

# ROUTING & STATE MANAGEMENT IN REACT

# ROUTING

# LOADING A PAGE IN A BROWSER

Browser

HTML

Other Resources



HTTP GET

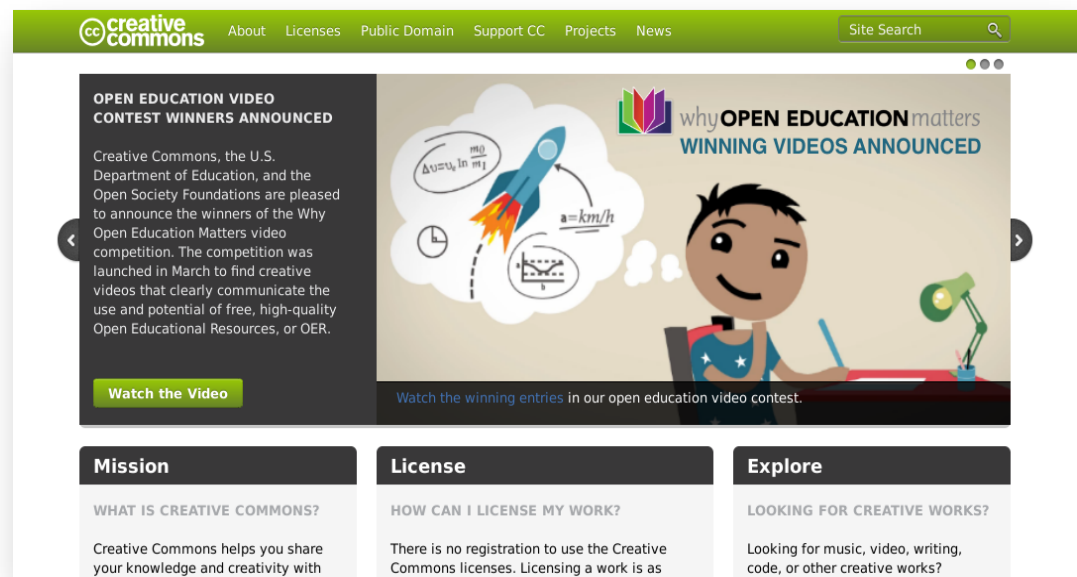
```
http://creativecommons.org
<a><span id="home-button">
</span></a>
<div id="logo">
  <span>
    Creative Commons
  </span>
</div>
```

HTTP GET

```
cforms.js
//Collap
String.p
function
return
this.rep

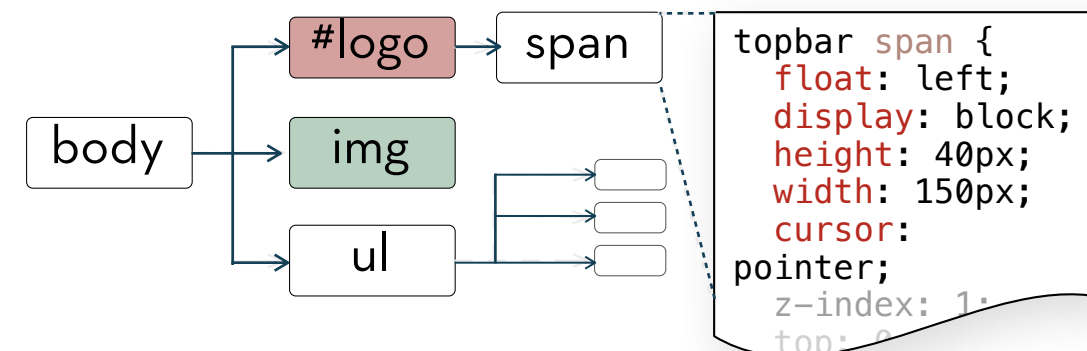
creativecommons.css
topbar #home-button{
  position: relative;
  float: left;
  display: block;
  height: 40px;
  width: 150px;

cc-logo.png
creative commons
```



Rendered Page

Document Object Model (DOM)



# WHAT IS ROUTING

In SPAs (Single-Page Applications), routing is used for **changing the display** when the URL changes

Use **History API** to update the URL and change the active component to match the URL

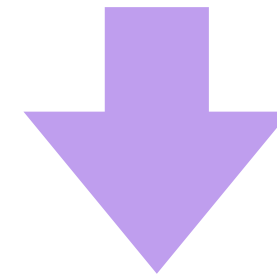
**No real page reload**

Gives the users the illusion of **navigating between multiple pages**

Users can **share direct URLs** to app states

`http://creativecommons.org/`

Home Component



`http://creativecommons.org/about`

About Component

# REACT ROUTER

- 1 Install React Router to your React project

```
> npm install react-router-dom
```

- 2 Use components from the API

BrowserRouter

Switch

Route

Link

# BrowserRouter

Uses History API to keep your UI in sync with the URL

```
<BrowserRouter>  
  <App />  
</BrowserRouter>
```

Wrap your your whole app on the top level to use!

# Switch and Route

```
<Switch>
  <Route exact path="/">
    <Home />
  </Route>
  <Route path="/about">
    <About />
  </Route>
  <Route path="/dashboard">
    <Dashboard />
  </Route>
</Switch>
```

Use them together to declare your routes

# Link

```
<Link to="/">Home</Link>  
<Link to="/dashboard">Dashboard</Link>  
<Link to="/about">About</Link>
```

Use it to create references to your routes



# *Basic Routing*

**Example**

# *URL Params*

**Example**

# *Nested Routing*

**Example**

HOOKS

# HOOKS

*A Hook is a special function that lets you “**hook into**” React features.*

*Hooks let you use **state** and **other React features without writing a class**. You can also **build your own Hooks** to share reusable stateful logic between components.*

# MOTIVATION

1

It's hard to reuse  
stateful logic  
between  
components

2

Complex  
components  
become hard to  
understand

3

Classes confuse  
both people and  
machines

# STATE HOOK: useState

```
1: import React, { useState } from 'react';
2:
3: function Example() {
4:   const [count, setCount] = useState(0);
5:
6:   return (
7:     <div>
8:       <p>You clicked {count} times</p>
9:       <button onClick={() => setCount(count + 1)}>
10:         Click me
11:       </button>
12:     </div>
13:   );
14: }
```

# EFFECT HOOK: useEffect

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

function Example() {
  const [count, setCount] = useState(0);

  useEffect(() => {
    document.title = `You clicked ${count} times`;
  });

  return (
    <div>
      <p>You clicked {count} times</p>
      <button onClick={() => setCount(count + 1)}>
        Click me
      </button>
    </div>
  );
}
```



# RULES

## **Only Call Hooks at the Top Level**

Don't call Hooks inside loops, conditions, or nested functions.

This ensures that Hooks are called in the same order each time a component renders.

## **Only Call Hooks from React Functions**

Don't call Hooks from regular JavaScript functions. Instead, you can:

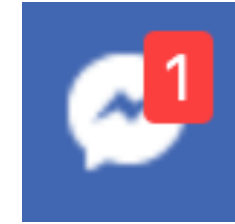
- Call Hooks from React function components.
- Call Hooks from custom Hooks

This ensures that all stateful logic in a component is clearly visible

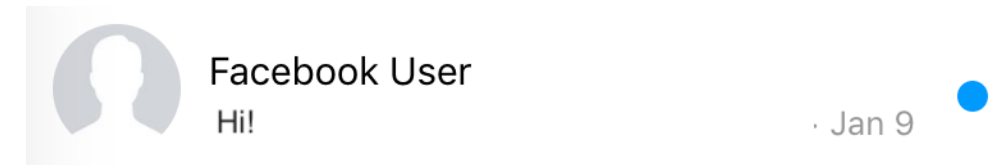
# STATE MANAGEMENT

# STATE MANAGEMENT

Different components might want to **display and update the same state**



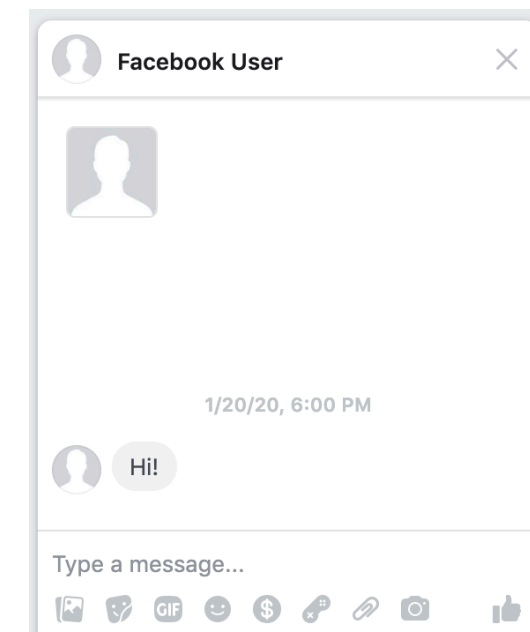
**Lifting the state up** might not be always feasible.



Shared global state enables:

**Single source of truth**

**Single point of mutation**



# CORE CONCEPTS

## State

The data of your app.

Global values that  
are shared by  
multiple components.

Think of it like a  
front-end data store.

## Actions

Piece of code that  
indicates change  
requests the state.

Can contain a  
"payload"

## Reducers/ Derivations

Handle how state  
changes as a  
response to  
actions.

# TOOLS



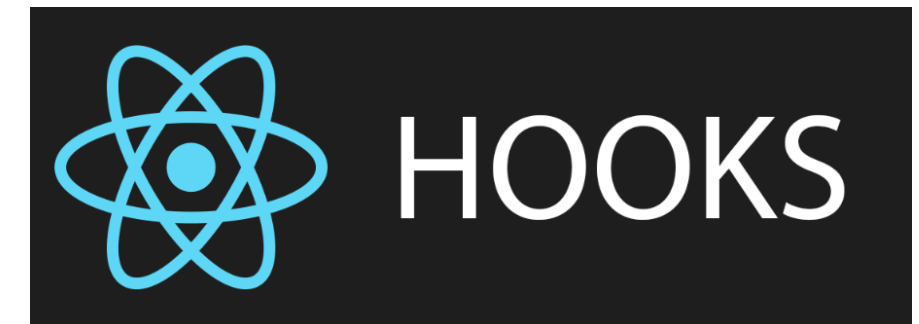
Use read-only state  
that can only be  
updated through  
actions.

Reducers handle the  
updates and create a  
new state



Define observable  
states and views that  
update with respect  
to states

Views use derivations  
to update the state



Built-in solutions with  
React

Easy to use

# MANAGING STATE WITH HOOKS

```
function useReducer(reducer, initialState) {  
  const [state, setState] = useState(initialState);  
  
  function dispatch(action) {  
    const nextState = reducer(state, action);  
    setState(nextState);  
  }  
  
  return [state, dispatch];  
}
```

Local State → **useState**

Global State → **useReducer**

Derived Properties → **custom hooks**

# MANAGING STATE WITH HOOKS

```
const initialState = {count: 0};

function reducer(state, action) {
  switch (action.type) {
    case 'increment':
      return {count: state.count + 1};
    case 'decrement':
      return {count: state.count - 1};
    default:
      throw new Error();
  }
}

function Counter() {
  const [state, dispatch] = useReducer(reducer, initialState);
  return (
    <>
      Count: {state.count}
      <button onClick={() => dispatch({type: 'decrement'})}>-</button>
      <button onClick={() => dispatch({type: 'increment'})}>+</button>
    </>
  );
}
```

# RESOURCES

**History API** - [https://developer.mozilla.org/en-US/docs/Web/API/History\\_API](https://developer.mozilla.org/en-US/docs/Web/API/History_API)

**React Router Quick Start** - <https://reactrouter.com/web/guides/quick-start>

**React Hooks** - <https://reactjs.org/hooks>

**React Hooks Announcement** - <https://www.youtube.com/watch?v=dpw9EHDh2bM>

**Redux** - <https://redux.js.org/>

**MobX** - <https://mobx.js.org/>

**Recoil** - <https://recoiljs.org/>



NEXT CLASS: DATABASES

<https://uiuc-web-programming.gitlab.io/fa21/>