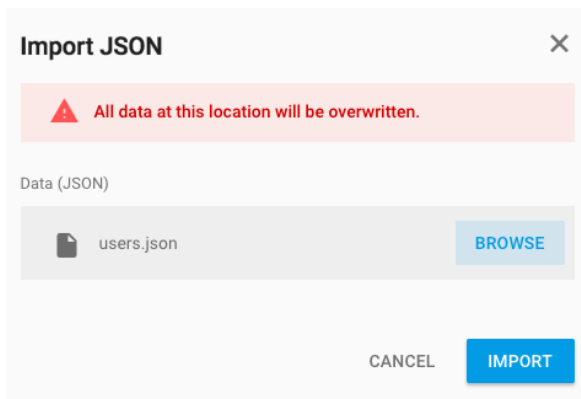


figure 9.4.2

The users data will be imported into firebase (fig. 9.4.3).

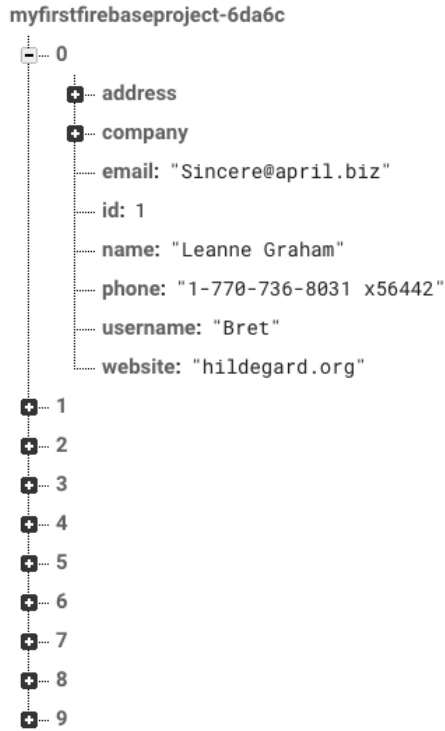


figure 9.4.3

User.js

Next, we will create a user component to display our list of users. Create `User.js` in `src` with the following code.

```

import React, { Component } from 'react';
import * as firebase from 'firebase';

class User extends Component {

  constructor(props) {
    super(props);
    this.state = {
      users: []
    };
  }

  componentDidMount() {
    firebase.database().ref('/')
  }
}

```

```

        .on('value', snapshot => {
            console.log(snapshot.val())
        });
    }

    render() {
        return (
            <div>
            </div>
        );
    }
}

export default User;

```

Code Explanation

```
import * as firebase from 'firebase';
```

We import `firebase` and use it to access our database node in *componentDidMount*. Remember that *componentDidMount* is called after the first render of the component. This is where server requests and state updates should occur.

```

componentDidMount() {
    firebase.database().ref('/')
        .on('value', snapshot => {
            console.log(snapshot.val())
        });
}

```

In *componentDidMount*, we specify the location of a node in `firebase` as an argument to the *firebase.database().ref* method to retrieve our list of users. *firebase.database()* provides us with a `firebase` Database service interface and its *ref* method returns the location in the Database corresponding to the provided path.

In our case, our list of users is at the root node and thus, we specify `'/'`. But say if our list of users is a child node under the parent node `'GitHub'`, we would then have something like

```
firebase.database().ref('/GitHub')
```

We then listen for data changes at our specified location by providing a callback function to the *on* method:

```

componentDidMount() {
    firebase.database().ref('/')

```

```

    .on('value', snapshot => {
      console.log(snapshot.val())
    });
  }

```

This is the primary way to read data from a Database. Our callback will be triggered for the initial data and again whenever the data changes. That is, when we add, edit or delete a user, the callback will be triggered and we will have the updated list.

In the callback, we have a snapshot of *DataSnapshot* type that contains data from a Database location. Any time you read data from a firebase Database, you receive the data as a *DataSnapshot*. A *DataSnapshot* is passed to the event callback you attach with *on()*. You can extract the contents of the snapshot as a JavaScript object by calling the *val()* method.

In our case, `console.log(snapshot.val())` prints the contents of our snapshot as shown:

```

▼ {0: {...}, 1: {...}, 2: {...}, 3: {...}, 4: {...}, 5: {...}, 6: {...}, 7: {...},
  ► 0: {address: {...}, company: {...}, email: "Sincere@april.biz", id
  ► 1: {address: {...}, company: {...}, email: "Shanna@melissa.tv", id
  ► 2: {address: {...}, company: {...}, email: "Nathan@yesenia.net", i
  ► 3: {address: {...}, company: {...}, email: "Julianne.OConner@kory.
  ► 4: {address: {...}, company: {...}, email: "Lucio_Hettinger@annie.
  ► 5: {address: {...}, company: {...}, email: "Karley_Dach@jasper.inf
  ► 6: {address: {...}, company: {...}, email: "Telly.Hoeger@billy.biz
  ► 7: {address: {...}, company: {...}, email: "Sherwood@rosamond.me",
  ► 8: {address: {...}, company: {...}, email: "Chaim_McDermott@dana.i

```

Now because Firebase is a NoSQL JSON data store, when we get some data from Firebase, we get an object containing keys and objects for all of our user data.

We will convert the returned single object to an array to help us iterate through the data easier by adding the codes in bold below:

```

componentDidMount() {
  firebase.database().ref('/')
    .on('value', snapshot => {
      let returnArr = [];
      snapshot.forEach(data => {
        var user = data.val();
        user['key'] = data.key;
        returnArr.push(user);
      });
      this.setState({
        users: returnArr
      })
    })

```



```
    });
  }
}
```

We declare an empty array *returnArr*, and for each object *data* in *snapshot*, we retrieve it with *data.val()*. We then assign the *key* property value to the *user* object. Remember that firebase generates and assigns a key value to an object that is newly added to firebase database.

```
user['key'] = data.key;
```

The *key* property will be important for us later when we use it to retrieve a single specific object from firebase for deletion and update.

```
returnArr.push(user);
```

We then push it into *returnArr* and finally *setState returnArr* to *users*.

User.js Render

Now before we implement our template in *render()* of *User.js*, make sure that you have installed *react-bootstrap* with the following command in Terminal:

```
npm install --save react-bootstrap bootstrap
```

Make sure that you have also included the below css reference in *index.html*:

```
<link rel="stylesheet"
href="https://maxcdn.bootstrapcdn.com/bootstrap/latest/css/bootstrap.min.css">
```

Having done that, go to react-bootstrap website, and under ‘Components’, ‘Tables’ (<https://react-bootstrap.github.io/components/table/>), reference the *tables* code and implement it in *render* like below:

```
render() {
  const listUsers = this.state.users.map((user) =>
    <tr key={user.key}>
      <td>{user.username}</td>
      <td>{user.email}</td>
      <td>Edit</td>
      <td>Remove</td>
    </tr>
  );

  return (
    <div>
      <Table striped bordered hover>
```

```

    <thead>
      <tr>
        <th>Username</th>
        <th>Email</th>
        <th>Edit</th>
        <th>Delete</th>
      </tr>
    </thead>
    <tbody>
      {listUsers}
    </tbody>
  </Table>
</div>
);
}

```

Remember to import *Table* with the import statement at the top:

```
import { Table } from 'react-bootstrap';
```

Code Explanation

`<Table striped bordered condensed hover>`

We use the bootstrap component *Table* to create a nice-looking table for listing our users (fig. 9.4.4).

Username	Email	Edit	Delete
Antonettedfdssss	Shanna@melissa.tvdd	Edit	Remove
Samantha	Nathan@yesenia.net	Edit	Remove
Karianne223	Julianne.OConner@kory.org23	Edit	Remove
Kamren	Lucio_Hettinger@annie.ca	Edit	Remove
Elwyn.Skiles	Telly.Hoeger@billy.biz	Edit	Remove
Maxime_Nienow	Sherwood@rosamond.me	Edit	Remove
Delphine	Chaim_McDermott@dana.io	Edit	Remove

figure 9.4.4

We also display *edit* and *remove* links in each row for the edit and delete operations we will implement later.

```

const listUsers = this.state.users.map((user) =>
<tr key={user.key}>
  <td>{user.username}</td>
  <td>{user.email}</td>
  <td>Edit</td>
  <td>Remove</td>
</tr>
);

```

Preparing for Routing

In this section, we prepare to define our routes to our User component, a Not Found component and a User Form component for adding and editing users.

App.js

Create the routing configuration in App.js as shown below. Remember to run `npm install --save react-router-dom` if you have not already done so.

```

import React, { Component } from 'react';
import User from './User';
import {BrowserRouter, Route, Switch} from 'react-router-dom';

class App extends Component {

  render() {
    return (
      <div>
        <BrowserRouter>
          <div>
            <Switch>
              <Route exact path="/" component={User} />
              <Route path="/*" component={NotFound} />
            </Switch>
          </div>
        </BrowserRouter>
      </div>
    );
  }
}

export default App;

class NotFound extends Component {

```

```

render() {
  return <div>Not Found</div>
}
}

```

App.js currently contains two routes. The first is the exact path `'/'` which points to User component and the other is the wildcard path which points to NotFound component. We will extend the routes later to include the route to the User Add and Edit form. To make the code cleaner, we also removed the previous logging code to see if we have installed firebase correctly.

Setting Permissions for Read

If we run our app now, we will get an error saying something like “Permission denied. Client doesn’t have permission to access the desired data.” This is because in firebase, our firebase permission rules are currently configured as:

```

{
  "rules": {
    ".read": "auth != null",
    ".write": "auth != null"
  }
}

```

The above permissioning rule is a json object that determines the rules for reading and writing of data. You can access these rules in firebase console, under **Database, Rules** tab. Essentially, the code is saying that read and write permission is only granted to those who are logged in or authenticated (*auth != null*). Because firebase authentication and authorization is beyond the scope of this book, and to quickly get a fully working React app, we will set both read and write permissions to be public, where anyone can read or write to our database.

So in firebase console in the Rules tab, edit the permission rules as shown below and click **Publish**. Note that whenever we make changes to our permission rules, we need to publish the changes.

```

{
  "rules": {
    ".read": true,
    ".write": true
  }
}

```

Running your App

Now if you run your app, you should see a list of users rendered.

Now, try going back to the firebase console and add a new user node. When you go back to your React app, you will realize that the user list is refreshed automatically with the new node! Or if you delete a node from the firebase console, the list is refreshed to reflect the deletion as well. And that's the beauty of firebase. We achieved auto-refresh upon adding, updated, delete with the code we have implemented as shown below:

```
componentDidMount() {
  firebase.database().ref('/')
    .on('value', snapshot => {
      let returnArr = [];
      snapshot.forEach(data => {
        var user = data.val();
        user['key'] = data.key;
        returnArr.push(user);
      });
      this.setState({
        users: returnArr
      });
    });
}
```

9.5 Adding a User

User.js

Next, we will implement adding a user to our app by adding a button 'Add User' just before the user list in *User.js*. Add it and decorate it with bsStyle *primary* as shown in the code below:

```
<div>
  <Button variant="primary" onClick={this.add}>Add</Button>
  <Table striped bordered condensed hover>
    <thead>
      ...
```

Remember to import *Button* from 'react-bootstrap':

```
import { Table, Button } from 'react-bootstrap';
```

When we click this button, we route to a new page with a form to add a new user. To create this route, implement the *add()* method in *User.js* as shown below.

```
add(e) {
```

```

    this.props.history.push("/add");
  }

```

Remember that *this.props.history.push* navigates the user to the specified target route. Also remember to bind *add()* to our class in the constructor:

```

constructor(props) {
  super(props);
  this.state = {
    users: []
  };
  this.add = this.add.bind(this);
}

```

App.js

In *App.js*, import and add the path to *UserForm* component as shown below. *UserForm* contains the form to add a user. We will create *UserForm* component in the next section.

```

import React, { Component } from 'react';
import User from './User';
import UserForm from './UserForm';
import {BrowserRouter, Route, Switch} from 'react-router-dom';

class App extends Component {

  render() {
    return (
      <div>
        <BrowserRouter>
          <div>
            <Switch>
              <Route path="/add" component={UserForm} />
              <Route exact path="/" component={User} />
              <Route path="/*" component={NotFound} />
            </Switch>
          </div>
        </BrowserRouter>
      </div>
    );
  }
}
...

```

UserForm.js

Next, create the new component `UserForm.js` that implements a form with fields, *username* and *email* as shown below. Note that the `UserForm` code is rather lengthy and you can copy it from my GitHub repo at <https://github.com/greglim81/react-chapter9>. Also remember to run `npm install formik --save` to install *formik*.

```
import React, { Component } from 'react';
import { Formik, Form, Field, ErrorMessage } from 'formik';
import * as firebase from 'firebase';

class UserForm extends Component {
  constructor(props) {
    super(props);
  }

  render() {
    return (
      <div>
        <h1>{this.title}</h1>
        <Formik
          initialValues={{ username: '', email: '' }}
          validate={values => {
            let errors = {};
            if (!values.email) {
              errors.email = 'Required';
            } else if (
              !/^[A-Z0-9._%+-]+@[A-Z0-9.-]+\.[A-Z]{2,}$/i.test(values.email)
            ) {
              errors.email = 'Invalid email address';
            }
            else if (values.email.length < 10) {
              errors.email = 'Email address too short';
            }

            if (!values.username) {
              errors.username = 'Required';
            }
            else if (values.username.length < 3) {
              errors.username = 'username too short';
            }
          }

          return errors;
        >
        <Form
          onSubmit={
            (values, { setSubmitting }) => {

```

```

        setTimeout(() => {
          // actual submit logic...
          firebase.database().ref('/').push({
            username: values.username,
            email: values.email
          }).then(() => this.props.history.push("/"));

          setSubmitting(false);
        }, 400);
      }}
    >
    {{{ isSubmitting }}} => (
      <Form>
        <Field type="email" name="email" />
        <span style={{ color:"red", fontWeight: "bold" }}>
          <ErrorMessage name="email" component="div" />
        </span>
        <Field type="text" name="username" />
        <span style={{ color:"red", fontWeight: "bold" }}>
          <ErrorMessage name="username" component="div" />
        </span>
        <button type="submit" disabled={isSubmitting}>
          Submit
        </button>
      </Form>
    )}
  </Formik>
</div>
)
}
}

export default UserForm;

```

Code Explanation

Although the above `UserForm` code is rather lengthy, much of the code should be familiar to you as explained in **Chapter 6: Forms**. If not, go back to that chapter for a revision.

FirebaseListObservable Push

Here I would like to focus on `onSubmit()` which is called by the form upon submit.

```
onSubmit={ (values, { setSubmitting }) => {
```



```

setTimeout(() => {
  // actual submit logic...
  firebase.database().ref('/') .push({
    username: values.username,
    email: values.email
}).then(() => this.props.history.push("/"));

  setSubmitting(false);
}, 400);
}}

```

To add an object to firebase, we use the *push* method from our *firebase.database().ref('/')* which we covered earlier in listing users. *push* generates and writes to a new child location with the value supplied. It writes to the new child location using a unique key as covered previously when we stored this key in *user.key*. Unique keys are designed to be unguessable (they contain 72 random bits of entropy).

To be able to add an object to firebase, we need to have write permission. Earlier on, we have set this to *true* in the firebase console.

When the operation to add a new user completes, we are notified because we have subscribed to it using *then*. We then navigate back to the list of users with *this.props.history.push("/")*.

Running your app

Run your app now. Go to the **Add** form, enter in a new username and email and upon submitting the form, you should be able to see your new user object added to the list.

9.6 Deleting a User

Next, we want to delete a user by clicking on the delete icon in a row of the user list following which, a delete dialog box will appear asking us if we want to delete the user (fig. 9.6.1).

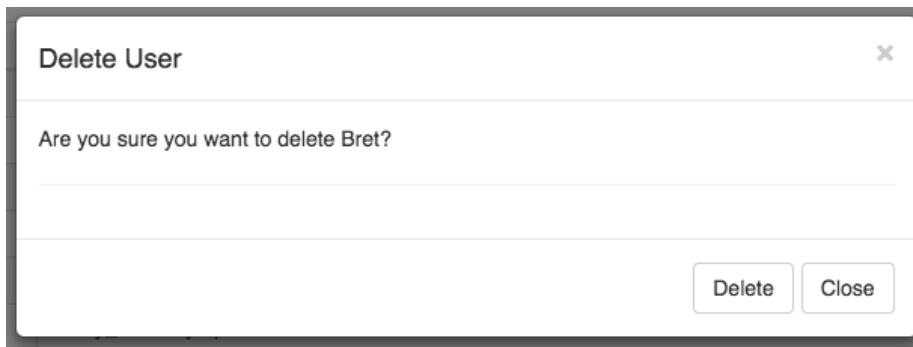


figure 9.6.1

User.js

To implement this, we first add two properties, *showDeleteDialog* and *selectedUser* to our component state:

```
class User extends Component {
  constructor(props) {
    super(props);
    this.state = {
      users: [],
      showDeleteDialog: false,
      selectedUser: {}
    };
  }
}
```

showDeleteDialog is used to decide when to show a delete dialog. When *showDeleteDialog* is false, we don't show the delete dialog. We set it to true when the delete button is clicked to show the delete dialog. *selectedUser* holds the current selected user so that we know which specific user to delete.

Next, we bind the *onClick* event of the delete button to the *openDeleteDialog()* method with *user* object (from firebase) as argument.

```
render() {
  const listUsers = this.state.users.map((user) =>
    <tr key={user.key}>
      <td>{user.username}</td>
      <td>{user.email}</td>
      <td>Edit</td>
      <td>
        <Button
          onClick={ this.openDeleteDialog.bind(this,user) }>Remove</Button>
        </td>
      </tr>
    );
}
```

Next, we implement the *openDeleteDialog()* method:

```
openDeleteDialog(user) {
  this.setState({
    showDeleteDialog: true,
    selectedUser: user
  });
}
```

```
}

```

openDeleteDialog simply sets *showDeleteDialog* to true to show the delete dialog which we will implement in *render()* later. It also sets *selectedUser* to the user which is clicked.

Delete Dialog

For the delete dialog, we make use of the *Modal* component (fig. 9.6.2) from react-bootstrap (<https://react-bootstrap.github.io/components.html#modals>).

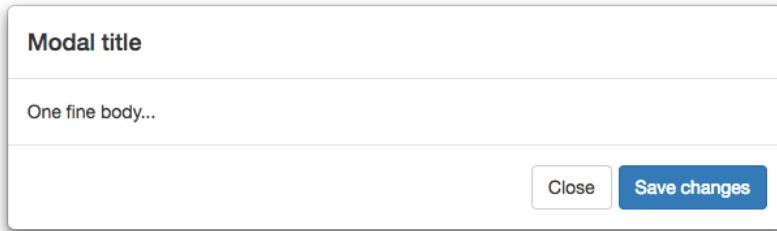


figure 9.6.2

In react bootstrap site, ‘Overlays’, ‘Modals’, copy the markup for ‘Static Markup’ and paste into *render()* as shown in **bold** below:

```
import { Table, Button, Modal } from 'react-bootstrap';

...

return (
  <div>
    <Button variant="primary" onClick={this.add}>Add</Button>
    <Table striped bordered condensed hover>
      <thead>
        <tr>
          <th>Username</th>
          <th>Email</th>
          <th>Edit</th>
          <th>Delete</th>
        </tr>
      </thead>
      <tbody>
        {listUsers}
      </tbody>
    </Table>
    <Modal show={this.state.showDeleteDialog} onHide={this.closeDeleteDialog}>
      <Modal.Header closeButton>
        <Modal.Title>Delete User</Modal.Title>
      </Modal.Header>

```

```

    <Modal.Body>
      <p>Are you sure you want to delete
        {this.state.selectedUser.username}?</p>
      <hr />
    </Modal.Body>
    <Modal.Footer>
      <Button onClick={this.delete}>Delete</Button>
      <Button onClick={this.closeDeleteDialog}>Close</Button>
    </Modal.Footer>
  </Modal>
</div>
);

```

Code Explanation

```
<Modal show={this.state.showDeleteDialog} onHide={this.closeDeleteDialog}>
```

First, we set the *show* attribute of *Modal* to *this.state.showDeleteDialog*. The Modal will only show when *this.state.showDeleteDialog* is true.

We next bind *closeDeleteDialog* to the *onHide* event which is called when the Modal is hidden. We will implement *closeDeleteDialog* later which simply sets *showDeleteDialog* to false and *selectedUser* to null.

```

    <Modal.Header closeButton>
      <Modal.Title>Delete User</Modal.Title>
    </Modal.Header>
    <Modal.Body>
      <p>Are you sure you want to delete
        {this.state.selectedUser.username}?</p>
      <hr />
    </Modal.Body>

```

We then specify the descriptions we want to appear in the header and in the body as shown in the above code. We customize the prompt message with *{this.state.selectedUser.username}* to show the user name that we are about to delete.

```

    <Modal.Footer>
      <Button onClick={this.delete}>Delete</Button>
      <Button onClick={this.closeDeleteDialog}>Close</Button>
    </Modal.Footer>

```

In Modal Footer, we bind *delete()* to the *Delete* button and *closeDeleteDialog* to the *Close* button.

closeDeleteDialog() and *delete()*

```
closeDeleteDialog() {
```

```

    this.setState({
      showDeleteDialog: false,
      selectedUser: {}
    });
  }

```

closeDeleteDialog sets the state's *showDeleteDialog* to false to hide the delete Modal and also sets *selectedUser* to null.

```

delete(e) {
  firebase.database().ref('/')+this.state.selectedUser.key).remove()
  .then( x=> {
    console.log("SUCCESS");
    this.closeDeleteDialog();
  })
  .catch( error => {
    alert("Could not delete the user.");
    console.log("ERROR", error)
  });
}

```

In the *delete()* method, we reference the specific user node location to delete in firebase database with *firebase.database().ref('/')+this.state.selectedUser.key*). The location of the user node is contained in the *key* property of the user we have clicked to delete. Remember that we have the *key* property because whenever we add an object to firebase, a unique key is generated for us. We use this unique key stored in *key* to retrieve the object for deletion and later, update.

After getting the user object, we then call its *remove()* method which returns a promise. We provide a callback which calls *closeDeleteDialog()* upon successful deletion. Any errors met while deleting can be caught in the *catch* callback. If successful, we log “Success”, and if an error is caught, we log a error message.

Lastly, remember to bind the *closeDeleteDialog* and *delete* method with the below code in bold:

```

constructor(props) {
  super(props);
  this.state = {
    users: [],
    showDeleteDialog: false,
    selectedUser: {}
  };
  this.closeDeleteDialog = this.closeDeleteDialog.bind(this);
  this.delete = this.delete.bind(this);
}

```

9.7 Populating the Form on Edit

Having implemented, list, add and delete, we will now implement edit. Before we can implement edit, we need to retrieve the existing requested user object and populate it on the form first. When a user clicks on the **Edit** icon, she would be navigated to the User Form with the given user details populated in the input fields. We should also change the title of the page to **Edit User** instead of **Add User**. And if we access the User Form via the Add User button, title should be **New User**.

First in App.js, we define a new route `edit/:id` with `id` being a parameter as shown below. `id` will contain our user object id used to retrieve our *user* object and populate the Edit form. Remember that more specific route paths like `/edit/:id` should be specified first and other more inclusive paths like `/*` should be specified later.

App.js

```
<BrowserRouter>
  <div>
    <Switch>
      <Route path="/edit/:id" component={UserForm} />
      <Route path="/add" component={UserForm} />
      <Route exact path="/" component={User} />
      <Route path="/*" component={NotFound} />
    </Switch>
  </div>
</BrowserRouter>
```

User.js

Next, in User.js, we add the router link to the **Edit** icon with the parameter *user.key* used to retrieve our *user* object and populate our form.

```
const listUsers = this.state.users.map((user) =>
  <tr key={user.key}>
    <td>{user.username}</td>
    <td>{user.email}</td>
    <td>
      <Link to={` /edit/${user.key}`}>
        Edit
      </Link>
    </td>
    <td><Button
onClick={ this.openDeleteDialog.bind(this,user) }>Remove</Button></td>

  </tr>
```

```
);
```

Remember to import *Link* from 'react-router-dom' in your import statements:

```
import React, { Component } from 'react';
import * as firebase from 'firebase';
import { Table, Button, Modal } from 'react-bootstrap';
import { Link } from 'react-router-dom';
```

UserForm.js

Next in UserForm.js, add the codes below in **bold**.

```
class UserForm extends Component {
  title;
  id;

  constructor(props) {
    super(props);
    this.id = this.props.match.params.id;
    this.title = 'New User';
    this.state = {
      username: '',
      email: '',
    };

    if(this.id){
      this.title = 'Edit User';
    }
  }

  ...
}
```

Implement also the *componentDidMount* method as shown below:

```
componentDidMount() {
  if(this.id) {
    firebase.database().ref('/') + this.id)
      .on('value', snapshot => {
        this.setState({
          username: snapshot.val().username,
          email: snapshot.val().email,
        });
      });
  }
}
```

```

    });
  }
}

```

Next, make the following changes in the Formik code:

```

...
<Formik
  enableReinitialize={true}
  initialValues={{
    username: this.state.username,
    email: this.state.email
  }}
...

```

Code Explanation

We retrieve *id* from *props.match.params.id*. In *componentDidMount*, we check if *id* is null, which means that we arrive at UserForm without a parameter and want to perform adding a new user. In this case, we use the default title of “New User” and do nothing in *componentDidMount*.

If *id* is valid (not null), it means that we arrive at UserForm with a parameter and want to perform editing an existing user. In this case, we set the title to “Edit User”. We then proceed to retrieve the user object in *componentDidMount* with the below code:

```

componentDidMount() {
  if (this.id) {
    firebase.database().ref('/') + this.id
      .on('value', snapshot => {
        this.setState({
          username: snapshot.val().username,
          email: snapshot.val().email,
        });
      });
  }
}

```

We retrieve our *user* object by providing *id* as argument to *firebase.database().ref('/') + this.id*. We subscribe to it and when we retrieve the snapshot, we set component state for *username* and *email* to the snapshot values. With *component state* now containing our requested user object, the form populates the *username* and *email* fields.

```

...
<Formik
  enableReinitialize={true}
  initialValues={{

```



```

        username: this.state.username,
        email: this.state.email
      }}
    ...

```

We then render our Formik form with initial values of username and email retrieved from the database. We need to set *enableReinitialize*={true} so that the form reinitializes when *initialValues* prop changes, i.e. we get our username and email populated from the firebase callback function.

Running your App

If you run your app now, when you click on an existing user, you will be brought to the edit form which displays the title ‘Edit User’ with *username* and *email* fields populated (fig. 9.7.1).

9.8 Updating a User

Finally, to update the user, we make some code changes and additions to *onSubmit()* in *UserForm.js*. Fill in the below code into *onSubmit()*:

UserForm.js

```

...
    onSubmit={ (values, { setSubmitting }) => {
      setTimeout(() => {
        // actual submit logic...
        if (this.id) {
          firebase.database().ref('/') + this.id).update({
            username: values.username,
            email: values.email
          }).then(() => this.props.history.push("/"));
        }
        else {
          firebase.database().ref('/').push({
            username: values.username,
            email: values.email
          }).then(() => this.props.history.push("/"));
        }
        setSubmitting(false);
      }, 400);
    }}
...

```

Code Explanation

Similar to what we did in the population of the UserForm, we first check if there is an *id*, which means the form is in edit mode. If so, we call the *update* method of *firebase.database().ref* to *update*. Else, which means the form is in Add New User mode, we use the existing code which calls *push()* to add the new user object to firebase.

Running your App

If you run your app now, your app should have full functionality to create, update, delete and read user data from and to firebase.

Summary

In this chapter, we learnt how to implement C.R.U.D. operations using Firebase as our backend. We learnt how to add firebase to our application, how to work with the firebase database from the firebase console, how to display a list of users, how to add a user with the push method, how to delete a user with the remove method, retrieve a single firebase object to prepare our form for edit and how to update a user.

With this knowledge, you can move on and build more complicated enterprise level fully functional React applications of your own!

Please feel free to email me at support@i-ducate.com if you encounter any errors with your code. Visit my GitHub repository at <https://github.com/greglim81> if you have not already to have the full source code for this book.

CHAPTER 10: INTRODUCTION TO REDUX

10.1 What is Redux?

Redux is a library that helps us manage the state of our application. It is typically used in medium to large applications with complex data flow. A simple application with simple data flow won't really need Redux. In fact, using Redux can add unnecessary complexity to our application. But what is considered a large application?

In a typical React app, each component maintains its own local component state. This fits well with the principle of encapsulation. But it can be a problem when there are multiple views that communicates with the same data especially when the views do not share a parent-child relationship.

In such scenarios, we often have multiple copies of the same data that are independent of one another. So, when a view updates the data, we need to do extra work to keep the other views' data in sync.

For example, in Facebook we have three views to represent the current state of user messages. First, we have the navigation bar icon (fig. 10.1.1) which shows the number of new messages.



Figure 10.1.1

Secondly, we have the new messages shown in the messages page and thirdly, we might have one or more chat tabs opened.

These are independent views that need to be in sync and they don't share a parent child relationship. For example, the navigator bar is not in a parent child relationship with the other views. If it was, we could use props to pass data down and back up.

To keep data in-sync in this case, we have to do extra work. A common solution is to use events. But when the app grows, it will turn into event spaghetti where we have events all over our code. To track what happens to the application state, we have to jump all over our code to find out. What makes our problem worse is that data is updated in an unpredictable manner. We have to track all over our code to figure out how data is flowing and how the application state is updated from multiple views. Also, adding a new feature would be a challenge because you don't know the impact of the new feature on the application state.

Facebook had this problem before in 2014 and they introduced the Flux architecture in response to it. Redux is a simplified, lightweight and elegant implementation of the Flux architecture so that we can

manage our application state in a predictable way.

Benefits

Redux provides us with other benefits as well. Although Redux is often linked to React for management of application state in React applications, it's a standalone library. This means that state management is decoupled from the presentation framework e.g. React that we choose to use. We can use Redux with other presentation works like Angular, Vue or any other framework.

It also makes it easier for unit testing our application because Redux is heavily based on functional programming. For example, in the below code, we can unit test our adding and remove function that take in an existing state and returns a new state.

```
function reducer(state, action) {
  ...
  if (action.type === "ADD") {
    const newPerson = {
      id: action.personData.id,
      name: action.personData.name,
      age: action.personData.age
    }
    return {
      ...state,
      persons: state.persons.concat(newPerson)
    }
  } else if (action.type === "REMOVE") {
    return {
      ...state,
      persons: state.persons.filter(person => person.id !==
                                                action.personId)
    }
  } else {
    return state;
  }
}
```

Redux also makes it easier to implement undo and redo since all updates to state are captured. These benefits of course come at a cost. We have to add more code where there are more moving parts.

10.2 Transiting from Component States to Application State

As a general principle, you should start simple and use local component state first as introduced in this book. When your app grows, you can refactor components to use Redux to manage application state in a predictable way.

For example, in a Facebook application, you might have the following local component states initially:

App Component state:

```
loggedInUser: {
  name: "..."
```

```
}
```

Messages Component state:

```
messages: {
  {...},
  {...},
  {...}
```

```
}
```

Message Component state:

```
chatTabOpen: true
```

Posts Component state:

```
posts: {
  {...},
  {...},
  {...}
```

```
}
```

Post Component state:

```
expanded: false
```

Each component mutates its own state with internal *setState* calls. But as the app grows, it becomes difficult to determine the overall state of the application, where updates are coming from, which messenger tabs are open, which posts have been expanded etc. To find out, you have to traverse the component tree and track the state of these individual components.

Redux makes it easier for us to view our application state by having us store all state data in a single location called the Store. You can think of the store as a single JS object that acts as a local client-side database. From the single store, we manage the state of the current logged in user, messenger tabs open, posts etc. For example:

App state{

```
  loggedInUser: {
    name: "..."
```

```
  }
```

```
  messages: {
```

```
    {...},
```

```
    {...},
```

```

    {...}
  }
  chatTabOpen: [3,6]

  posts: {
    {...},
    {...},
    {...}
  }
  postsExpanded: [1]
}

```

Different views will then have different slices of the same store depending on their functionality. If one component makes changes to the store, changes are immediately visible to the other components. You don't have to search across multiple component states to find part of the state you want to update. Also, all data is ensured to be in-sync in a single store.

In the coming sections, we will introduce a simple Persons management application where we have person information stored in an array. A sample of our state will look like:

```

{
  persons: [
    {id: 1, name: "Greg", age: 5},
    {id: 2, name: "Carol", age: 3},
    {id: 3, name: "Gabriel", age: 6},
    {id: 4, name: "Fred", age: 8}
  ]
}

```

Having identified our application's state structure, we will see how to change this state via actions.

10.3 Understanding the Redux Flow

In a React app, there are components which want to manipulate the app state. It doesn't do that by manipulating the central giant JavaScript store object. That would make our store unpredictable because if we can edit from anywhere in our application, we would not know where we made a certain change that broke our app for example. So, we need to have a clear and predictable process of updating the state. Redux is all about having a clearly defined process of how our state may change. We establish this predictable process by flowing data from actions, to our reducer, to the store and components subscribe to the store to receive state changes.

Actions

The first building block of Redux are actions which are dispatched by components. Actions are simple data structures with no logic that describe what to change. They contain a *type* string property which describes the kind of action, something like ‘Add Ingredient’ or ‘Remove Ingredient’.

Actions can also contain a ‘payload’ which contains the actual data for the performing of the actions. For example, if an action is of type ‘Add Ingredient’, the action payload will be the information for the ingredient to be added. If an action is of type ‘Remove Ingredient’, the action payload will be which ingredient to remove.

So, an action is simple an information package that we are sending to Redux. It doesn’t directly change the store and doesn’t hold any logic. It is simply a messenger of instructions about what should change in the application state along with the necessary data to make those changes. We should emphasize that in Redux, actions are the only way to update our state in Redux.

Reducers

The thing that changes the store is the reducer. The reducer will check the type of the action, and execute the logic for that kind of action and finally update parts of the state.

A reducer is just a pure function which receives the action and the existing state, and outputs a new updated state. Or in other words:

```
(state, action) => newState
```

We should emphasize that **the existing state is never modified or mutated**. Rather, the reducer always returns a new state which replaces the old state in the store. The logic in the reducer determines the final result of the updated new state.

Store Subscriptions

Now that the central store is up to date, how do we communicate the updated state back to our component? We use a subscription model. The store triggers all subscriptions whenever the state changes. Our components can subscribe to the updates and receive them automatically. We will see a sample implementing of actions, reducers and store subscriptions in the next few sections.

10.4 Setting Up Reducer and Store

For now, we will build a simple console app that has no UI to illustrate how Redux works. Our app will allow you to add persons and remove persons. The purpose of the app is not to show UI-rich apps like those we have built in previous chapters, but to illustrate using simple code how Redux works. In the next chapter, we will illustrate using Redux with React UI.

For simplicity, we won't be using *create-react-app* to build a React project. We will simply work with a single HTML file that references the Redux library. We can later run the HTML file by opening it in our Chrome browser.

First, in VSCode (or your favourite code editor), create a new file called `Persons.html` and add in the following markup.

```
<!DOCTYPE html>
<html>
  <head>
    <title>List of Persons</title>
    <script src="https://unpkg.com/redux@latest/dist/redux.js"></script>
  </head>
  <body>
    <script>
    </script>
  </body>
</html>
```

What we have now is just a basic HTML file which references a hosted version of the Redux library so that we can do away with the additional Redux installation steps for now. This also shows that Redux can work independent of React. In the next chapter, we will go through the actual installation steps for Redux to connect to React. But for now, we just reference the library directly.

10.5 Defining Actions

First, we define our actions. As mentioned, actions are the only way to communicate with our store. Inside the *script* tag, add the following shown in bold:

```
<body>
  <script>
    function addPerson(id,name,age) {
      return {
        type: "ADD",
        personData: {
          id: id,
          name: name,
          age: age
        }
      }
    }

    function removePerson(id) {
      return {
        type: "REMOVE",
```



```

        personId: id
      }
    }
  </script>
</body>

```

Our two functions *addPerson* and *removePerson* each return an *action* object. Here, you see the *action* object consisting of a *type* property which describes what kind of action we are performing. In our case, we have two action types “ADD” and “REMOVE”. It’s up to you what description you want to give.

Other than *type*, we have what we call the ‘payload’ value of the action. In *addPerson*, our payload is

```

    personData: {
      id: id,
      name: name,
      age: age
    }

```

In *removePerson*, our payload is just:

```

    personId: id

```

addPerson has a *personData* object which in turn contains several properties as its payload since we need these properties to describe the person we are adding. *removePerson* however only requires *id* as payload since we only need *id* to know which person to delete.

Both *addPerson* and *removePerson* have only one purpose which is to return an action. These functions are formally known in Redux as ‘Action Creators’ because they return *action* objects.

10.6 Reducer

Actions specify ‘what’ is to be done. ‘How’ it is done is left to the reducer. The reducer acts as an intermediary between the store and actions. To illustrate this, add the following reducer code below the action creator functions.

```

const initialState = {
  persons: []
};

function reducer(state, action) {
  if (state === undefined) {
    state = initialState;
  }
  if (action.type === "ADD") {

```

```

    const newPerson = {
      id: action.personData.id,
      name: action.personData.name,
      age: action.personData.age
    }
    return {
      ...state,
      persons: state.persons.concat(newPerson)
    }
  } else if (action.type === "REMOVE") {
    return {
      ...state,
      persons: state.persons.filter(person => person.id !==
        action.personId)
    }
  } else {
    return state;
  }
}

```

Code Explanation

```

const initialState = {
  persons: []
};

function reducer(state, action) {
  if (state === undefined) {
    state = initialState;
  }
}

```

Firstly, we initialize state to *initialState* (an empty *persons* array) if state is undefined to begin with. This happens for example, when we launch our app the first time. This ensures that we always have a state to work with.

The rest of the code is a series of if-else statements where we handle our actions. The reducer method gets the *action* object which gives the reducer access to the action *type* and *payload*.

Notice that each if-else clause caters to a particular action type and also returns a new state. Very important to note is that reducers should never alter its arguments, perform side effects like API calls, routing transitions or call non-pure functions like `Date.now()` or `Math.random()`. Reducers should be pure functions. That is, given the same arguments, it should always return the same next state with no argument mutation. It should be a pure function which always return the same result given the same arguments or in other words, be **predictable**.

```

if (action.type === "ADD") {
  const newPerson = {
    id: action.personData.id,
    name: action.personData.name,
    age: action.personData.age
  }
  return {
    ...state,
    persons: state.persons.concat(newPerson)
  }
}

```

In the “ADD” clause above, notice that we don’t mutate the given *persons* array using *persons.push()*. This would mutate the existing state. Instead, we use ‘...state’ to create a copy of the existing state and then replace the existing *persons* array in it. The *state.persons.concat* method returns a new array that contains the old values along with the added new person.

```

} else if (action.type === "REMOVE") {
  return {
    ...state,
    persons: state.persons.filter(person => person.id !==
                                              action.personId)
  }
}

```

When the action type is “REMOVE”, we return a new array with the specified person removed using the *filter* method.

By now, you should understand that we shouldn’t be modifying state but instead be returning a new one instead. Else, your Redux application will break.

```

} else {
  return state;
}

```

Lastly, if we get any other action type, we return our current state unaltered.

10.7 Connecting Actions, Reducer and Store

Next, we create our store and tie our reducer function to it with the below code:

```
var store = Redux.createStore(reducer);
```

We create a new store with *Redux.createStore* and provide our reducer as argument. With this, we have linked our actions, reducers and store together.

To see how it all works together, we call the dispatch method of the *store* object and provide it with an action as argument. Add the following codes:

```
store.dispatch(addPerson(1, "Greg", 5));
store.dispatch(addPerson(2, "Carol", 3));
store.dispatch(addPerson(3, "Gabriel", 6));
store.dispatch(addPerson(4, "Fred", 8));
store.dispatch(removePerson(4));
```

In the above code, each dispatch method sends the provided action to the reducer which then goes through its logic and return a new state.

To see the store's state each time the application state is modified, add the following:

```
var store = Redux.createStore(reducer);
store.subscribe(showState);

function showState () {
  console.log(store.getState());
}
```

store.getState returns the state's value. We then enclose this into a *showState* function which we provide as argument to *store.subscribe*. Stores allow us to subscribe handler functions that will be called each time the store completes dispatching an action. This will log the state's value into the developer console each time *dispatch* is called to fire an action (fig. 10.7.1).

```

▼ {persons: Array(1)} ⓘ
  ► persons: [{...}]
  ► __proto__: Object
▼ {persons: Array(2)} ⓘ
  ► persons: (2) [{...}, {...}]
  ► __proto__: Object
▼ {persons: Array(3)} ⓘ
  ► persons: (3) [{...}, {...}, {...}]
  ► __proto__: Object
▼ {persons: Array(4)} ⓘ
  ▼ persons: Array(4)
    ► 0: {id: 1, name: "Greg", age: 5}
    ► 1: {id: 2, name: "Carol", age: 3}
    ► 2: {id: 3, name: "Gabriel", age: 6}
    ► 3: {id: 4, name: "Fred", age: 8}
    length: 4
    ► __proto__: Array(0)
  ► __proto__: Object
▼ {persons: Array(3)} ⓘ
  ▼ persons: Array(3)
    ► 0: {id: 1, name: "Greg", age: 5}
    ► 1: {id: 2, name: "Carol", age: 3}
    ► 2: {id: 3, name: "Gabriel", age: 6}
    length: 3
    ► __proto__: Array(0)
  ► __proto__: Object

```

Figure 10.7.1

In the above log, we can see our state after each *dispatch*. Particularly in the fifth state, we see that “Fred” has been removed after *removePerson(4)* has been dispatched.

In the next chapter, we will see how to connect React and Redux together and provide a real-world example.

CHAPTER 11: REACT WITH REDUX

In the last chapter, we learned about Redux and how to use it to manage application's state data. In this chapter, we are going to combine React UI with the Redux store. We will be creating a simple cart app which users can add/remove products. The app will calculate the total cost of all the products and also provide 'Remove' links for user to remove a product from the cart (fig. 11.0.1).

Learn Ionic	17	Add Product
Product Name	Product Price	#
Learn React	19	Remove
Learn Angular	19	Remove
Learn Ionic	17	Remove
Total Amount: 55		

Figure 11.0.1

First, we use *create-react-app* to create our app called *reduxcart*:

```
create-react-app reductcart
```

Next, navigate to the *reductcart* directory and install Redux and *react-redux* dependencies with the following command:

```
npm install redux
```

```
npm install react-redux
```

react-redux is a framework used to integrate a Redux store with React components. It provides us with the Provider component that we use to setup our store as we will see soon.

11.1 Building our App

We will start with a clean project so that we do not have unnecessary files to clutter our learning. Go to the *src* and *public* folders and delete all the files in those folders. Then, in *public* folder, create a new file *index.html* with the following HTML:

index.html

```
<!doctype html>
<html lang="en">
  <head>
    <title>Redux Cart</title>
  </head>
  <body>
    <div id="container">
    </div>
  </body>
</html>
```

Next, in *src* folder create a new file *index.js* with the following codes:

index.js

```
import React, { Component } from "react";
import ReactDOM from "react-dom";
import { createStore } from "redux";
import { Provider } from "react-redux";
import cartReducer from "../reducer";
import App from "../App";
import 'bootstrap/dist/css/bootstrap.css';

var destination = document.querySelector("#container");

var store = createStore(cartReducer);

ReactDOM.render(
  <Provider store={store}>
    <App />
  </Provider>,
  destination
);
```

Code Explanation

```
var store = createStore(cartReducer);
```

First, we create our store with the *createStore* method that takes in our reducer *cartReducer* as argument. We have imported *cartReducer* in the above import statements and will be implementing that later.


```

<Provider store={store}>
  <App />
</Provider>

```

We then pass in our store to the Provider component as a prop. The Provider component has to be the enveloping outermost component to ensure that every component has access to the Redux store.

reducer.js

Next in the *src* folder, create a file *reducer.js* with the following code:

```

// Reducer
// Reducer
function cartReducer(state, action) {
  if (state === undefined) {
    return {
      totalCost: 0,
      productCart: []
    };
  }

  switch (action.type) {
    case "addProduct":
      return {
        ...state,
        totalCost: state.totalCost+parseInt(action.productData.productPrice),
        productCart: state.productCart.concat({
          productName: action.productData.productName,
          productPrice: action.productData.productPrice
        })
      }
    case "deleteProduct":
      const updatedArray = state.productCart.filter(product =>
        product.productName !== action.productData.productName);
      return{
        ...state,
        totalCost: state.totalCost-parseInt(action.productData.productPrice),
        productCart: updatedArray
      }
    default:
      return state;
  }
}

export default cartReducer;

```

Code Explanation

```
function cartReducer(state, action) {
  if (state === undefined) {
    return {
      totalCost: 0,
      productCart: []
    };
  }
}
```

First, we initialize our state to an empty *productCart* array and *totalCost* being zero.

```
switch (action.type) {
  case "addProduct":
    return {
      ...state,
      totalCost: state.totalCost+parseInt(action.productData.productPrice),
      productCart: state.productCart.concat({
        productName: action.productData.productName,
        productPrice: action.productData.productPrice
      })
    }
  case "deleteProduct":
    const updatedArray = state.productCart.filter(product =>
      product.productName !== action.productData.productName);
    return{
      ...state,
      totalCost: state.totalCost-parseInt(action.productData.productPrice),
      productCart: updatedArray
    }
  default:
    return state;
}
```

We use a *switch* statement to handle the two action types (*addProduct* and *deleteProduct*) our reducer will receive. If the action type is *addProduct*, we increment *totalCost* by the product price and return a new array with the newly added product. If the action type is *removeProduct*, we subtract product price from *totalCost* and return a new array with the target product omitted.

Note that when we increment or decrement from *totalCost*, we have to use the *parseInt* method to convert string to numeric. Else, you will get a string with the numbers concatenated instead of added/subtracted.

App.js

In *src* folder, create a new file *App.js* with the following code:

```
import { connect } from "react-redux";
import Cart from "../Cart";

function mapStateToProps(state) {
  return {
    totalCost: state.totalCost,
    productCart: state.productCart
  }
}

function mapDispatchToProps(dispatch) {
  return {
    onAddProduct: (productName, productPrice) => dispatch({
      type: "addProduct",
      productData: {
        productName: productName,
        productPrice: productPrice
      })
    },
    onDeleteProduct: (productData) => dispatch({
      type: "deleteProduct",
      productData: productData
    })
  }
}

var connectedComponent = connect(
  mapStateToProps,
  mapDispatchToProps
)(Cart);

export default connectedComponent;
```

Code Explanation

There are two main functions here, *mapStateToProps* and *mapDispatchToProps*. As their names suggest, they connect to Redux and provide these connection as props to our component.

```
function mapStateToProps(state) {
  return {
    totalCost: state.totalCost,
    productCart: state.productCart
  }
}
```

mapStateToProps subscribes to store updates and returns an object that contains a slice of the store data that we wish to make available as props to our component. In our case, we are making available *totalCost* and *productCart*.

```
function mapDispatchToProps(dispatch) {
  return {
    onAddProduct: (productName, productPrice) => dispatch({
      type: "addProduct",
      productData: {
        productName: productName,
        productPrice: productPrice
      }
    }),
    onDeleteProduct: (productData) => dispatch({
      type: "deleteProduct",
      productData: productData
    })
  }
}
```

mapDispatchToProps provides our component with access to the action creator functions that can be called to dispatch an action to the store. The *onAddProduct* function dispatches an action with action type “addProduct” and *productData* object as payload. The *onDeleteProduct* function similarly dispatches an action with action type “deleteProduct” and *productData* as payload. Both actions will be handled by the reducer we have created earlier on.

```
var connectedComponent = connect(
  mapStateToProps,
  mapDispatchToProps
)(Cart);
```

We then connect *mapStateToProps* and *mapDispatchToProps* to our *Cart* component so that it has access to *totalCost*, *onAddProduct* and *onDeleteProduct* as props. This is done using the *connect* method shown above.

The *connect* method returns a new higher order *Cart* component connected to the Redux store. The

higher order Cart component has added access to actions and dispatch calls that connects to the Redux store. You can think of it similar to extending an existing class. *connect* takes in *mapStateToProps* and *mapDispatchToProps* function as arguments and passes them to the extended Cart component. This is how a slice of the store and action creators are made available to components in general. React handles these automatically.

Cart.js

Now, we create our Cart component. In *src* folder, create a new file *Cart.js* with the following code.

```
import React, { Component } from "react";
import AddProduct from './AddProduct';
import { Table } from 'reactstrap';

class Cart extends Component {
  render() {
    return (
      <div className="container">
        <AddProduct addProduct={this.props.onAddProduct}/>
        <Table>
          <thead>
            <tr>
              <th>Product Name</th>
              <th>Product Price</th>
              <th>#</th>
            </tr>
          </thead>
          <tbody>
            {this.props.productCart.map(productData => (
              <tr key={productData.productName}>
                <td>{productData.productName}</td>
                <td>{productData.productPrice}</td>
                <td onClick={() =>
                  this.props.onDeleteProduct(productData)}>Remove</td>
              </tr>
            ))}
          </tbody>
        </Table>
        <span>Total Amount: {this.props.totalCost}</span>
      </div>
    );
  }
};
```

```

    }
  };

export default Cart;

```

Reactstrap CSS

To style our table, we use the Table component from the *reactstrap* library (<http://reactstrap.github.io/>). Install *reactstrap* and peer dependencies via NPM with the following command:

```
npm install --save reactstrap@next react react-dom
```

Props

The cart consists of a simple AddProduct form and a table which lists the added products. We use the props sent from the connect HOC we implemented earlier. *this.props.onAddProduct*, *this.props.onDeleteProduct(productData)* functions are called when the add button and remove buttons are clicked respectively. Note that *this.props.onAddProduct* is passed as a prop *addProduct* to AddProduct component. This allows the AddProduct child component to dispatch actions to update application state directly instead of passing data back up the tree. We will be looking at it later. Also, *this.props.totalCost* is used to display the total cost.

```

<tbody>
  {this.props.productCart.map(productData => (
    <tr key={productData.productName}>
      <td>{productData.productName}</td>
      <td>{productData.productPrice}</td>
      <td onClick={() =>
        this.props.onDeleteProduct(productData)}>Remove</td>
    </tr>
  ))}
</tbody>

```

We use the Table component from *reactstrap* to create a nice-looking table. To populate table rows, we use the map function to populate each row with product name and price. We also provide a ‘remove’ column which calls *props.onDeleteProduct* which dispatches action of type *deleteProduct* to our reducer to remove that product from the cart array.

AddProduct Component

Lastly, we create our AddProduct component (AddProduct.js) with the following code:

```

import React, { Component } from "react";

class AddProduct extends Component {

  state = {
    productName: '',
    productPrice: 0
  }

  productNameChangedHandler = (event) =>{
    this.setState({productName: event.target.value});
  }

  productPriceChangedHandler = (event) =>{
    this.setState({productPrice: event.target.value});
  }

  render() {
    return (
      <div className="container">
        <input
          type="text"
          placeholder="Product Name"
          onChange={this.productNameChangedHandler}
          value={this.state.productName}
        />
        <input
          type="number"
          placeholder="Product Price"
          onChange={this.productPriceChangedHandler}
          value={this.state.productPrice}
        />
        <button className="buttons"
          onClick={() => {
            this.props.addProduct(this.state.productName, this.state.productPrice);
          }}>Add Product</button>
      </div>
    );
  }
};

```

```
export default AddProduct;
```

Our `AddProduct` component is a simple form. If the form code seems unfamiliar to you, refer back to chapter six for a refresher on how React forms work. Note that in *AddProduct*, we have both local component state *productName* and *productPrice* which are used to store the values entered into the input fields. So, you can have both local component states working in conjunction with application wide Redux state. Local component states are typically for use in the local component where other components do not require access.

Finally, in the *onClick* handler of the button, we have our *addProduct* prop which dispatches the *addProduct* action type to our reducer with the input values from product name and product price fields. As mentioned earlier, this is an example where we dispatch actions directly from child components to update application state.

Running your app

If you run your app now, you should see your Cart working as expected. In this chapter, we looked at how to connect Redux to React. We used `react-redux` to help us connect the Redux store to the React presentation to create a working app.

APPENDIX A: A NOTE ON STATELESS FUNCTIONAL COMPONENTS

The components we have so far gone through in this book are ES6 class components that support state, *ref* and life cycle methods. There is another kind of component called stateless functional component that is a simple pure function and not an object. Stateless functional components are typically used for presentation purposes, just to present static data and can't handle fetching of data.

But there is often a point where stateless functional components aren't robust enough and we have to fall back converting them to class components. When this happens, it can be quite a hassle to manually convert a function into a class and especially when it involves a code change to a large application.

It also introduces inconsistency to development as developers have to decide between the two and can unknowingly introduce mistakes because there is a slight difference in code syntax between them.

Because class components can be used for everything and also eliminate decision friction, I have chosen to solely use class components in this book.

Future more, although the React team has alluded to the chance that functional components will be slightly faster in the future, that's not the case yet. As now, functional components require conversion to a class internally.

Having measured the tradeoffs and examining my priority to teach React to a beginner, I have decided not to introduce stateless functional components in the risk that it would unnecessarily confuse a beginner.

In a future version of React when optimization is confirmed by the React team for using stateless functional components, I will provide an update on using them.

ABOUT THE AUTHOR

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