Introducción al frontend moderno con **React**

Recap

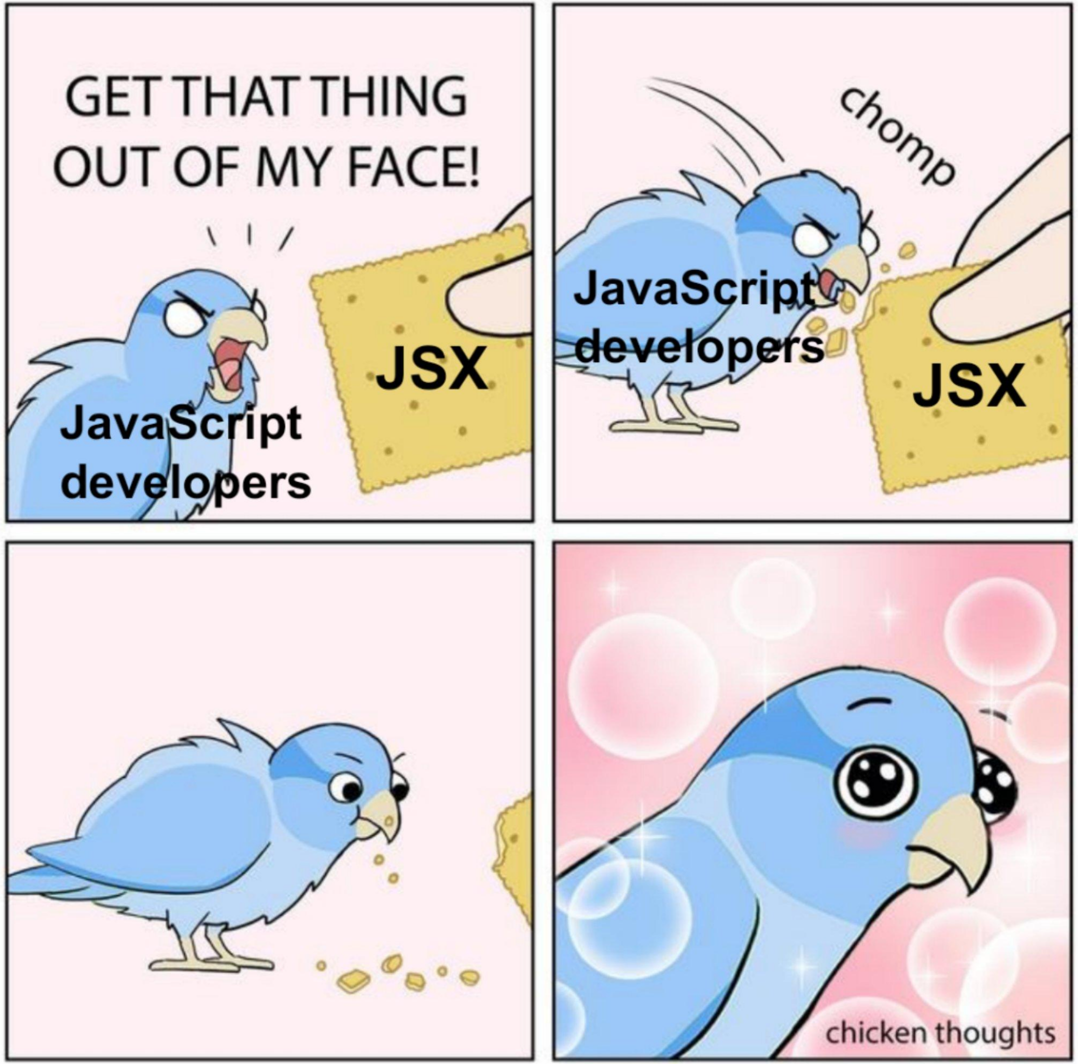
⏪

React

The library for web and native user interfaces https://gist.githubusercontent.com/gaearon/0275b1e1518599bbeafcde4722e79ed1/raw/db72dcbf3384ee1708c4a07d3be79860db04bff0/example.html

JSX

Describing the UI


GET THAT THING OUT OF MY FACE!
JSX
JavaScript developers
chomp
JavaScript developers
JSX
chicken thoughts

JSX

```
const ui1 = <div id="root">Hello world</div>
const ui2 = React.createElement("div", { id: "root" }, "Hello world")
```

JSX

```
const ui1 = <button onClick={() => {}}>click me</button>
const ui2 = React.createElement("button", { onClick: () => {} }, "click me")
```

Rules of JSX

Close **all** the tags

camelCase ~~all~~

most of the things!

transform.tools/**html-to-jsx**

Return a **single** root element

Fragments

JavaScript in JSX **with Curly Braces**

Style prop

Components

reusable UI elements for your app

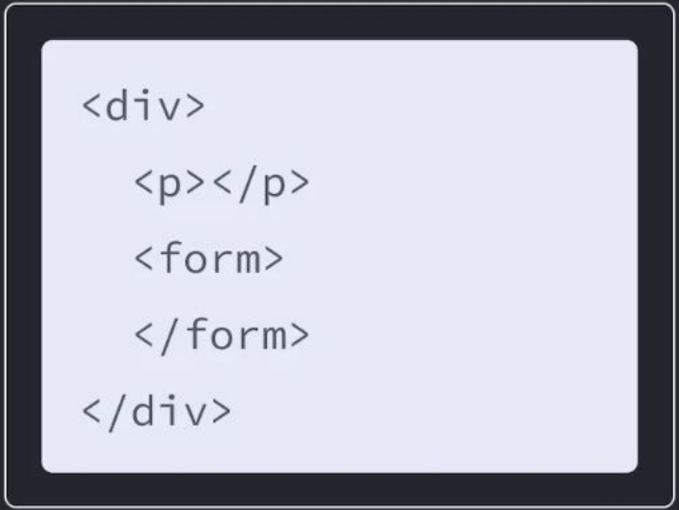
Components

```
function Profile() {
  return (
    <img
      src="https://i.imgur.com/MK3eW3Am.jpg"
      alt="Katherine Johnson"
    />
  )
}
```

Components

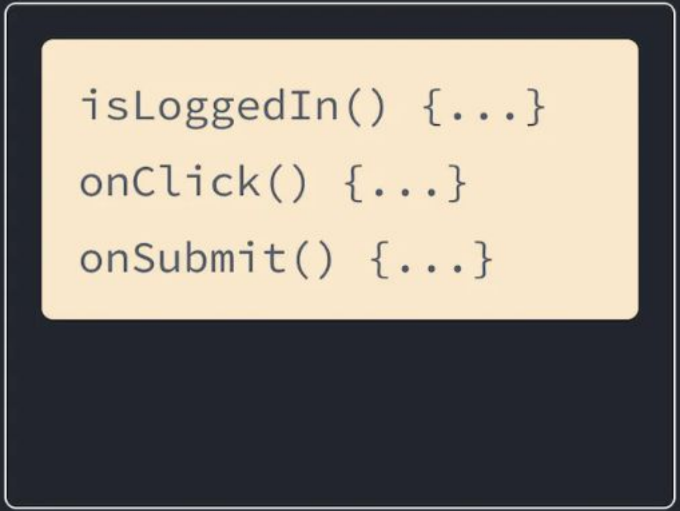
```
function Profile() {
  return (
    <img
      src="https://i.imgur.com/MK3eW3As.jpg"
      alt="Katherine Johnson"
    />
  );
}

function Gallery() {
  return (
    <section>
      <h1>Amazing scientists</h1>
      <Profile />
      <Profile />
      <Profile />
    </section>
  );
}
```



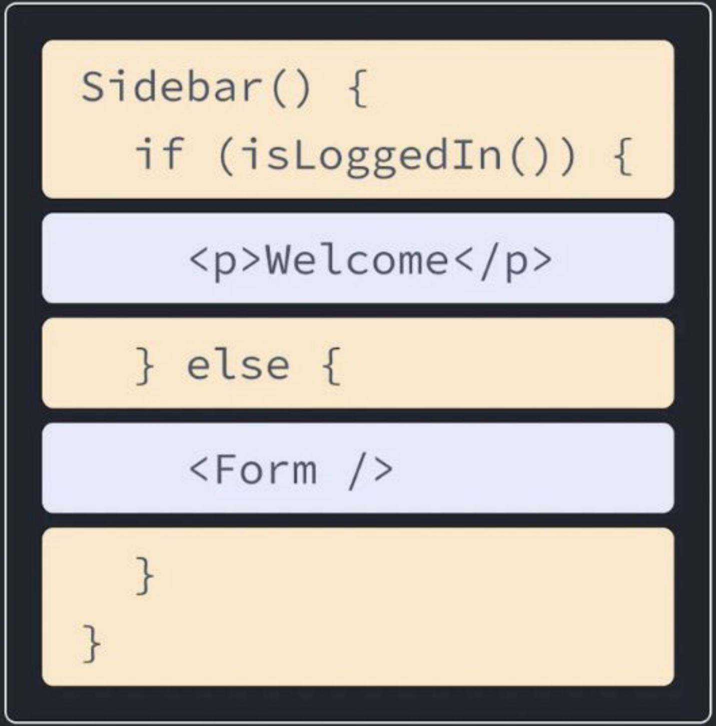
```
<div>
  <p></p>
  <form>
  </form>
</div>
```

HTML



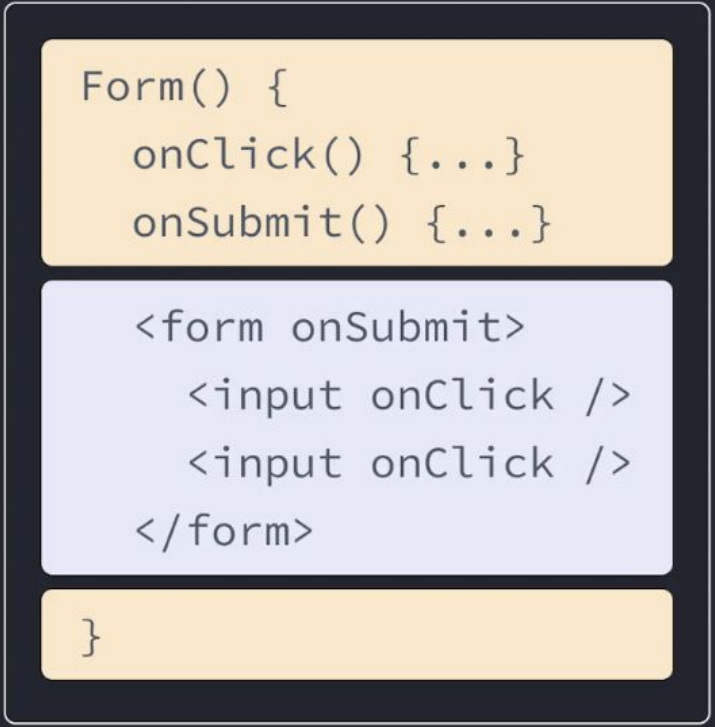
```
isLoggedIn() {...}
onClick() {...}
onSubmit() {...}
```

JavaScript



```
Sidebar() {
  if (isLoggedIn()) {
    <p>Welcome</p>
  } else {
    <Form />
  }
}
```

`Sidebar.js` React component

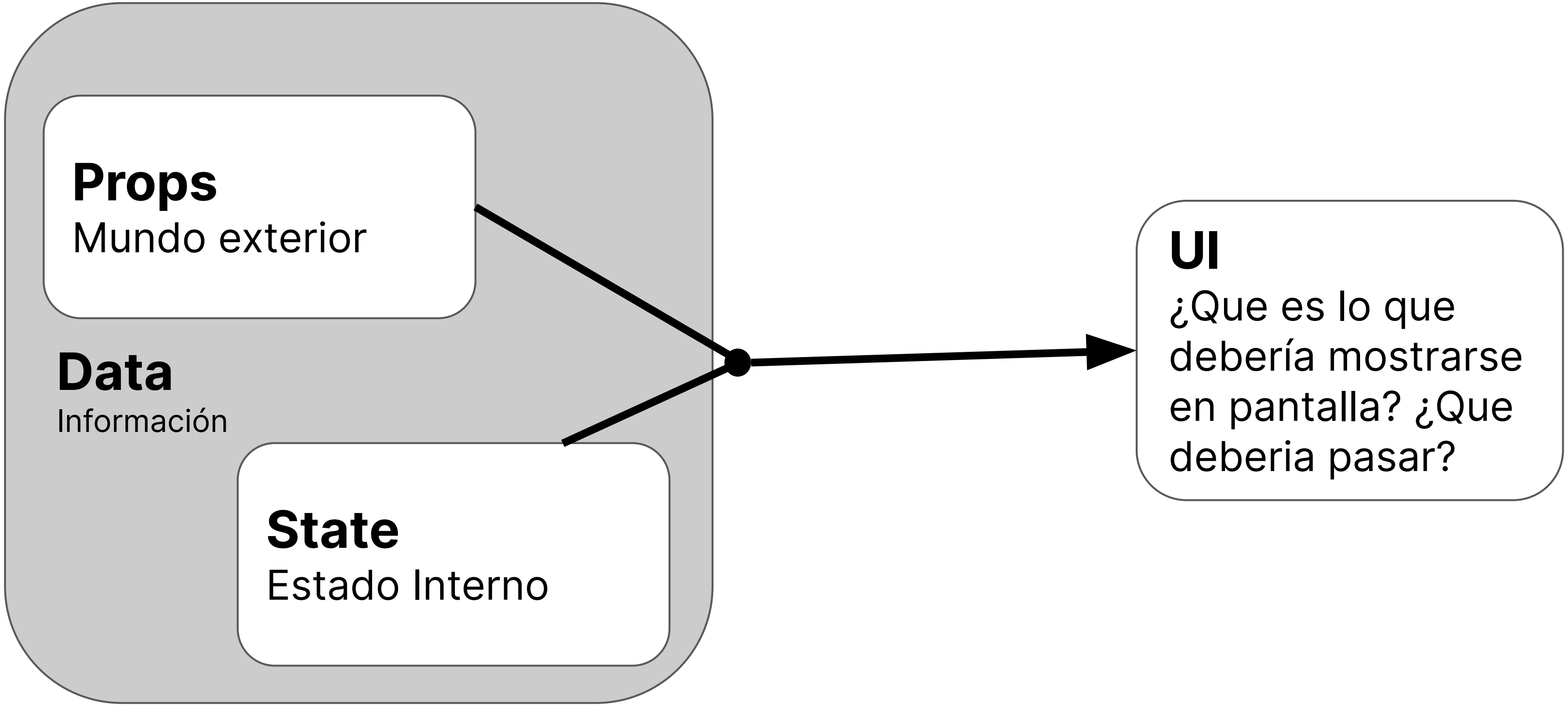


```
Form() {
  onClick() {...}
  onSubmit() {...}
  <form onSubmit>
    <input onClick />
    <input onClick />
  </form>
}
```

`Form.js` React component

Functions that

return JSX



Props
Mundo exterior

Data
Información

State
Estado Interno

UI
¿Que es lo que debería mostrarse en pantalla? ¿Que deberia pasar?

Conditional Rendering

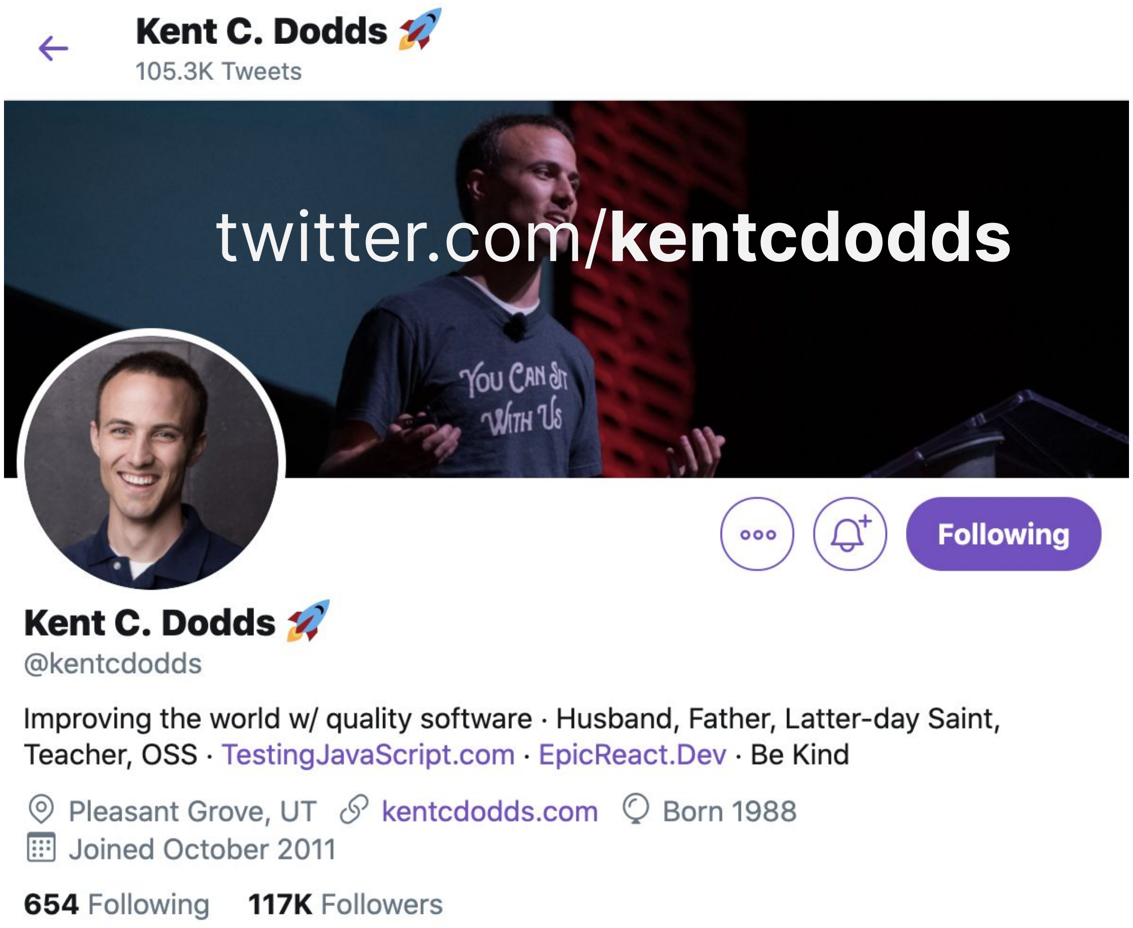
Children
&
Composition

Rendering **Arrays**

react **keys**

Component returning **other data types**

react.dev



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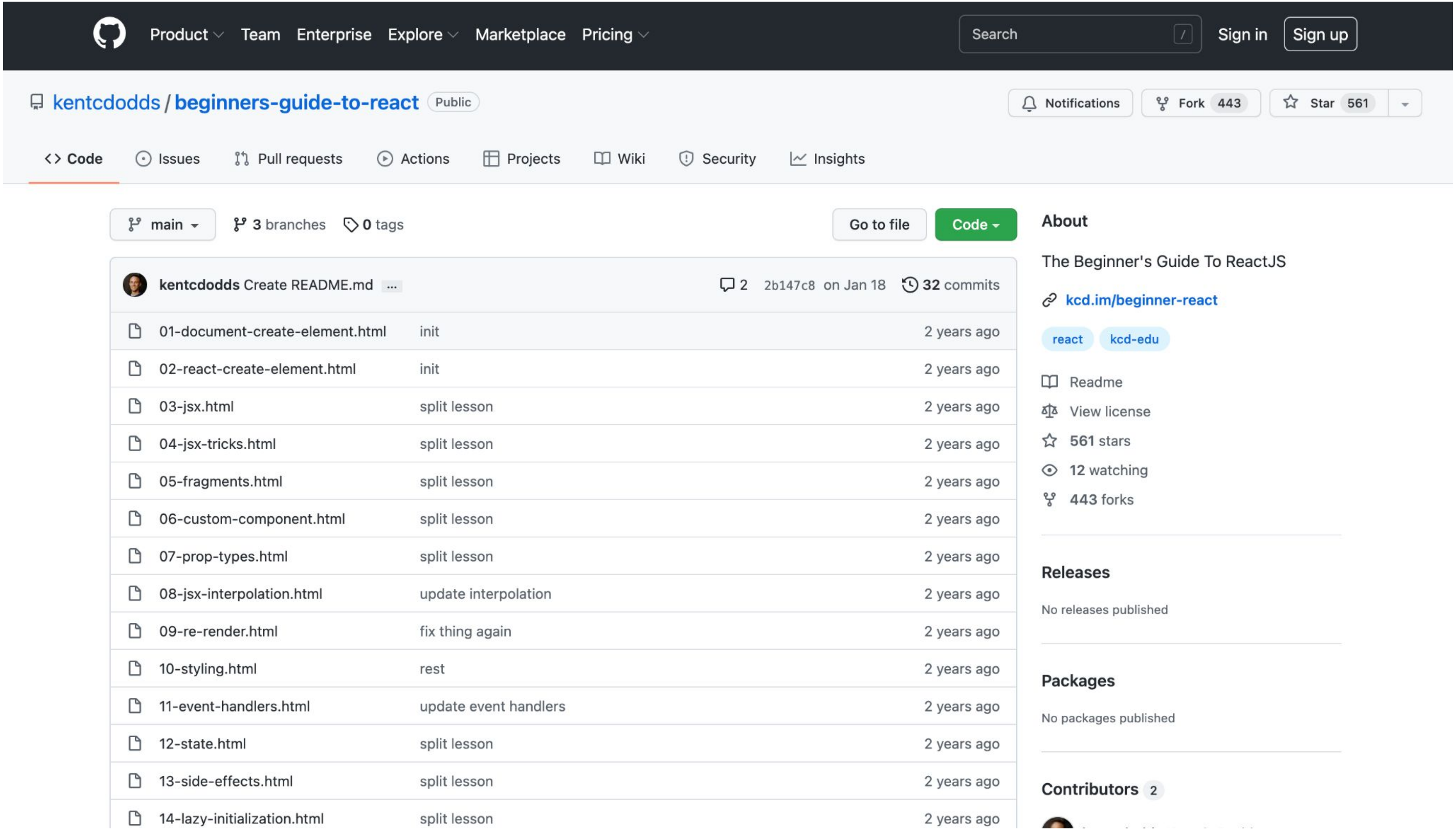

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About

The Beginner's Guide To ReactJS

kcd.im/beginner-react

react kcd-edu

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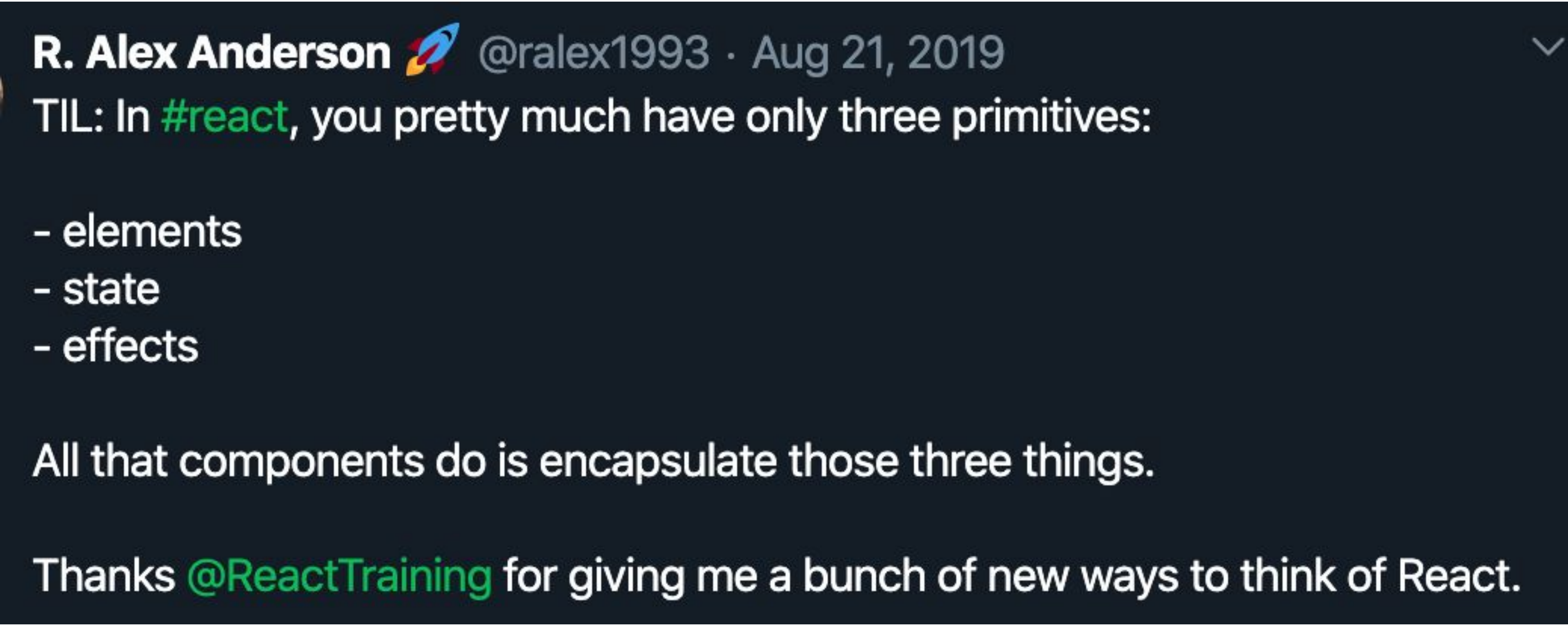
Will you please listen? I'm not the messiah
React developers
HE IS THE MESSIAH!



R. Alex Anderson 🚀 @ralex1993 · Aug 21, 2019

TIL: In #react, you pretty much have only three primitives:

- elements
- state
- effects

All that components do is encapsulate those three things.

Thanks @ReactTraining for giving me a bunch of new ways to think of React.

Interactivity

event **handlers**

State

use**State**

state as a **snapshot**

react

batching

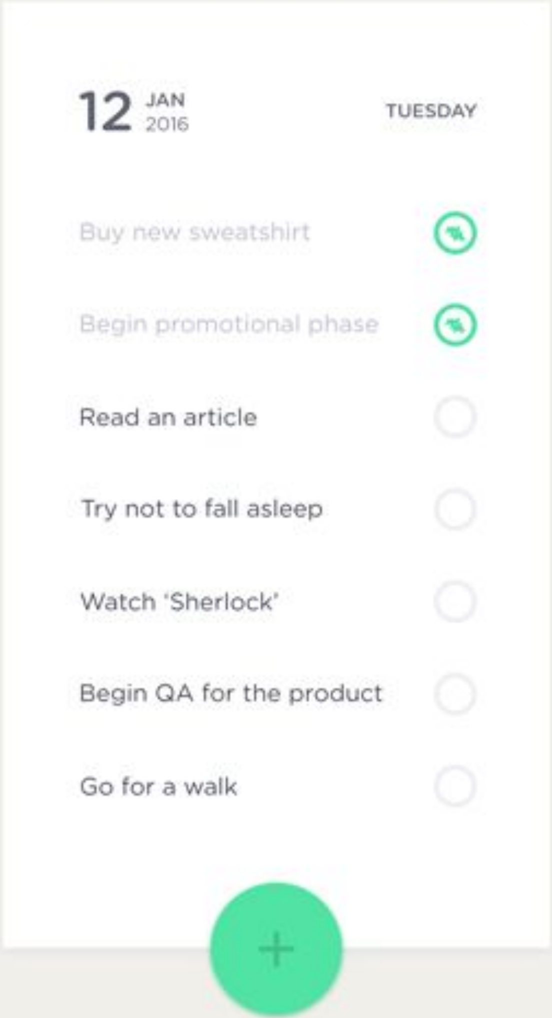
arrays in **state**

objects in **state**

forms

controlled

forms



12 JAN 2016 TUESDAY

Buy new sweatshirt ✓

Begin promotional phase ✓

Read an article ○

Try not to fall asleep ○

Watch 'Sherlock' ○

Begin QA for the product ○

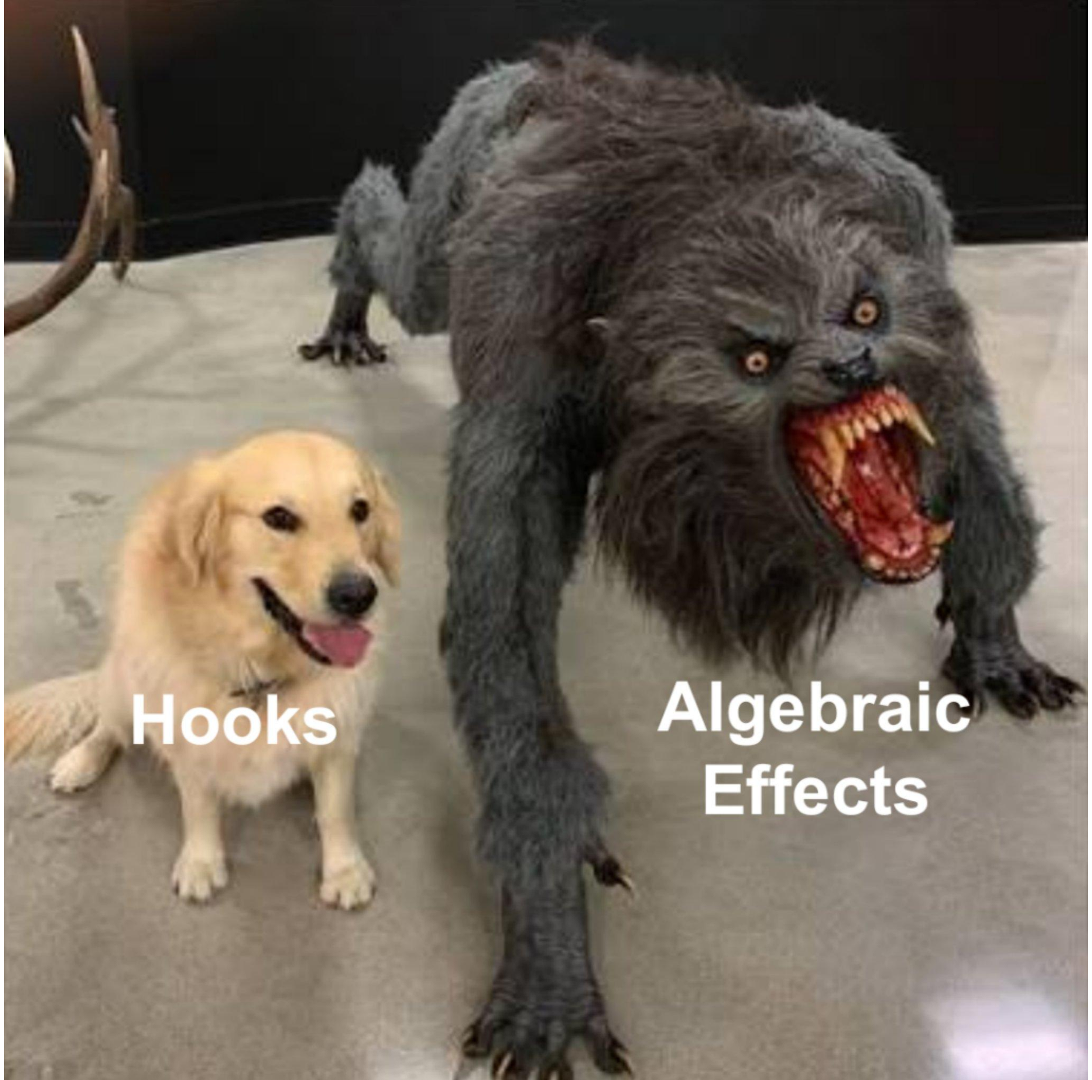
Go for a walk ○

derive state

share state

react **keys**

React is **unopinionated**

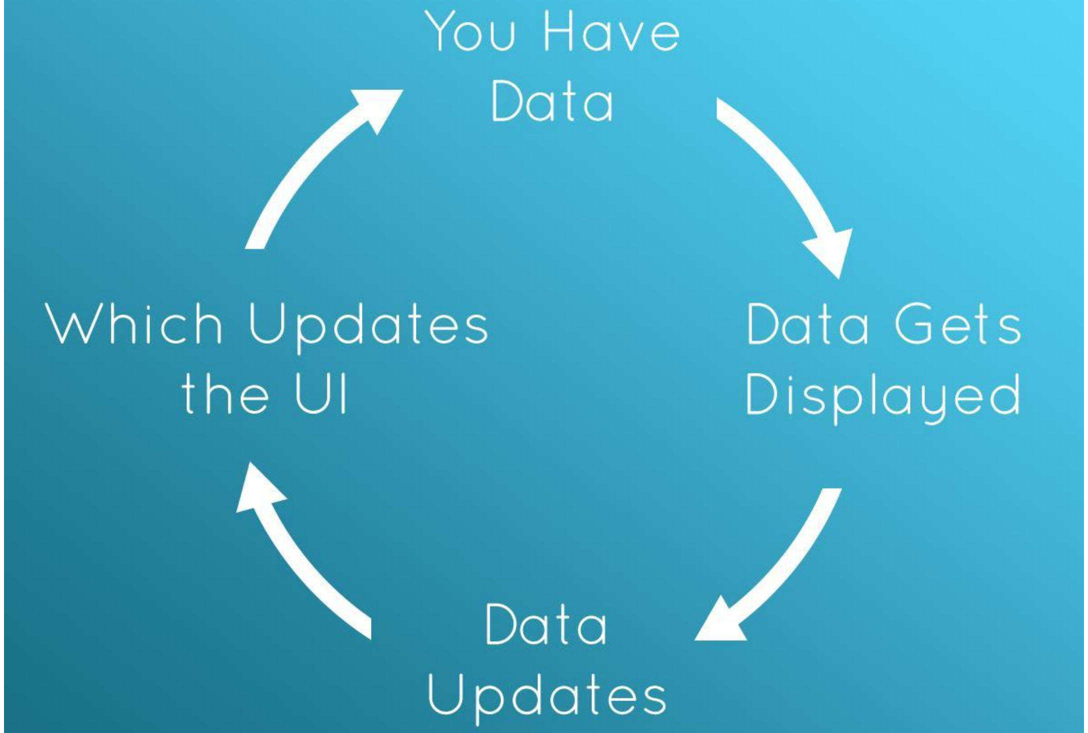

Hooks
Algebraic Effects

✌️ Rules of Hooks

Hooks are JavaScript functions, but they impose two additional rules:

- Only call Hooks **at the top level**. Don’t call Hooks inside loops, conditions, or nested functions.
- Only call Hooks **from React function components**. Don’t call Hooks from regular JavaScript functions. (There is just one other valid place to call Hooks — your own custom Hooks. We’ll learn about them in a moment.)

The React UI Cycle



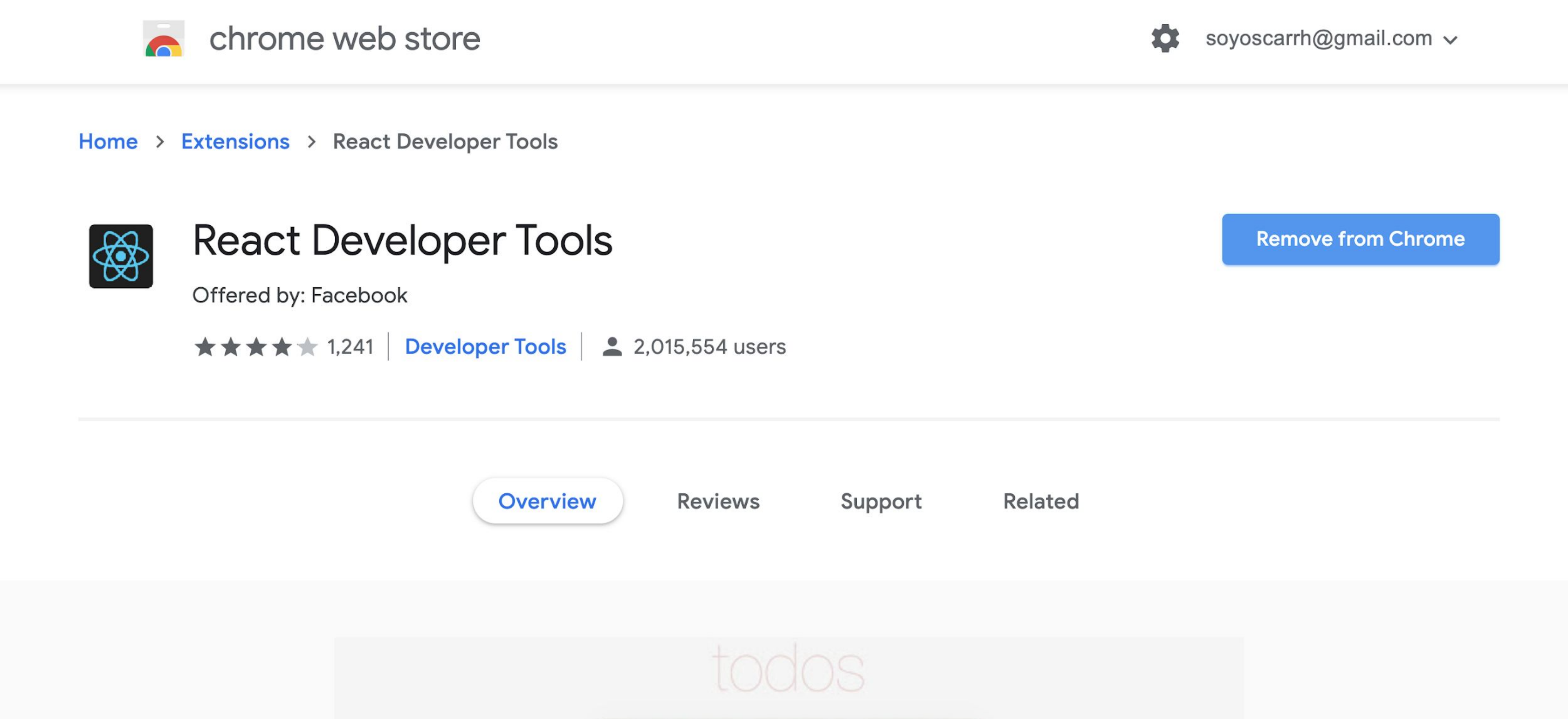
You Have Data

Data Gets Displayed

Data Updates

Which Updates the UI

This happens AUTOMATICALLY once you define components



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React Developer Tools

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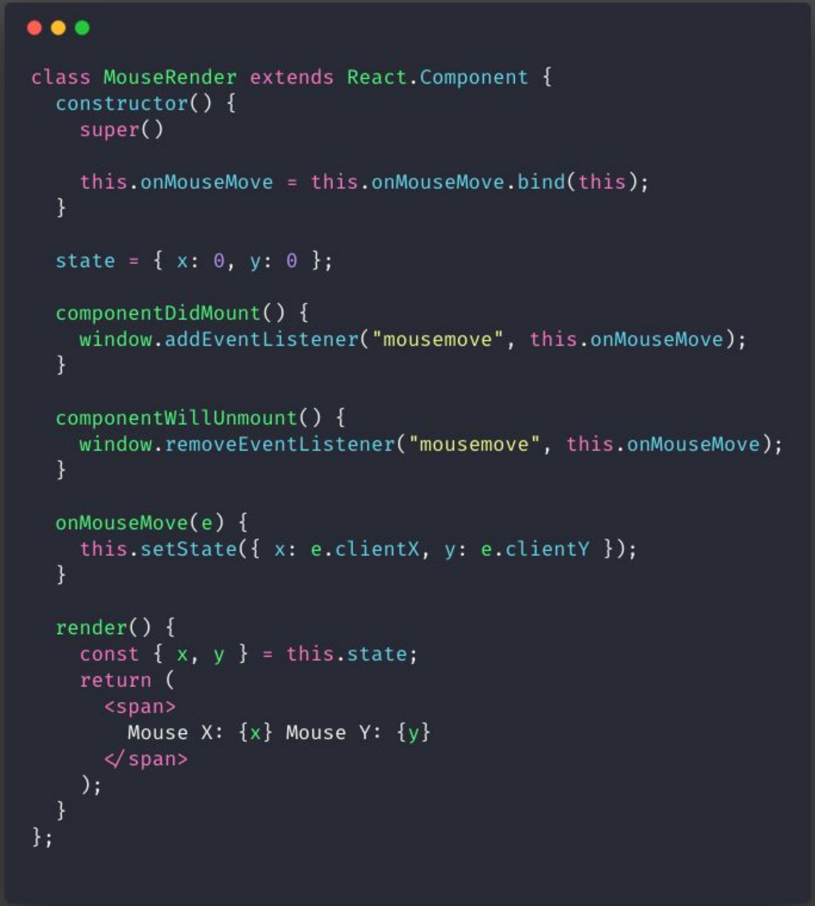
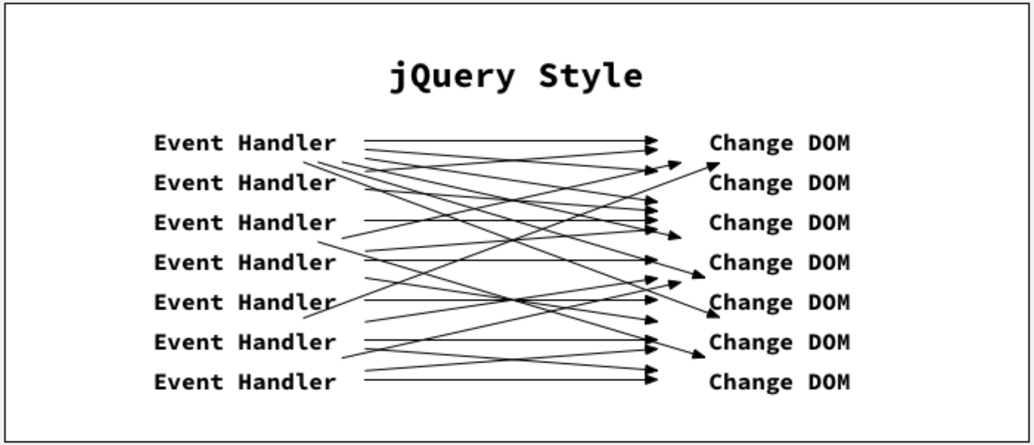
React is **unopinionated**

Effects

```
<Blink>
<Blink/>
```



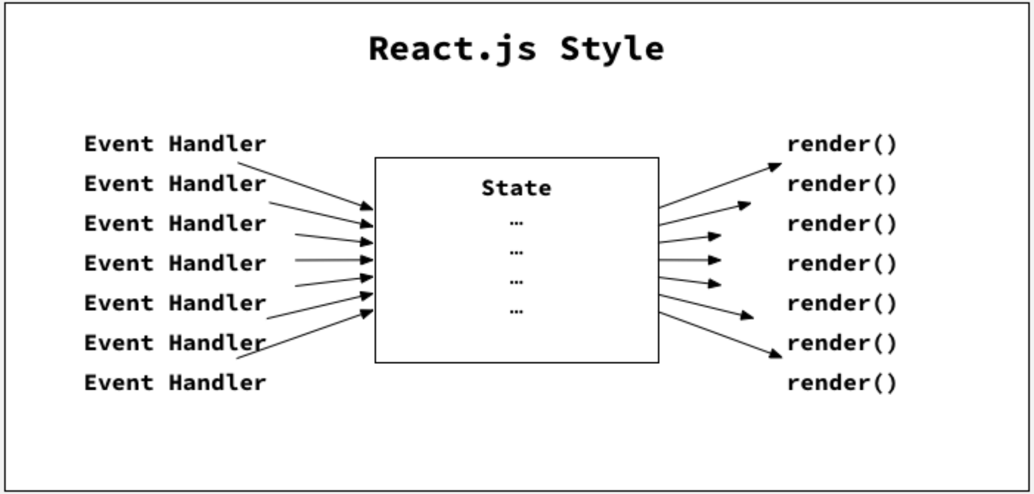
```
class MouseRender extends React.Component {
  constructor() {
    super()

    this.onMouseMove = this.onMouseMove.bind(this);
  }

  state = { x: 0, y: 0 };

  componentDidMount() {
    window.addEventListener("mousemove", this.onMouseMove);
  }

  componentWillUnmount() {
    window.removeEventListener("mousemove", this.onMouseMove);
  }

  onMouseMove(e) {
    this.setState({ x: e.clientX, y: e.clientY });
  }

  render() {
    const { x, y } = this.state;
    return (
      <span>
        Mouse X: {x} Mouse Y: {y}
      </span>
    );
  }
};
```



jQuery Style

Event Handler
Event Handler
Event Handler
Event Handler
Event Handler
Event Handler
Event Handler

Change DOM
Change DOM
Change DOM
Change DOM
Change DOM
Change DOM
Change DOM



React.js Style

Event Handler
Event Handler
Event Handler
Event Handler
Event Handler
Event Handler
Event Handler

State
…
…
…
…

render()
render()
render()
render()
render()
render()
render()

Source: https://medium.freecodecamp.org/react-introduction-for-people-who-know-just-enough-jquery-to-get-by-2019-version-28a4b4316d1a