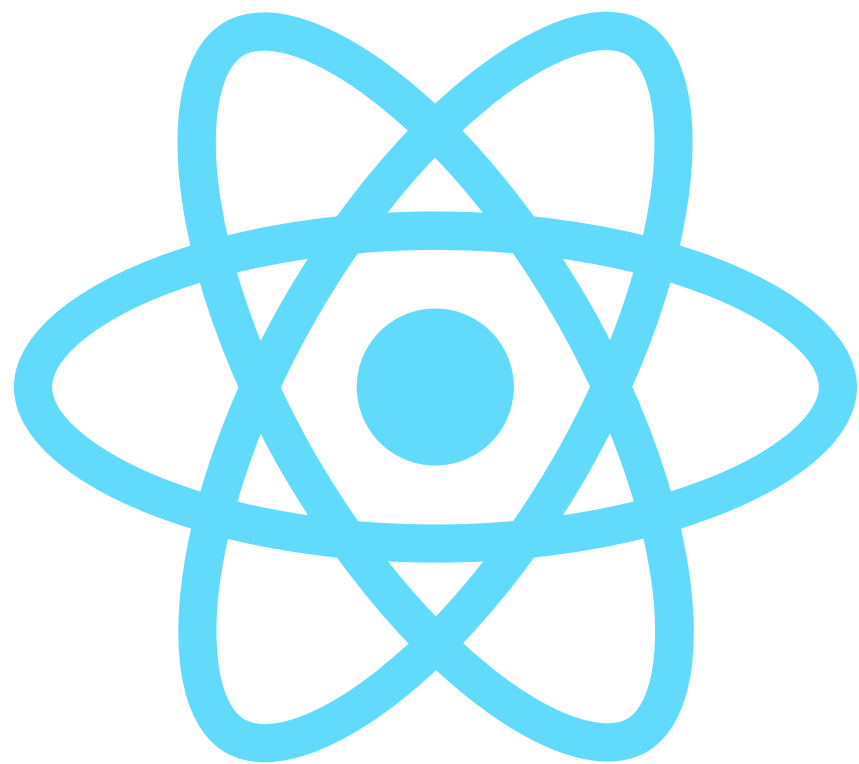


React
Workshop



React

Tutorial

HTML

Html Tag

CSS

Tag
Selector
Attribute
Box
Model

JS

Type
Class
Syntax

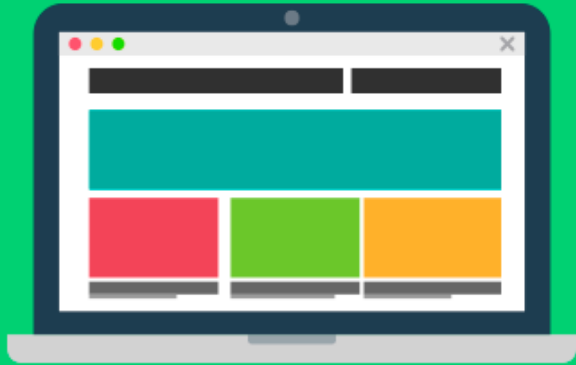
DOM

HTML
DOM

React

Virtual
DOM
Component
Based
JSX
Life Cycle

Front And Back End



FRONTEND



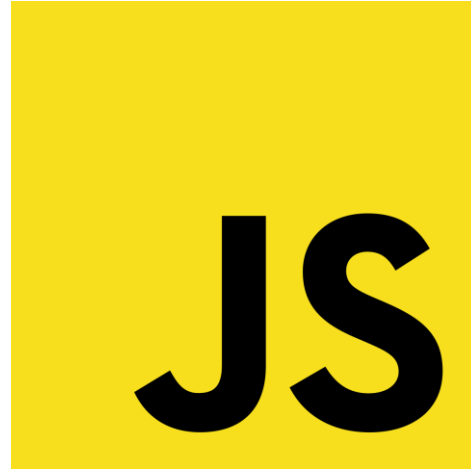
BACKEND



Website



Structure
(Bone)



Interaction
(Brain)



Decoration
(Skin)



Mobile APP



android



Kotlin

JAVA

Java



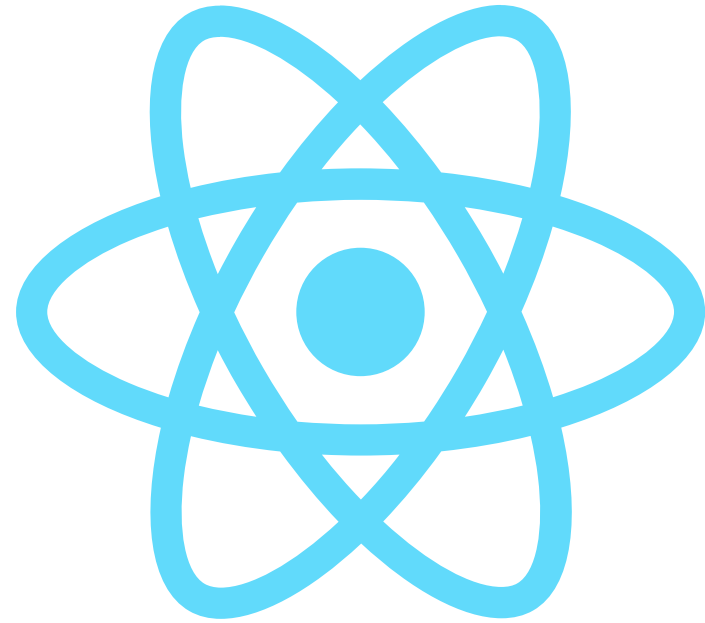
iOS



Swift

Website + Mobile
APP = Hybrid
APP

That's



React

Even more



Flutter

With



Dart

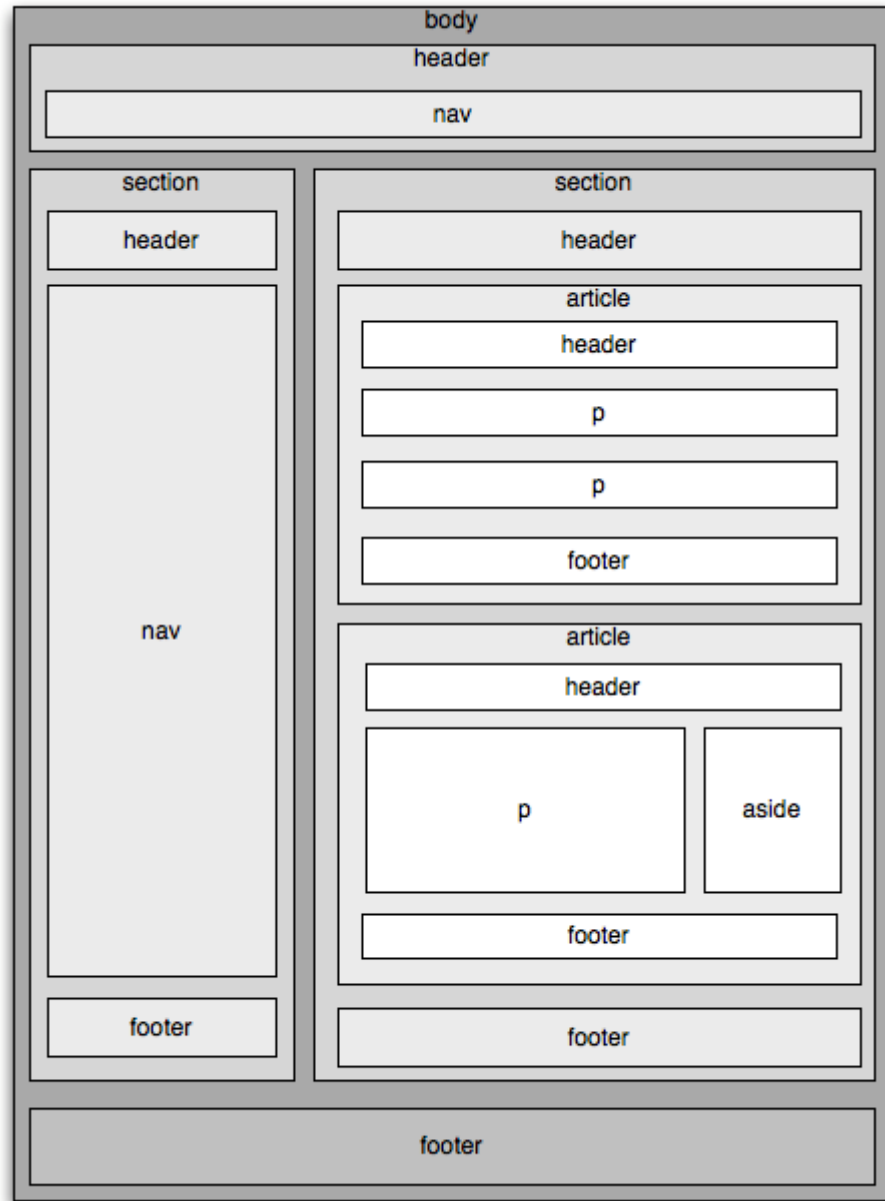
Will On New OS by GOOGLE



Get Started
from **HTML**

HTML

HyperText
Markup
Language



HTML Tag

`<div></div>`

``

`<h1></h1>`

`<p></p>`


```
<div>
```

```
  <h1>Hello World!</h1>
```

```
  <p>Diary</p>
```

```
</div>
```

```
<div>
```

```
  <h2>H2</h2>
```

```
  <h3>H3</h3>
```

```
  <h4>H4</h4>
```

```
  <h5>H5</h5>
```

```
  <h6>H6</h6>
```

```
</div>
```

Hello World!

Diary

H2

H3

H4

H5

H6

Let's Coding

Fxccking Ugly

Add skin
with CSS

CSS

Cascading

Style

Sheet

Syntax

```
.c{ //HTML selector  
    background-color: blue;  
    //Attribute: Value  
}
```

```
@import url('http://www.google.com')
```

```
Background: url('http://www.google.com')
```

HTML Tag Selector

In **HTML**

```
<h1 class='c'>Hello</h1>
```

```
<p id='i'>I</p>
```

In **CSS**

```
.c{
```

```
    background-color: blue;
```

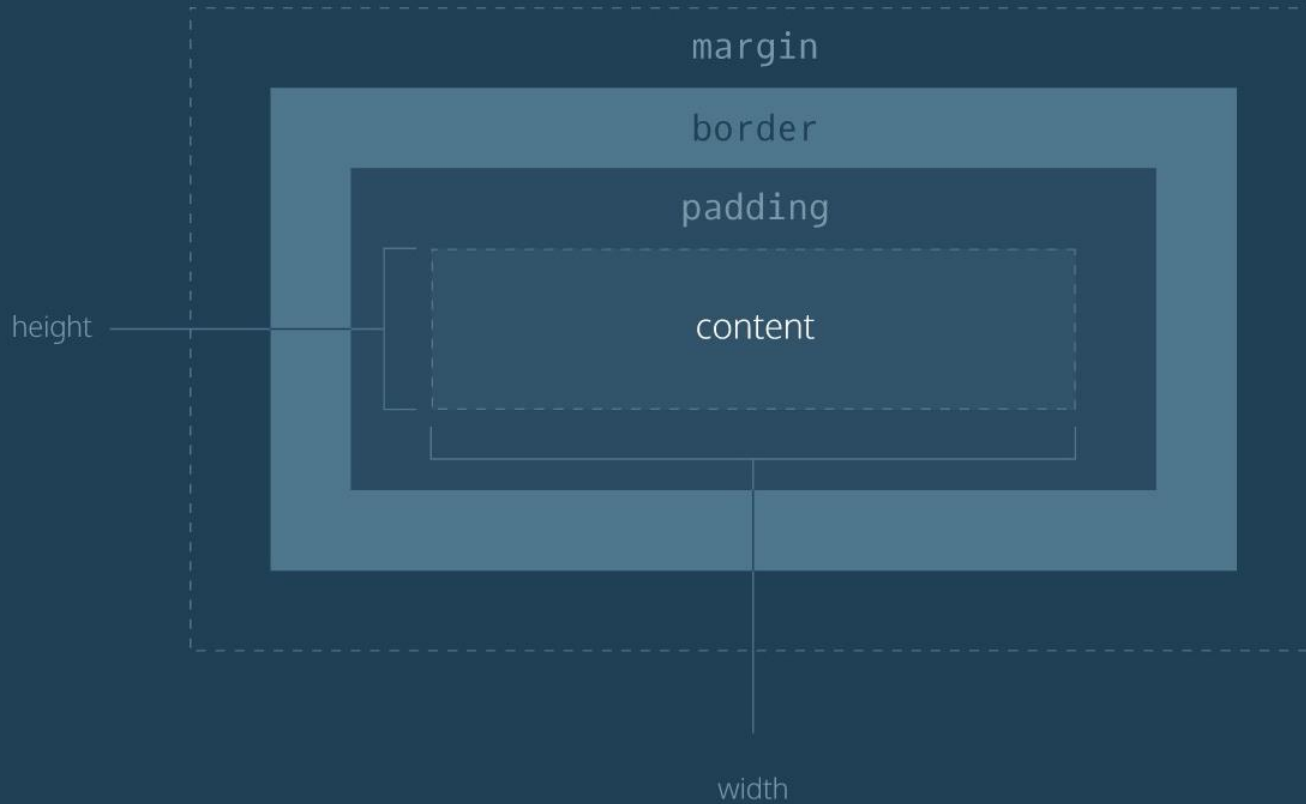
```
}
```

```
#i{
```

```
    color: red;
```

```
}
```


The Box Model



Box Model

Margin: **Out** of Border, distance with other element

Border: **Just** Border

Padding: **Inner** Border, stuff in the box

Content: **Elements** in box

Let's Coding
Again

Fxcking Boring

JS

Javascript is a

/ Weak Type Language: **No** data type declaration

/ Interpret Language

/ Dynamic Language

/ Used in **Both** front-end and back-end (Node.js)

Data Type

- / Number: (A 64-bit floating number
- / Null (Nonexistent or invalid Object or Address
- / Undefined (Automatically assign value to variable
- / Boolean (True or False
- / String (A sequence of character
- / Symbol (
- / Bigint (A longer Integer

/ One More Type...

/ OOP

/ Object Orientation Program

/ Object & Class

```
{  
    var id;  
    var name;  
    var weight;  
}
```

```
Class Animal {  
    this.weight;  
    This.height;  
    eat(){...}  
}
```

/ Object Inherit

Object **Human** inherit **Animal**

Child
Object

Parent
Object

/ Because **Human** is a kind of **Animal**

/ Object Inherit In JS

```
Class Animal {  
  this.weight;  
  This.height;  
  eat(){...}  
}
```

```
Class Human extends Animal{  
  this.hairstyle;  
  greet(){...}  
}
```

Syntax

/ console.log()

/ (argument)=>{...} Arrow Function

/ setInterval(execute_function, period_time);

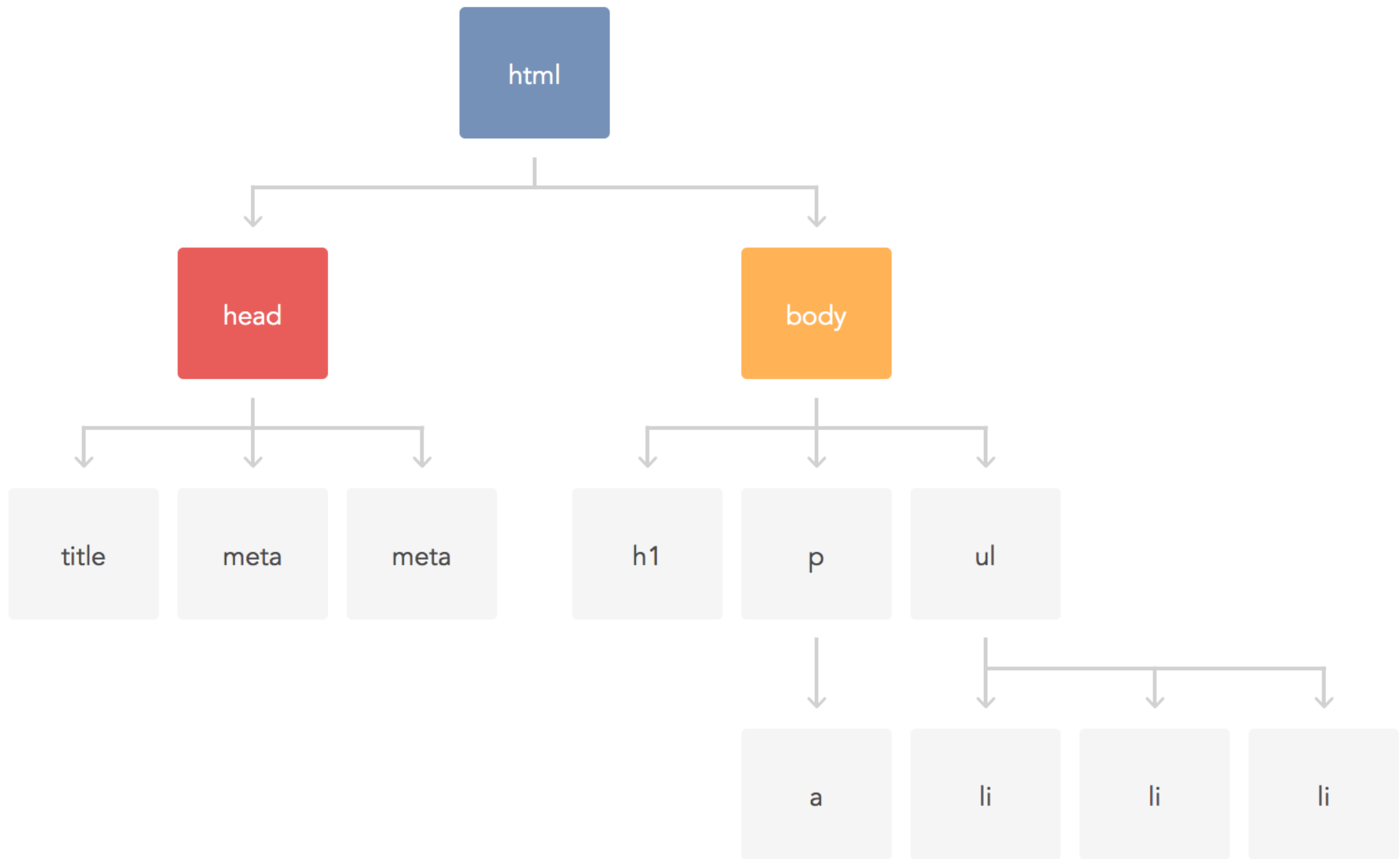
/ clearInterval

Let's Coding
Again and Again

Digital Clock

DOM

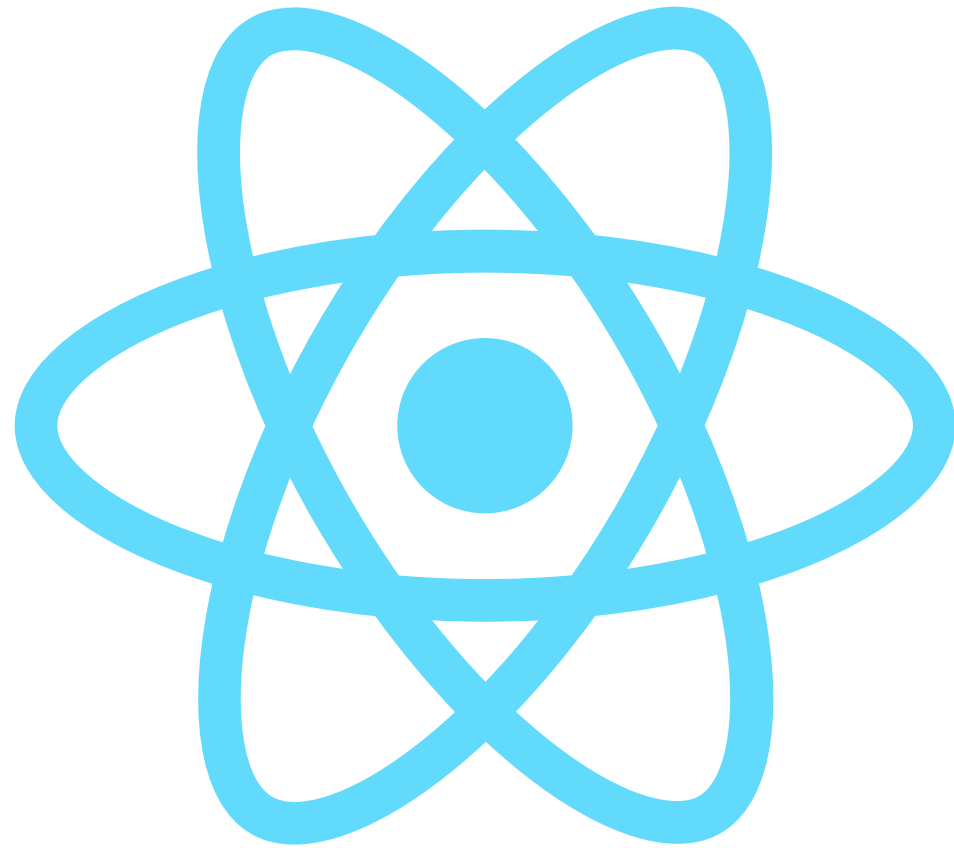
Document
Object
Model



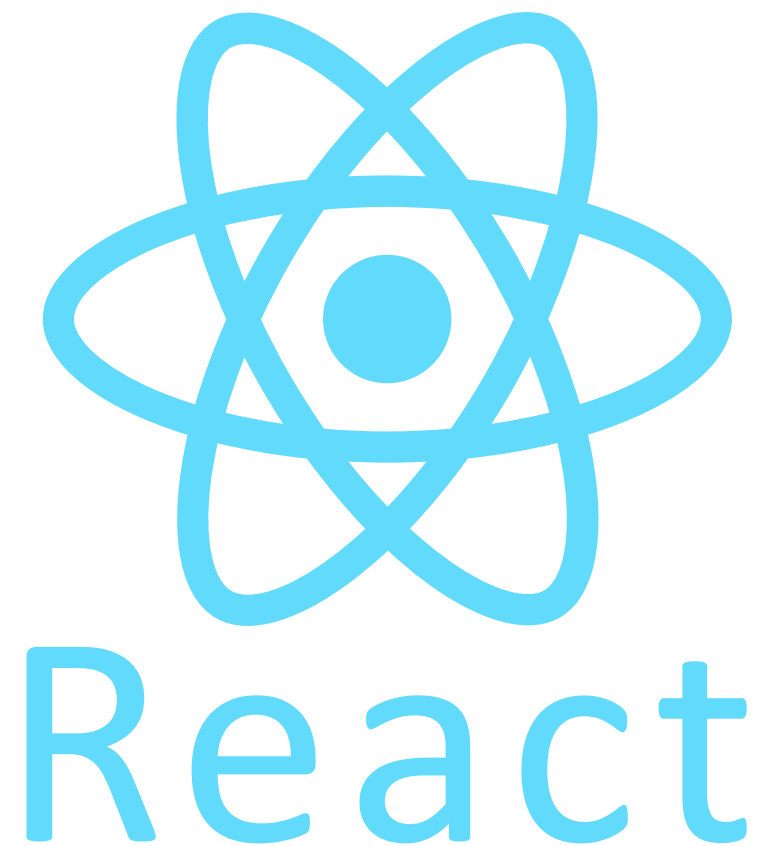
/ But that would be
A MESS...

As a result,

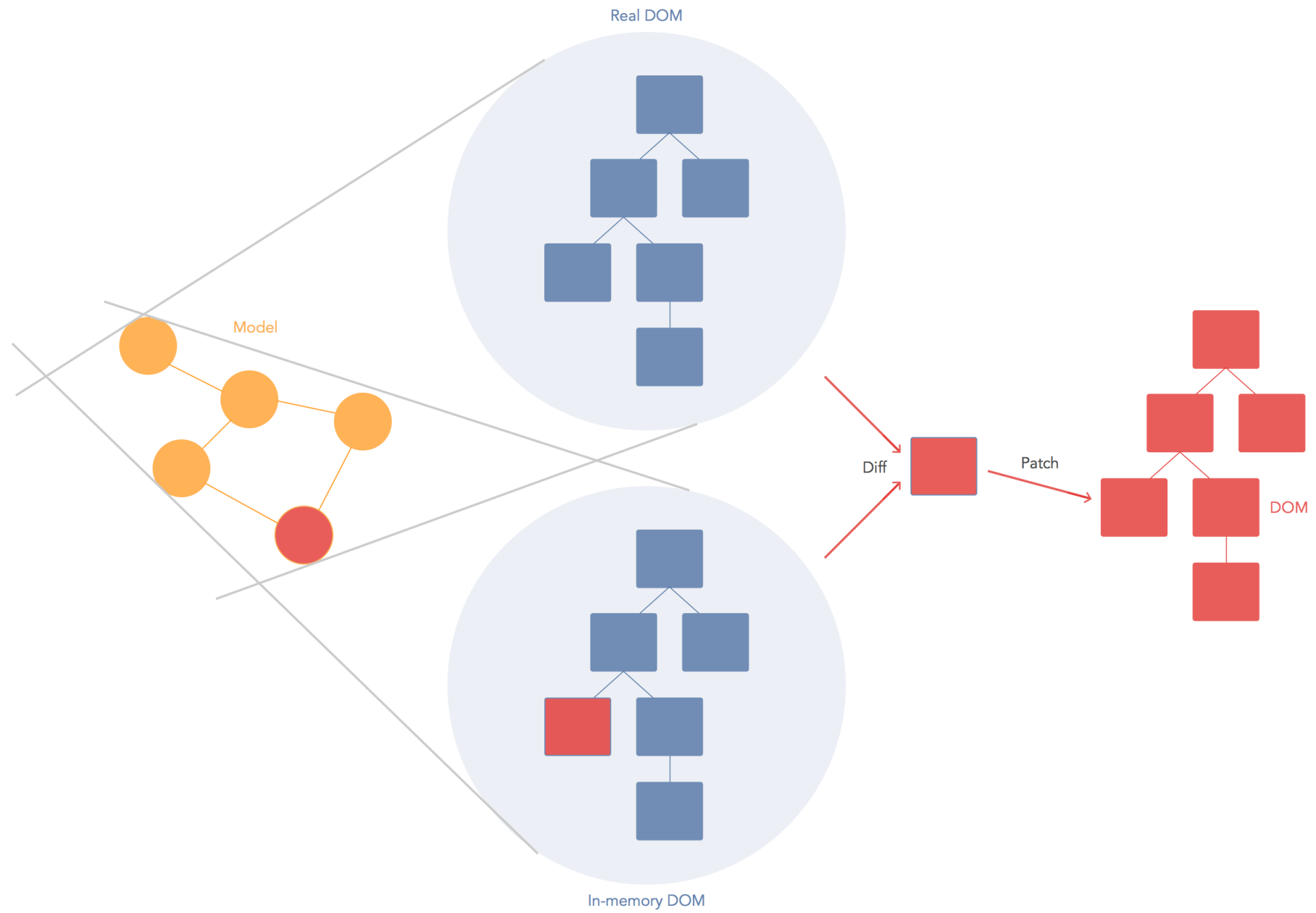
INTRODUCING



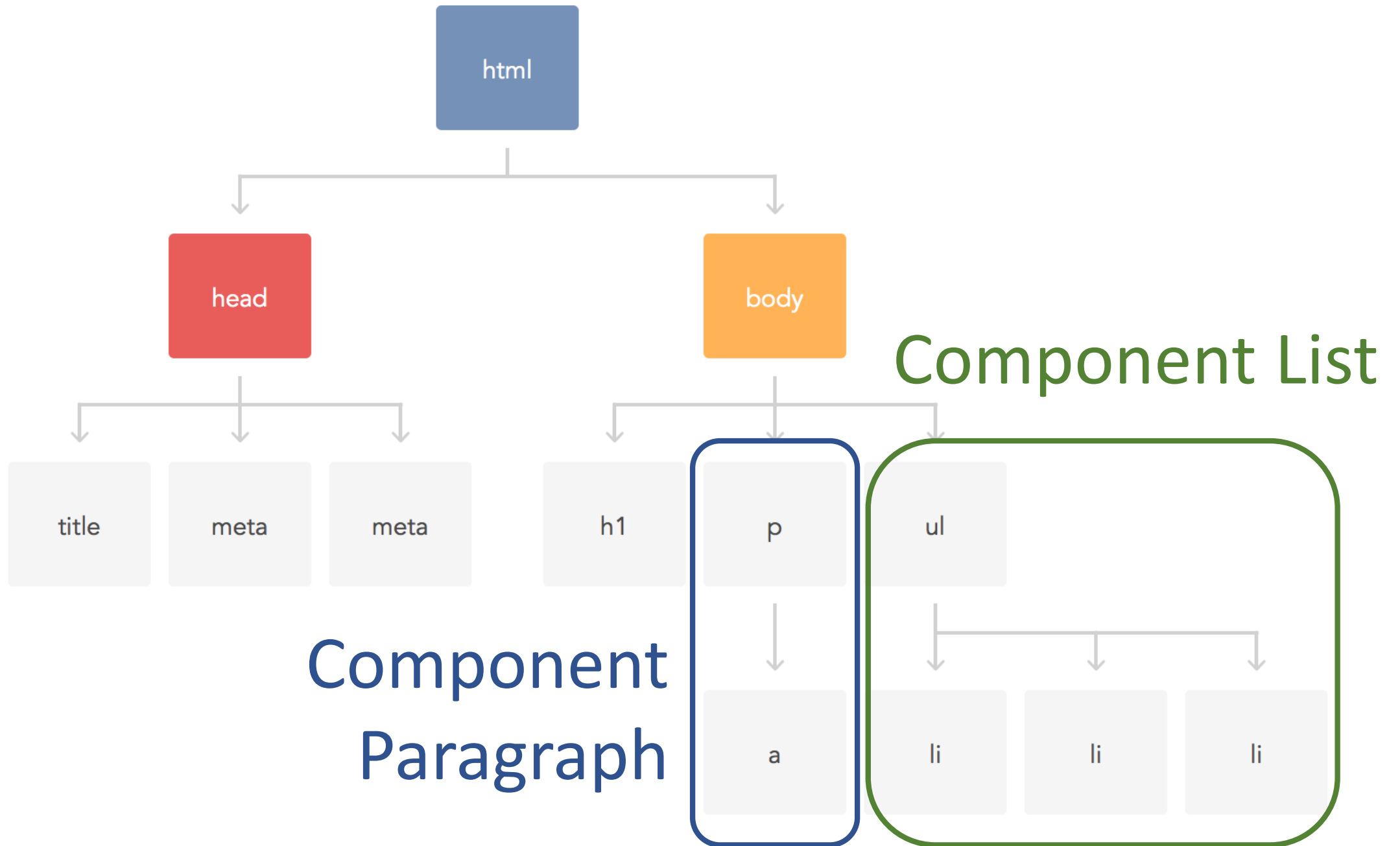
React

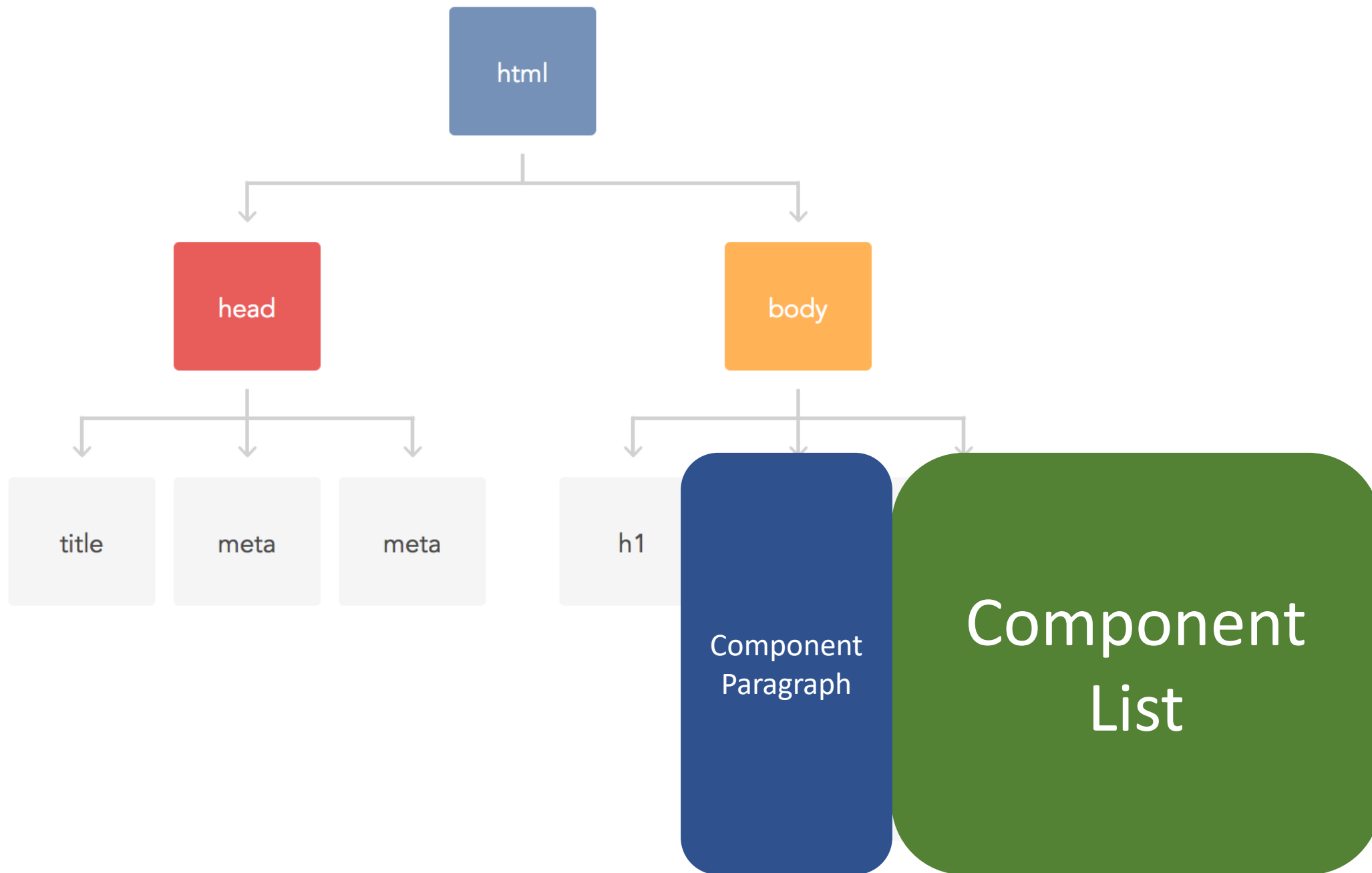


Virtual
DOM



/ Component Based

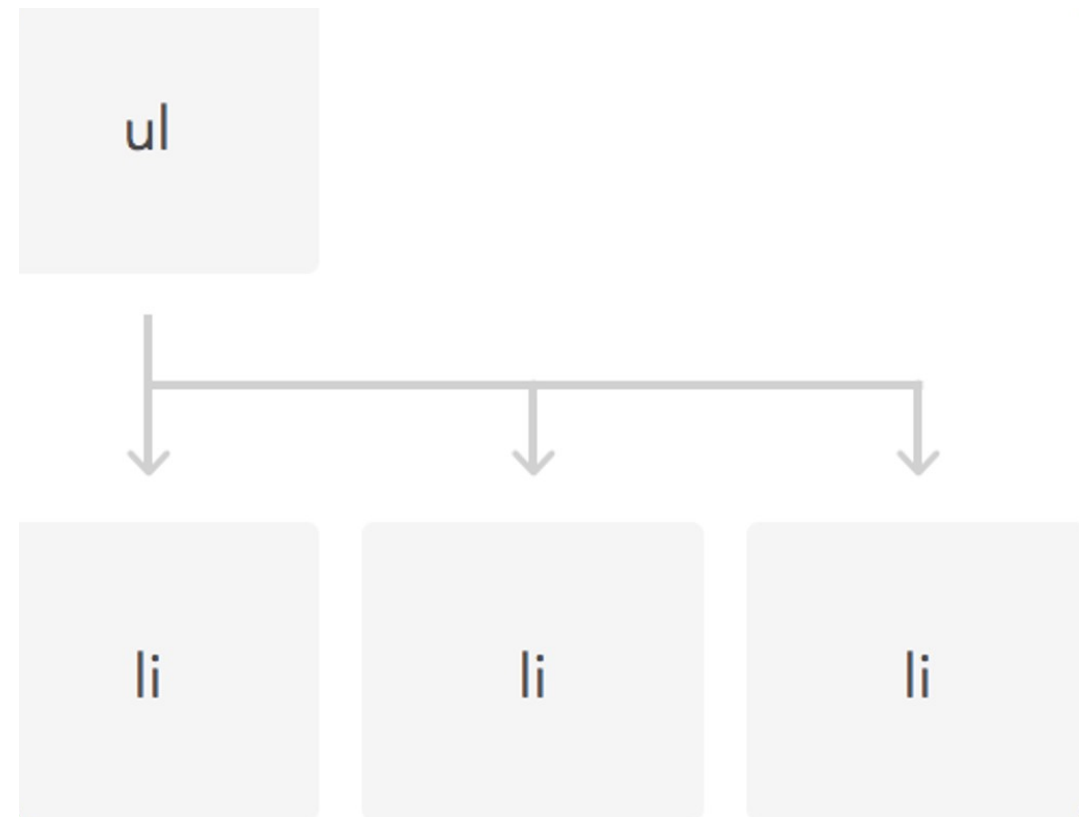


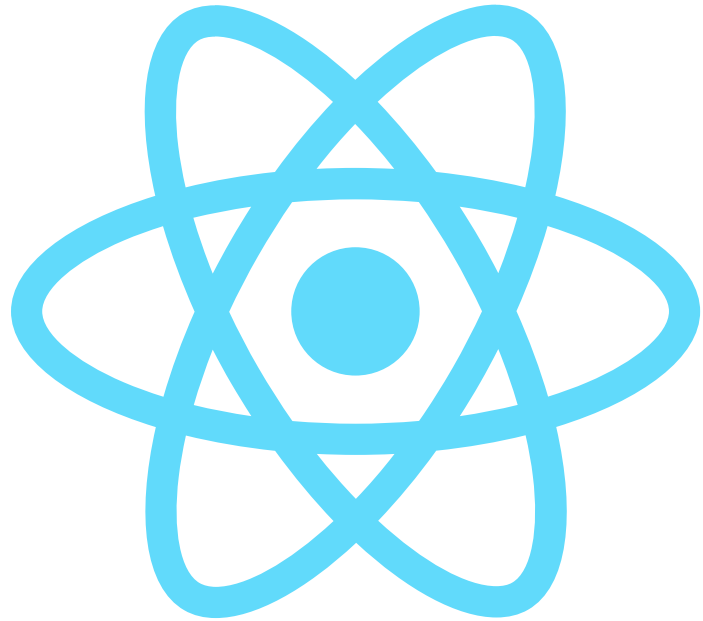


Component Paragraph



Component List





With



JSX

/ Syntax Sugar of JS

/ Add many additional usage

Syntax

/ <div style={{color: black, background-color: blue}}>

Same as **CSS**

/ {this.message}

Same as **innerHTML**

/ Life Cycle of / Component

Built in variables

/ **props**: Arguments passed from outside
class example extends React.Component{
 constructor(**props**){super(**props**);}
}

/ **state**: Inner variable of component
this.**state** = newState;
var nowState = this.**getState**();

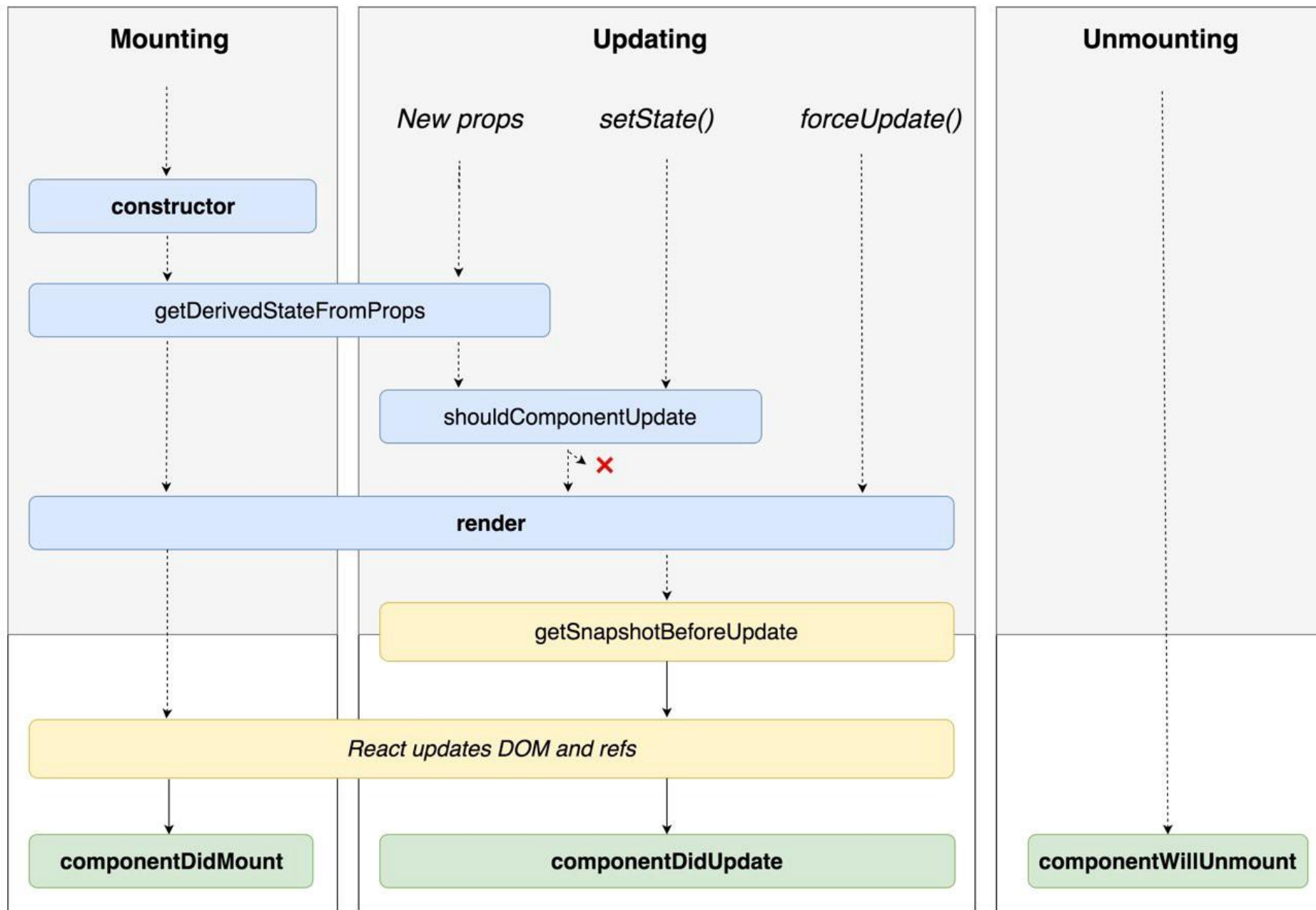
“Render Phase”
Pure and has no side effects.
May be paused, aborted or
restarted by React.

“Pre-Commit Phase”

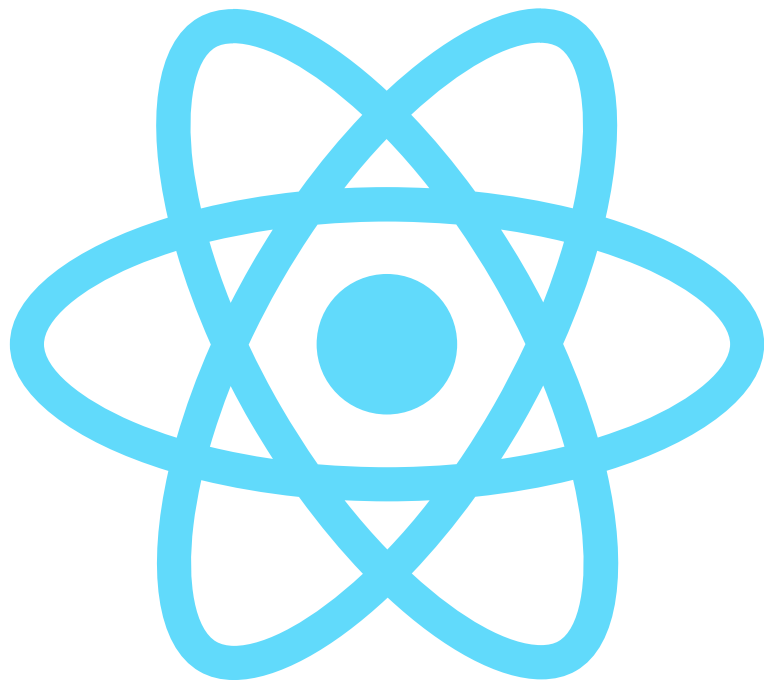
Can read the DOM.

“Commit Phase”

Can work with DOM,
run side effects,
schedule updates.



So We finally
can Start



Clock