# PRACTICAL REACT WITH TYPESCRIPT



# Agenda

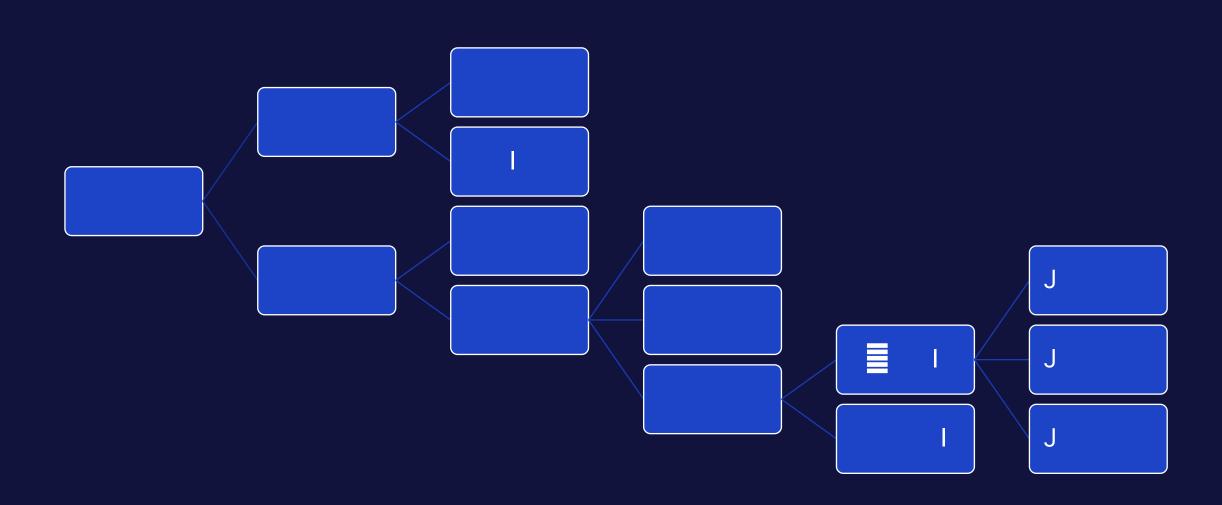
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```

#### React basics



## **Anatomy of React**



# TextField



#### Observed to the contract of the contract of

```
export interface TextFieldProps {
                                                     props
  label: string
                                                                                 component
export const TextField = ({ label }: TextFieldProps) => {
 const id = useId()
 const [value, setValue] = useState("")
 return (
   <div>
     <label htmlFor={id}>{label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

```
export interface TextFi
 label: string
                                            props
export const TextField = ({ label }: TextFieldProps) => {
 const id = useId()
 const [value, setValue] = useState("")
 return (
   <div>
      <label htmlFor={id}>{label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

```
export interface TextFieldProps {
  use*
                         hooks
export conservation d = ({ label }: TextFieldProps) => {
 const id = useId()
 const | value, setValue | = useState("")
 return (
   <div>
     <label htmlFor={id}>{label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

```
export interface TextFieldProps {
 label: string
   useState
                                             dProps) => {
  const [value, setValue] = useState("")
 return (
   <div>
     <label htmlFor={id}>{label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

```
export interface TextFieldProps {
 label: string
export const TextField = ({ label }: TextFieldProps) => {
                           jsx
 return
    <div>
     <label htmlFor={id}>{label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

```
export interface TextFieldProps {
 label: string
export const TextField = ({ label }: TextFieldProps) => {
 const id = useId()
                cotValual - ucoStata("")
                                                              id
                          htmlFor
                                        label
      <label htmlFor={id}>{label}</label>
      <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

```
export interface TextFieldProps {
  label: string
export const TextField = ({ label }: TextFieldProps) => {
  const id = useId()
  const_[value setValuel - useState(""
                                                                      children
                        children
                                           label
                                                                             TextField
 retur
                                                                 label
    <div>
      <label htmlFor={id} \{label} \text{/label>
      <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
      {value}
    </div>
```

```
export interface TextFieldProps {
 label: string
            useState
                   destructure
exp
 const [value, setValue] = useState("")
 return (
   <div>
     <label htmlFor={id}>{label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

```
export interface TextFieldProps {
  label: string
export const TextField = ({ label }: TextFieldProps) => {
 const id = useId()
 const [value, setValue] = useState("")
 return (
                                     value
                                                     input
   <div>
      <label htmlFor={id}>{raber;
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)}
     {value}
    </div>
                                                            onChange
                                                                              function
```

```
Component:
Props
• Hooks | 0

    State

    Children

• JSX J
• {}
                                JSX
```

| input

#### Anatomy of an event

input

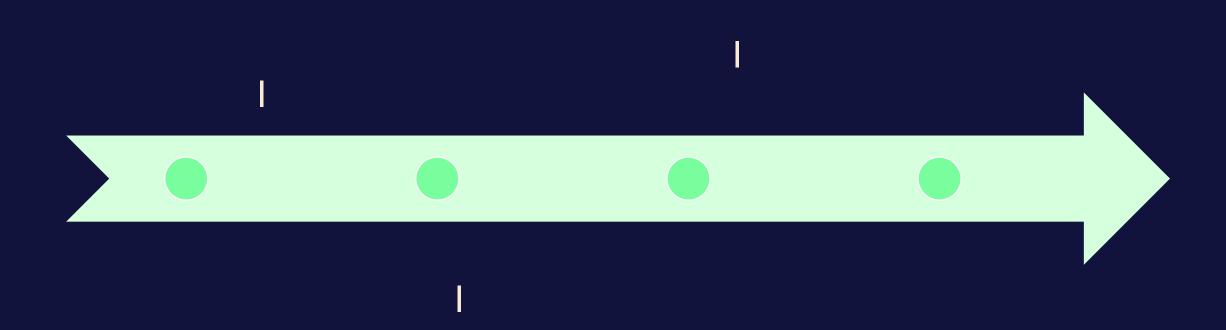
```
export interface TextFieldProps {
 label: string
export const TextField = ({ label }: TextFieldProps) => {
 const id = useId()
 const [value, setValue] = useState("")
 return (
                                                         input*
   <div>
     <label htmlFor={id}>{label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

onChange

```
export interface TextFieldProps {
 label: string
export const TextField = ({ label }: TextFieldProps) => {
 const id = useId()
 const [value, setValue] = useState(""
 return (
                                                                      event handler
   <div>
                                                                                      setter
      <label htmlFor={id}>{label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

```
export interface TextFieldProps {
  label: string
                                                State change
                                                                            re-render
                                                                     updated data
export const TextField = ({ label }: TextFieldProps) => {
 const id = useId()
 const [value, setValue] = useState("")
 return (
   <div>
      <label htmlFor={id}>{label}</label>
      <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```

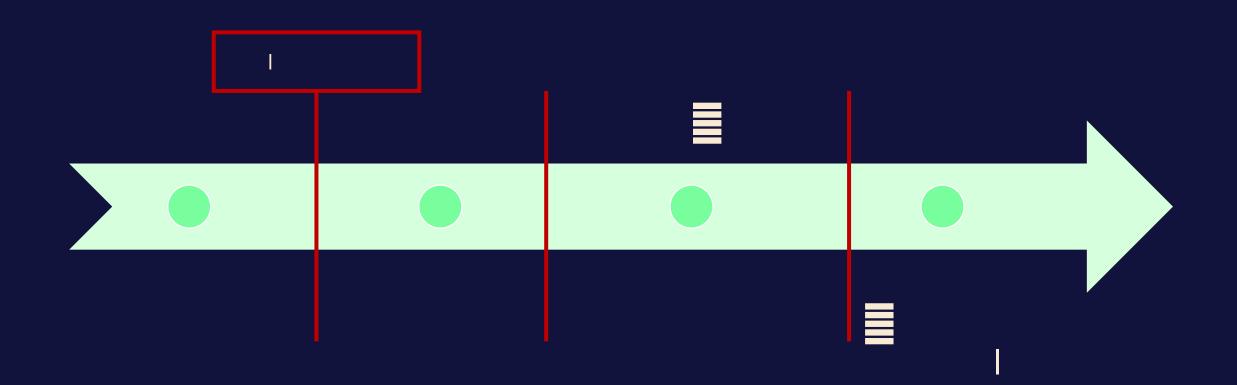
```
export interface TextFieldProps {
 label: string
export const TextField = ({ label }: TextFieldProps) => {
 const id = useId()
 const [value, setValue] = useState("")
 return (
   <div>
                                      value
                                                    updating the UI
      <label htmlFor={id} {label}</label>
     <input id={id} type="text" value={value} onChange={(evt) => setValue(evt.target.value)} />
     {value}
    </div>
```



#### Component lifecycle

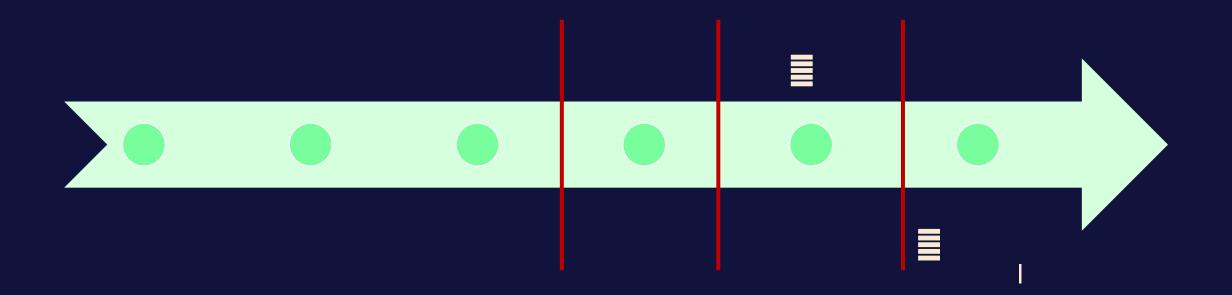
#### **Component lifecycle**

**TextField** 



#### **Component lifecycle**

**TextField** 



#### ClickUntil

#### NumericField

#### <> ClickUntilForm

# Styling

# Style TextField



# Style components

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## EoD 1

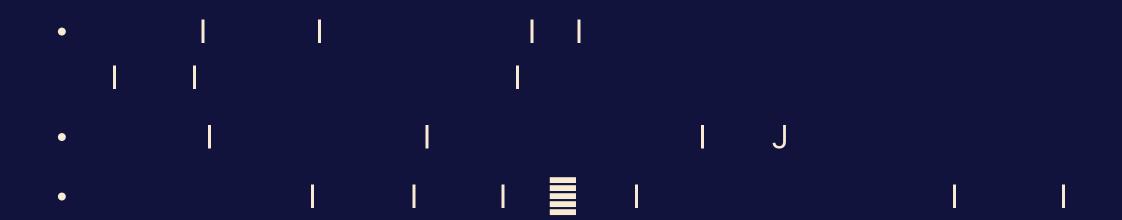
# **Immutability**

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#### UserDetails





#### UserDetails2



# Loops

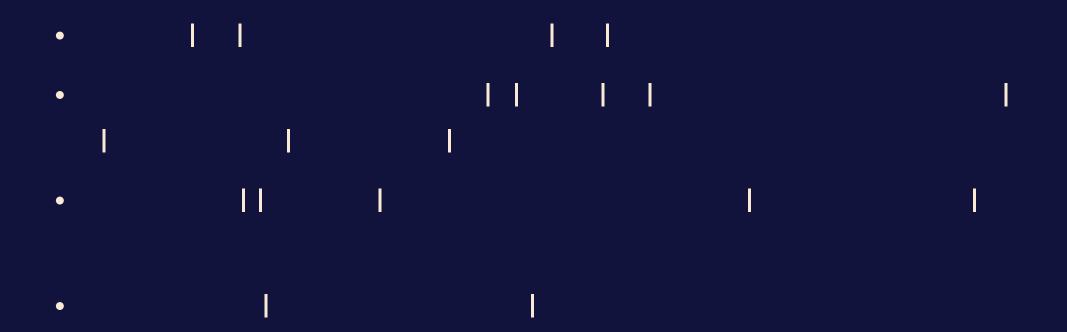
I I I

## ListData component



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#### UsersTable



# Hooks

#### **Most common react hooks**



# useRandom



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## <> useWindowTitle

```
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```

# useLocalStorage

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```
interface ContainerFor<TType> {
   id: string
   value: TType
}
```

```
const stringContainer: ContainerFor<string> = {
 id: "123",
 value: "foo"
const booleanContainer: ContainerFor<boolean> = {
 id: "123",
 value: true
interface Name {
 firstName: string
 lastName: string
const objectContainer: ContainerFor<Name> = {
 id: "123123",
 value: {
   firstName: "Test",
   lastName: "Testington"
```

```
interface ContainerFor<TType extends string | boolean> {
  id: string
  value: TType
}
```

```
const stringContainer: ContainerFor<string> = {
   id: "123",
   value: "foo"
}

const booleanContainer: ContainerFor<boolean> = {
   id: "123",
   value: true
}
```

```
interface GenericInterface<T> {
  id: string
  value: T
type GenericType<T> = {
  id: string
  value: T
const genericFn = <T, T2>(firstArg: T, secondArg: T2) => {
function genericFn2<T, TReturn>(firstArg: T): TReturn {
```

# **TypeScript Generics with React**

```
export interface GenericComponentProps<TType> {
   label: string
   value: TType
}

export const GenericComponent = <TType,>(props: GenericComponentProps<TType>) => {
      // ...
}
```

## ChoiceField

```
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```

# EoD 2

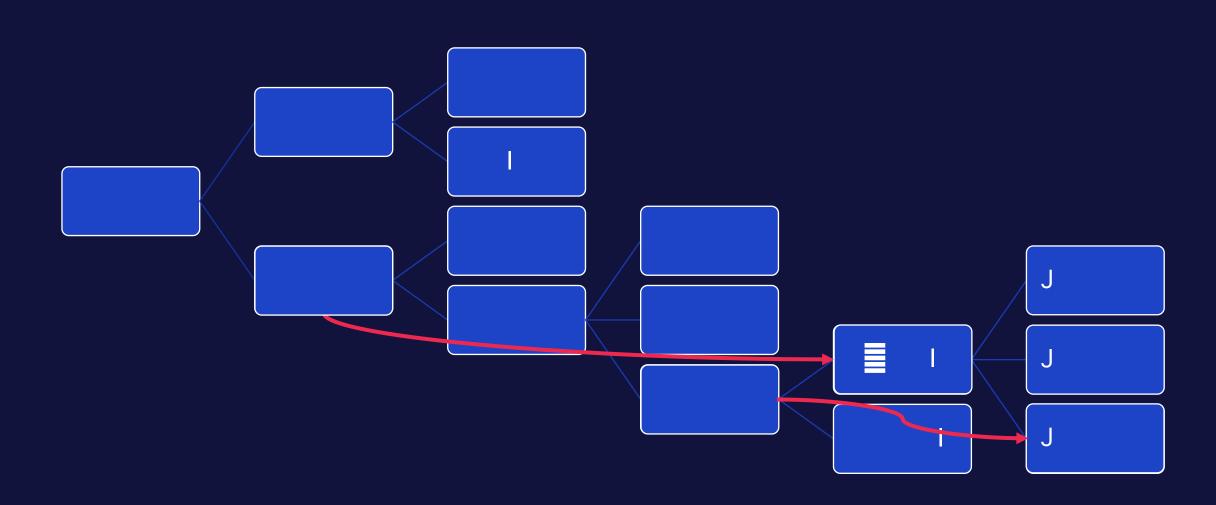
# Organize the workspace

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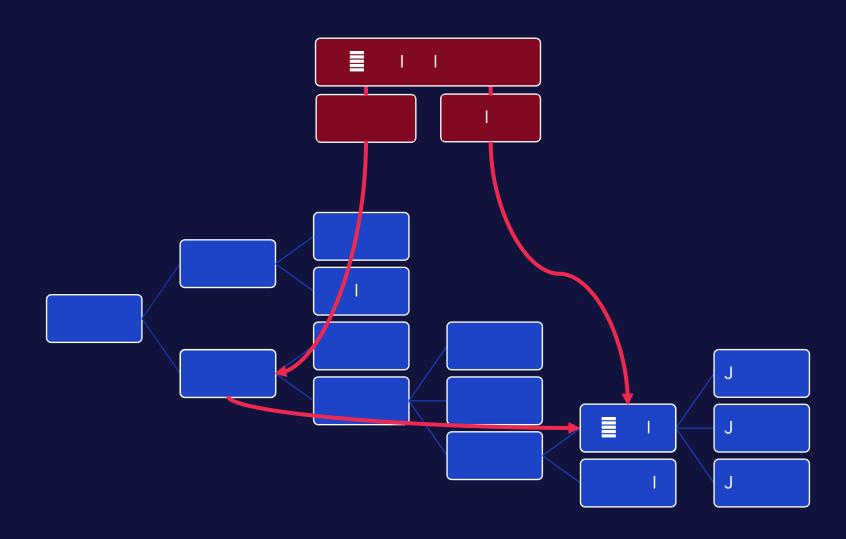
#### Contexts

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# **Anatomy of Context**



# **Anatomy of Context**



# <> UsersContext



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#### OisableFieldsContext

#### **Communication with a server**

## ServerSideUserTable

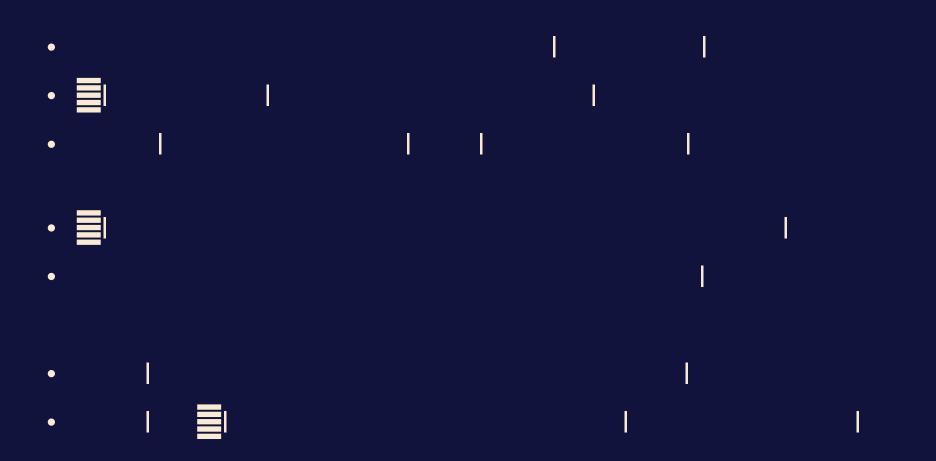


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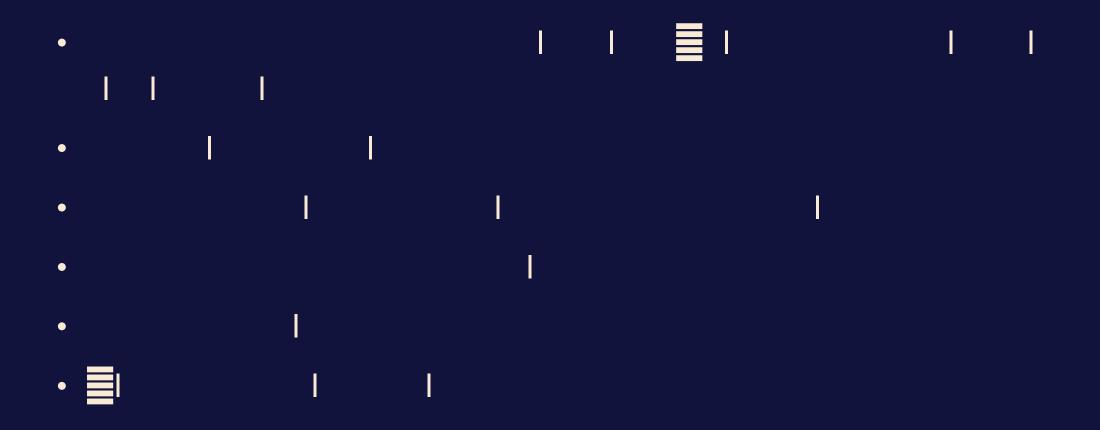
# **Generating clients**

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# GroupsTable



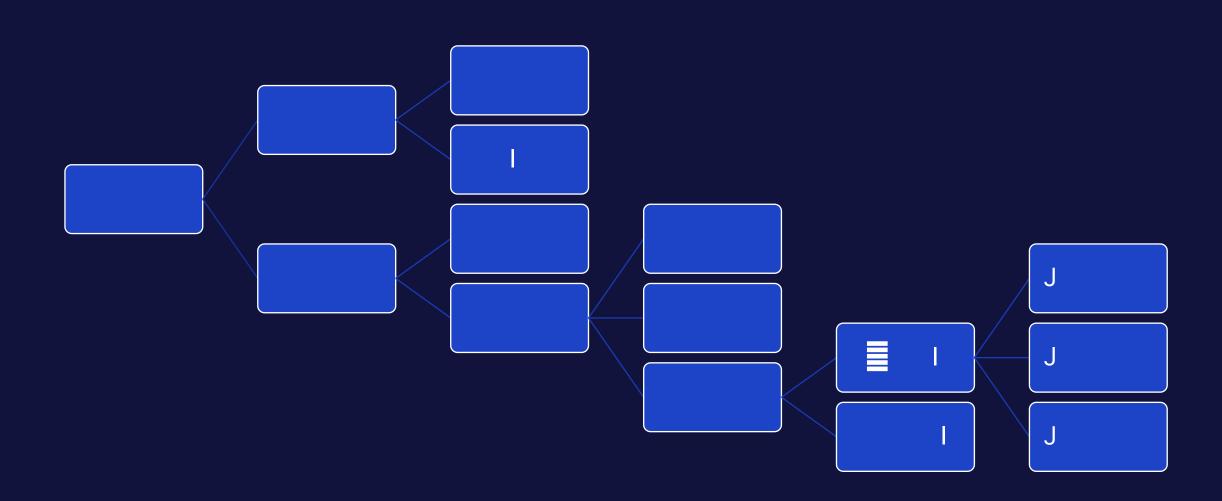
### UserDetails



# Routing

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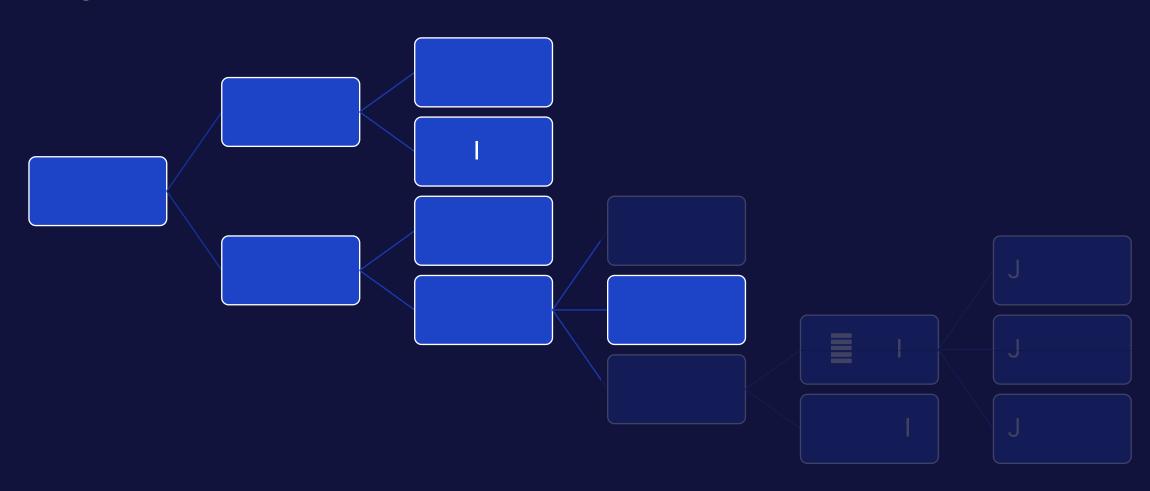
# **Anatomy of routing**



# Anatomy of

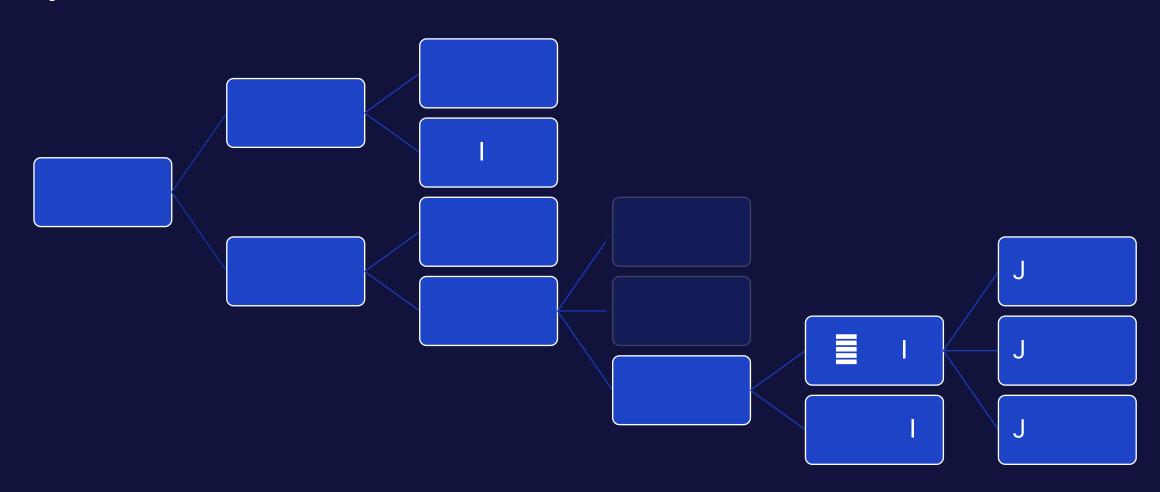
# **Anatomy of routing**

/login



# **Anatomy of routing**

/profile



# HomePage and UserDetailsPage



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# GroupDetails and Navigation





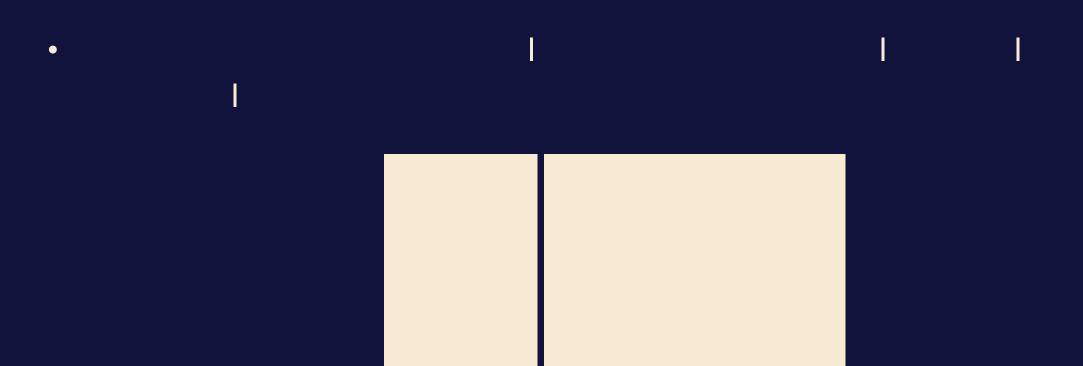
# NoNavigationLayout

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# Component composition

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#### MainSidebar



# **Optimizations**

Avoid unecessary re-renders



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