

# React Simple

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## 1. Introduction

React Simple

0.6.0 Red is a simple, easy-to-use, and fast library for building user interfaces. It is based on the [React](#) library and is designed to be a [reactive programming](#) library. It is [object-oriented](#) and [reactive programming](#) is a programming paradigm that is based on the flow of data and the change of state.

React Simple API is a simple, easy-to-use, and fast library for building user interfaces. It is based on the [React](#) library and is designed to be a [reactive programming](#) library.

[react-simple] | [react-simple.png](#)

React Simple is a simple, easy-to-use, and fast library for building user interfaces. It is based on the [React](#) library and is designed to be a [reactive programming](#) library.

[react-graph] | [react-graphs.png](#)

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React Simple is a simple, easy-to-use, and fast library for building user interfaces. It is based on the [React](#) library and is designed to be a [reactive programming](#) library. [react/unlink](#) [clear-reaction](#)

React Simple is a simple, easy-to-use, and fast library for building user interfaces. It is based on the [React](#) library and is designed to be a [reactive programming](#) library.

NOTE:

- React Simple is a simple, easy-to-use, and fast library for building user interfaces. It is based on the [React](#) library and is designed to be a [reactive programming](#) library.

- `Red` `FRP`
- `Red/View` `GUI` `face!`

### 1.1. □□□

項目	内容
プロジェクト概要	プロジェクトの目的、範囲、スケジュール、関係者
プロジェクトの目的	プロジェクトの目的を明確に定義する
プロジェクトの範囲	プロジェクトの範囲を明確に定義する
プロジェクトのスケジュール	プロジェクトのスケジュールを明確に定義する
プロジェクトの関係者	プロジェクトの関係者を明確に定義する
プロジェクトのリスク	プロジェクトのリスクを明確に定義する
プロジェクトの成果物	プロジェクトの成果物を明確に定義する
プロジェクトの進捗	プロジェクトの進捗を明確に定義する
プロジェクトの予算	プロジェクトの予算を明確に定義する
プロジェクトの報告	プロジェクトの報告を明確に定義する

## 1.2. □□□□□□□□□□

[illegible]

00

```
view [
  s: slider return
  b: base react [b/color/1: to integer! 255 * s/data]
]
```

sliderbase  
Red/View

11

```
vec: make reactor! [x: 0 y: 10]
box: object [length: is [square-root (vec/x ** 2) + (vec/y ** 2)]]
```

is is word

GUI  
vec/x  
vec/y  
vector  
vec

11

```
a: make reactor! [x: 1 y: 2 total: is [x + y]]
```

totalwordx

$y$  is a vector of values for the response variable  
 $x$  is a matrix of values for the predictor variables  
 $total$  is a vector of values for the total number of observations for each predictor variable

11

```
a: make reactor! [x: 1 y: 2]
total: is [a/x + a/y]
```

word word  
Excel

NOTE:total

### 1.3. □□□□□□□□□□

react/link

1

```

;--
win: layout [
  size 400x500
  across
  style ball: base 30x30 transparent draw [fill-pen blue circle 15x15 14]
  ball ball ball ball ball ball ball b: ball loose
  do [b/draw/2: red]
]

follow: func [left right][left/offset/y: to integer! right/offset/y * 108%]

faces: win/pane
while [not tail? next faces][
  react/link :follow [faces/1 faces/2]
  faces: next faces
]
view win

```

**face** **follow**

## 2. API

## 2.1. react

00

```
react <code>  
react/unlink <code> <source>
```

```
react/link <func> <objects>
react/unlink <func> <source>
```

```
react/later <code>
```

```
<code>      : []  
<func>     : []  
<objects>  : []  
<source>   : ['allwordobject!block!']
```

```
Returns      : [] [] [] [] [] [] [] [] [] [] <code> [] [] <func>
```

00

```

import React from 'react';
import { Link } from 'react-router-dom';
import './App.css';

function App() {
  return (
    

# React Router



Home
About
Contact


  );
}

export default App;

```

react  
/later

Red

[link](#)

[/unlink](#)<source>

- **'all' word** **all** is a word, not a morpheme
- **all** is a word, not a morpheme
- **all** is a word, not a morpheme

[/unlink](#)

## 2.2. is

11

```
<word>: is <code>
```

```
<word> : [] [] [] [] [] [] [] [] [] [] word set-word! []
```

```
<code> : 10000000000000000000000000block!00
```

11

Dis word <code> 2

NOTE: Excel

1

```
a: make reactor! [x: 1 y: 2 total: is [x + y]]
```

a/total

$$== 3$$

a/x: 100

a/total

== 102

## 2.3. react?

11

```
react? <obj> <field>
```

```
react?/target <obj> <field>
```

```
<obj>      : []object![]
```

```
<field> : ██████████word!█
```

Returns : `block!function! none!`

11

```

react?
none
/target
none

```

## 2.4. clear-reactions

□ □

clear-reactions

□□□□□□□□□□□□□□□□□□

11

11

□ □

Red

11

11

[illegible]

NOTE:  $\frac{1}{2}$  is  $\frac{1}{2}$

11

11

```

series

```

series

NOTE:

series

NOTE: deep-reactor!  
series

```
r: make deep-reactor! [  
  x: [1 2 3]  
  y: [[a b] [c d]]  
  total: is [append copy x copy y]  
]  
append r/y/2 'e  
print mold r/total
```