

## Snippets

Trigger	Content	Trigger	Content
<code>rcc→</code>	class component skeleton	<code>est→</code>	empty state object
<code>rrc→</code>	class component skeleton with react-redux connect	<code>cwm→</code>	componentWillMount method
<code>rrdc→</code>	class component skeleton with react-redux connect and dispatch	<code>cdm→</code>	componentDidMount method
<code>rccp→</code>	class component skeleton with prop types after the class	<code>cwr→</code>	componentWillReceiveProps method
<code>rcjc→</code>	class component skeleton without import and default export lines	<code>scu→</code>	shouldComponentUpdate method
<code>rcfc→</code>	class component skeleton that contains all the lifecycle methods	<code>cwup→</code>	componentWillUpdate method
<code>rwwd→</code>	class component without import statements	<code>cdup→</code>	componentDidUpdate method
<code>rpc→</code>	class pure component skeleton with prop types after the class	<code>cwun→</code>	componentWillUnmount method
<code>rsc→</code>	stateless component skeleton	<code>gsbu→</code>	getSnapshotBeforeUpdate method
<code>rscp→</code>	stateless component with prop types skeleton	<code>gdsfp→</code>	static getDerivedStateFromProps method
<code>rscm→</code>	memoize stateless component skeleton	<code>cdc→</code>	componentDidCatch method
<code>rscpm→</code>	memoize stateless component with prop types skeleton	<code>ren→</code>	render method
<code>rsf→</code>	stateless named function skeleton	<code>sst→</code>	this.setState with object as parameter
<code>rsfp→</code>	stateless named function with prop types skeleton	<code>ssf→</code>	this.setState with function as parameter
<code>rsi→</code>	stateless component with prop types and implicit return	<code>props→</code>	this.props
<code>fcc→</code>	class component with flow types skeleton	<code>state→</code>	this.state
<code>fsf→</code>	stateless named function skeleton with flow types skeleton	<code>bnd→</code>	binds the this of method inside the constructor
<code>fsc→</code>	stateless component with flow types skeleton	<code>disp→</code>	MapDispatchToProps redux function
<code>rpt→</code>	empty propTypes declaration		
<code>rdp→</code>	empty defaultProps declaration		
<code>con→</code>	class default constructor with props		
<code>conc→</code>	class default constructor with props and context		

The following table lists all the snippets that can be used for prop types. Every snippet regarding prop types begins with pt so it's easy to group it all together and explore all the available options. On top of that each prop type snippets has one equivalent when we need to declare that this property is also required.

For example pta creates the `PropTypes.array` and ptar creates the `PropTypes.array.isRequired`

Trigger	Content	Trigger	Content
pta→	<code>PropTypes.array,</code>	ptir→	<code>PropTypes.instanceOf(ClassName).isRequired,</code>
ptar→	<code>PropTypes.array.isRequired,</code>	pte→	<code>PropTypes.oneOf(['News', 'Photos']),</code>
ptb→	<code>PropTypes.bool,</code>	pter→	<code>PropTypes.oneOf(['News', 'Photos']).isRequired,</code>
ptbr→	<code>PropTypes.bool.isRequired,</code>	ptet→	<code>PropTypes.oneOfType([PropTypes.string, PropTypes.number]),</code>
ptf→	<code>PropTypes.func,</code>	ptetr→	<code>PropTypes.oneOfType([PropTypes.string, PropTypes.number]).isRequired,</code>
ptfr→	<code>PropTypes.func.isRequired,</code>	ptao→	<code>PropTypes.arrayOf(PropTypes.number),</code>
ptn→	<code>PropTypes.number,</code>	ptaor→	<code>PropTypes.arrayOf(PropTypes.number).isRequired,</code>
ptnr→	<code>PropTypes.number.isRequired,</code>	ptoo→	<code>PropTypes.objectOf(PropTypes.number),</code>
pto→	<code>PropTypes.object,</code>	ptoor→	<code>PropTypes.objectOf(PropTypes.number).isRequired,</code>
ptor→	<code>PropTypes.object.isRequired,</code>	ptoos→	<code>PropTypes.objectOf(PropTypes.shape()),</code>
pts→	<code>PropTypes.string,</code>	ptoosr→	<code>PropTypes.objectOf(PropTypes.shape()).isRequired,</code>
ptsr→	<code>PropTypes.string.isRequired,</code>	ptsh→	<code>PropTypes.shape({color: PropTypes.string, fontSize: PropTypes.number}),</code>
ptsm→	<code>PropTypes.symbol,</code>	ptshr→	<code>PropTypes.shape({color: PropTypes.string, fontSize: PropTypes.number}).isRequired,</code>
ptsmr→	<code>PropTypes.symbol.isRequired,</code>		
ptan→	<code>PropTypes.any,</code>		
ptanr→	<code>PropTypes.any.isRequired,</code>		
ptnd→	<code>PropTypes.node,</code>		
ptndr→	<code>PropTypes.node.isRequired,</code>		
ptel→	<code>PropTypes.element,</code>		
ptelr→	<code>PropTypes.element.isRequired,</code>		
pti→	<code>PropTypes.instanceOf(ClassName),</code>		