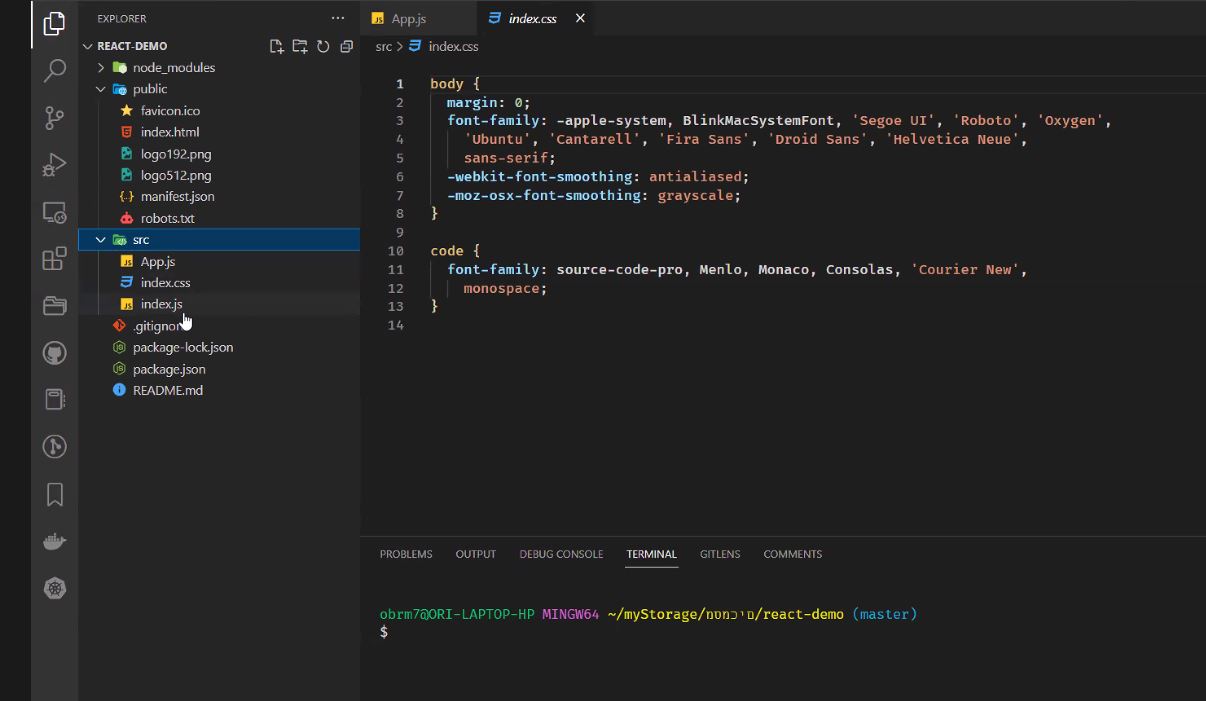
# React

## Setup

* **Create project**

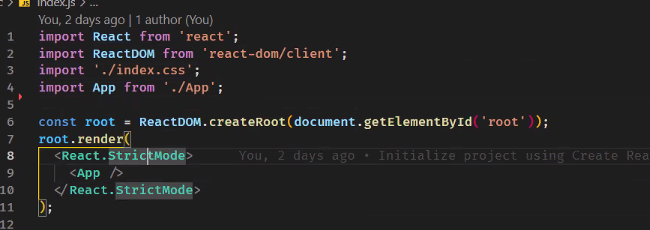
### 

* **Run project**: cd <project name>, Npm start
* **Delete some stuff**: watch lecture recording for detailed setup.

this is how it should look like afterwards: Text

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* **Index:**



* **App:** empty function.
* **Create one template project**.
* For each project: Delete package lock, copy the src file and the and the packege json to the project file. When you save your stuff: save the packege json and the src file, not an entire project. If you want to continue working on a project (thus use the node modules again). When you’re in the file, you just do **npm i** (install the node modules).

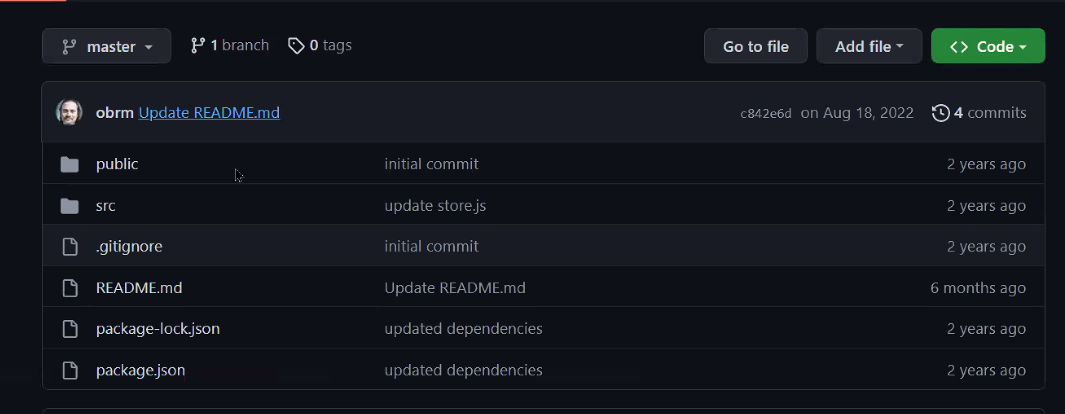
### Project structure

* **At the bottom of each component code:**

export default app

### uploading to github

the files you need to upload to github:



## Useful packages

### Helmet

A package that changes the name of the page to the name of the current component(השם בלמעלה בלשונית של האינטרנט)

Helmet.title = sth sth

## Basic terms

### Linter

Reads your code and checks for errors, bad code etc.

### JSX

JavaScript XML

### Imperative and \_\_ approach

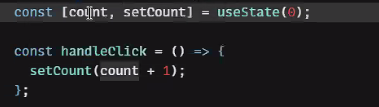
* Impeartive: giving clear, step by step „instructions“, telling the DOM what to do (e.g. create new element, element.innerText, append).
* Declaratig : defining the desired end state using syntactic sugar. React translates your input to valid browser code in the background.

## React functions

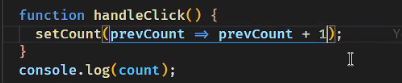
### Hooks - useState

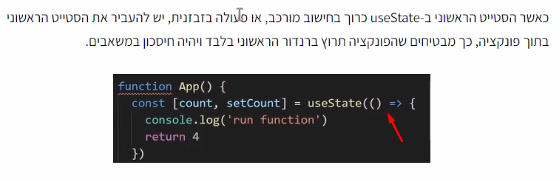
Set: renders a component

Case 1: change the value to sth new (if you update a value this syntax is wrong, for the right one see case 2.



Case 2: using the old value to get a new one: use prevCount.



Case 3: render only in the first run: 

### useEffect

When to use: whenever there’s an action that should be executed in response to another action.

Cleanup function: runs before every time the effect function runs, and after it’s being demounted from the DOM.

usecases: **event listener scroll**, **setInterval**, window.title (manipulating the website title), **updating local storage**, **fetching sth by id** (when you choose an id or sth) – fetch accordingly, **debounce**: set timeout for the useState – so after the input is done being typed it waits for half a second and sends a request for the server.

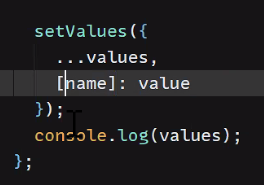
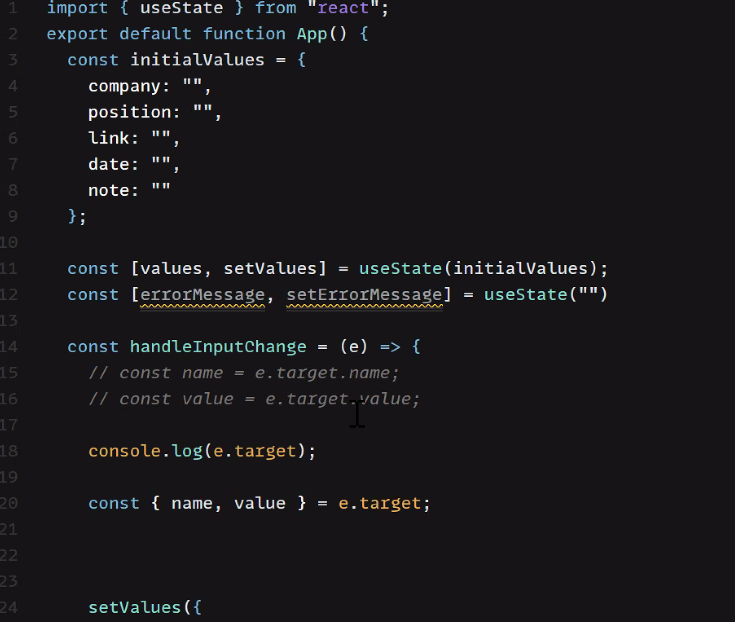
### useReducer

when to use: when you update a state, that is dependant on another state.

## Useful stuff

### Form – controlled (controlled component)

Dynamically getting every input, without setting a usestate per each input of the form.



Using the squared brackets here to updated the value of the chosen key. name can be different every time here.

### Form – uncontrolled (uncontrolled component)

Meaning of uncrontolled – the internal state (the value) is not controlled by react. There’s a direct manipulation of the DOM, and the virtual DOM and then rendering.

Use ref does not render the component.

Text

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### If sth, then gimmie that jsx: &&

In this case, if error is definend (I initialized with no value).

