

# Intermediate React

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# Agenda

All the content can be found here:

<https://github.com/codehub-learn/react-bootcamp>.

- Bootstrap a React app (create-react-app)
- HTTP requests and API
- Asynchronous JavaScript
- Forms and events
- useEffect hook
- UI and Charts libraries

# Rules

Feel free to interrupt me for:

- questions
- relevant comments

# Create react app

Create React App is an officially supported way to create single-page React applications. It offers a modern build setup with no configuration.

# Create react app

```
npx create-react-app my-app  
cd my-app  
npm i antd react-router-dom recharts  
npm start
```

# Create react app

demo

# UI library

- Ant Design
- reactstrap
- Material UI

# React Router (Web)

- [React Router \(Web\)](#)



# Recharts

- [Recharts](#)

# Create react app

- files and directory structure
- create/import components
- import ant design components
- client-side router with react router

# HTTP

- protocol
- methods
- status codes
- API
- JSON

# HTTP

The Hypertext Transfer Protocol (HTTP) is an application protocol for distributed, collaborative, hypermedia information systems. HTTP is the foundation of data communication for the World Wide Web.

# HTTP

- HTTP is an "application layer" protocol
- HTTP follows a classical "client-server" model
- HTTP is a TCP/IP based communication protocol
- The standard port for HTTP connections is port 80
- The version of HTTP in common use is HTTP/1.1 or HTTP/2

# HTTP

HTTP is used to transmit resources. A resource is some chunk of information that can be identified by a URL (it's the R in URL). The most common kind of resource is a file, but a resource may also be a dynamically-generated query result.

# HTTP Methods

- GET
- POST
- PUT
- DELETE
- PATCH
- HEAD

# REST (Representational state transfer) API

- method
- endpoint
- headers
- data (or body)



# CRUD in REST

- Create - POST `/books`
- Read - GET `/books` or `/books/12`
- Update - PUT `/books/12`
- Delete - DELETE `/books/12`

# Status codes

- 1xx - Informational
- 2xx - Success (200)
- 3xx - Redirection (301)
- 4xx - Client error (404)
- 5xx - Server error (500)

# JSON

- JSON (JavaScript Object Notation) is a lightweight data-interchange format
- It is easy for humans to read and write
- It is easy for machines to parse and generate
- It is completely language independent

# JSON allowed values

- string
- number
- object
- array
- boolean
- null

# An example

```
{  
  "firstname": "John",  
  "lastname": "Tsevdos",  
  "age": 38,  
  "address": {  
    "city": "Athens",  
    "street": "My street",  
    "number": 12  
  },  
  "isOlympiakos": true,  
  "pet": null,  
  "hobbies": [  
    "football",  
    "movies",  
    "coding"  
  ]  
}
```

# Convert an object to JSON (JSON.stringify)

```
const me = {  
  firstname: 'John',  
  lastname: 'Tsevdos',  
  age: 31,  
  address: {  
    city: 'Athens',  
    street: 'my street',  
    number: 12  
  },  
  isOlympiakos: true,  
  pet: null,  
  hobbies: [  
    "football", "movies", "coding"  
  ]  
};
```

# Convert a JSON to object (JSON.parse)

```
const myJSON = '{"firstname":"John", "lastname":"Tsevdos", "ag"
const myObj = JSON.parse(myJSON);

console.log(myJSON);
console.log(typeof myJSON);
console.log(myObj);
console.log(typeof myObj);
```

# Asynchronous JavaScript

## AJAX basics

- Asynchronous JavaScript and XML
- Set of web technologies
- Send / receive data asynchronously



# AJAX technologies

- HTML / CSS
- JavaScript / DOM
- XMLHttpRequest object
- XML / JSON

# Asynchronous JavaScript

- Promises
- Fetch API
- JSON

# Asynchronous JavaScript

```
setTimeout(() => {  
    console.log("Hello from line 6");  
}, 2000);  
  
console.log("Hello from line 9");
```

# Promises

```
const myPromise = new Promise((resolve, reject) => {  
  setTimeout(() => {  
    if (true) {  
      resolve("Happy path!");  
    } else {  
      reject(Error("Something went wrong."));  
    }  
  }, 2000);  
});
```

```
myPromise  
  .then((data) => {  
    console.log(data);  
  })  
  .catch((error) => {
```

# Promises

```
const myPromise1 = new Promise((resolve, reject) => {
  setTimeout(() => {
    if (true) {
      resolve("Happy path!");
    } else {
      reject(Error("Something went wrong."));
    }
  }, 2000);
});

const myPromise2 = new Promise((resolve, _reject) => {
  setTimeout(() => {
    resolve("My promise2 resolved!!!");
  }, 4000);
});
```

# Fetch API

```
fetch("http://api.icndb.com/jokes/random")  
  .then((res) => res.json())  
  .then((data) => {  
    console.log(data);  
  })  
  .catch((error) => {  
    console.log(error);  
  });
```

# Async/await

```
async function getJoke() {  
  try {  
    const res = await fetch("http://api.icndb.com/jokes/random");  
    const data = await res.json();  
    console.log(data);  
  } catch (error) {  
    console.log(error);  
  }  
}  
  
getJoke();
```

# Forms and events

- inputs events
- form events
- ant design components



# Forms and events

examples

# React useEffect hook

accepts an effect "action" as an anonymous function as the first argument. Skip applying an effect if certain values haven't changed between re-renders. To do so, pass an array as an optional second argument to `useEffect`. Finally, some effects might require cleanup so they return a function.

# **useEffect hook**

examples

# Events and hooks

Events run code when the user / browser interacts with the page, useEffect hook runs code depending the component's rendering status.

# Charts library

Recharts

# Recharts library

examples

# Recap

- what is react
- core principles
- JSX
- components

# Recap:

- Bootstrap a React app (create-react-app)
- HTTP requests and API
- Asynchronous JavaScript
- Forms and events
- useEffect hook
- UI and Charts libraries



**That's all folks**

**Questions / Discussions?**