

React.js cheatsheet



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React is a JavaScript library for building user interfaces. This guide targets React v15 to v16.

Components

```
import React from 'react'
import ReactDOM from 'react-dom'
```

```
class Hello extends React.Component {
  render () {
    return <div className='message-box'>
      Hello {this.props.name}
    </div>
  }
}
```

```
const el = document.body
ReactDOM.render(<Hello name='John' />, el)
```

Use the [React.js jsfiddle](#) to start hacking. (or the unofficial jsbin)

Import multiple exports

```
import React, {Component} from 'react'
import ReactDOM from 'react-dom'
```

```
class Hello extends Component {
  ...
}
```

States

```
constructor(props) {
  super(props)
  this.state = { username: undefined }
}
```

```
this.setState({ username: 'rstacruz' })
```

```
render () {
```

Children

```
<AlertBox>

</AlertBox>
```

```
class AlertBox extends Component {
  render () {
    return <div className='alert-box'>
```

```
    </div>
  }
}
```

Children are passed as the children property.

Defaults

Setting default props

```
  color: 'blue'
}
```

See: [defaultProps](#)

Setting default class

```
class F
const
sup
```

```
}
}
```

Set the c

And with

```
class F
}
```

[See: Set](#)

Other components

Functional components

```
return <div className='message-box'>
  Hello {name}
</div>
}
```

Functional components have no state. Also, their props are passed as function arguments.

See: [Function and Class Components](#)

Pure components

```
import React, {PureComponent} from 'react'

class MyComponent extends PureComponent {
  ...
}
```

Performance-optimized version of React

See: [Pure components](#)

Lifecycle

Mounting

Updating

`constructor (props)`

Before rendering

`componentDidMount()`

`componentWillMount()`

Don't use

`componentWillReceiveProps()`

`render()`

Rendering

`shouldComponentUpdate()`

`componentDidMount()`

After rendering (DOM available)

`render()`

`componentWillUnmount()`

Before DOM removal

`componentWillReceiveProps()`

`componentDidCatch()`

Catch errors (1st argument is error object)

Called with error object

Set initial the state on `constructor()`. Add DOM event handlers, timers (etc) on `componentDidMount()`, then remove them on `componentWillUnmount()`.

See: [Component lifecycle](#)

Hooks (New)

State Hook

Declarin

```
import React, { useState } from 'react';

function Example() {
  // Declare a new state variable, which we'll call "count"

  return (
    <div>
      <p>You clicked {count} times</p>

      Click me
    </button>
    </div>
  );
}
```

```
import

function
  // De
  const
  const
  const
  // ..
}
```

Effect h

```
import

function
const
```

Hooks are a new addition in React 16.8.

See: [Hooks at a Glance](#)

Building your own hooks

Define FriendStatus

```
import React, { useState, useEffect } from 'react';

function FriendStatus(props) {
  const [isOnline, setIsOnline] = useState(null);

  useEffect(() => {
    function handleStatusChange(status) {
      setIsOnline(status.isOnline);
    }

    // ...

  }, [props.friend.id]);

  if (isOnline === null) {
    return 'Loading...';
  }
}
```

```
cur
<di
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</o
're
one
fat
```

Hooks A

<pre> return isOnline ? 'Online' : 'Offline'; } </pre>	Also see
Effects may also optionally specify how to “clean up” after them by returning a function.	Basic Hook
Use <code>FriendStatus</code>	useState
	useEffect
	useContext
<pre> function FriendStatus(props) { if (isOnline === null) { return 'Loading...'; } return isOnline ? 'Online' : 'Offline'; } </pre>	Full details
	Additional
	useReducer
See: Building Your Own Hooks	useCallback
	useMemo
	useRef()
	useImperativeHandle
	useLayoutEffect
	useDebouncedCallback
	Full details

DOM nodes

References

DOM Events

<pre> class MyComponent extends Component { render () { return <div> </div> } componentDidMount () { </pre>	<pre> class MyComponent { render () { return <div> </div> } componentDidMount () { </pre>
---	---

<pre> } } </pre>	<pre> } } </pre>
Allows access to DOM nodes.	Pass fun
See: Refs and the DOM	See: Event

Other features

Transferring props

Top-level

<pre> <VideoPlayer src="video.mp4" /> </pre>	<pre> React.c React.i </pre>
<pre> class VideoPlayer extends Component { render () { } } </pre>	<pre> ReactDOM ReactDOM </pre>
Propagates <code>src="..."</code> down to the sub-component.	<pre> ReactDOM ReactDOM </pre>
See Transferring props	<pre> There ar See: Rea </pre>

JSX patterns

Style shorthand

Inner HTML

<pre> const style = { height: 10 } return <div style={style}></div> </pre>	<pre> function <div da </pre>
<pre> return <div style={{ margin: 0, padding: 0 }}></div> </pre>	See: Dar
See: Inline styles	Lists

Conditionals

class 1

```
<Fragment>
  {showPopup && <Popup />}
  ...
</Fragment>
```

Always s

New features

Returning multiple elements

You can return multiple elements as arrays or fragments.

Arrays

```
render () {
  // Don't forget the keys!

}
```

Fragments

```
render () {
  return (
```

See: [Fragments and strings](#)

Returning strings

```
render() {

}
```

You can return just a string.

See: [Fragments and strings](#)

Portals

```
render () {

}

}
```

This renders `this.props.children` into :

See: [Portals](#)

Property validation

PropTypes

```
import PropTypes from 'prop-types'
```

See: [Typechecking with PropTypes](#)

any

Basic

string

number

func

bool

Enum

oneOf(any)

oneOfType(type array)

Array

array

arrayOf(...)

Object

object

objectOf(...)

instanceOf(...)

shape(...)

Elements

element

node

Basic types

```
MyComponent.propTypes = {  
  email:      PropTypes.string,  
  seats:      PropTypes.number,  
  callback:   PropTypes.func,  
  isClosed:   PropTypes.bool,  
  any:        PropTypes.any  
}
```

Enumerables (oneOf)

```
MyCo.propTypes = {  
  direction: PropTypes.oneOf([  
    'left', 'right'  
  ])  
}
```

Enum types

Custom validation

Union

```
MyCo.propTypes = {  
  customProp: (props, key, compone  
    if (!/matchme/.test(props[key]  
      return new Error('Validation  
    }  
  }  
}
```

Object with values of a certain type

Instance of a class

React element

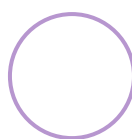
DOM node

Required	
<code>(...).isRequired</code>	Required

≠ Also see

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React cheatsheet (reactcheatsheet.com)
Awesome React (github.com)
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