Pokedex React Tutorial

Jeroen Nouws

Table of Contents of Pokedex React Tutorial

Click here if you rather have a [PDF](#)

Preface

Asumptions

The reader of this tutorial should have a basic understanding of web based technologies such as html, css and javascript.

Versions used

- node: 14 (LTS)
- yarn: 1.22.5
- react: 17

Code Examples

Reading a tutorial can give you insights into a tech stack, but writing code and testing it gives you a good feeling of learning to work with React. All code is available on Github.

I. Introduction

Chapter 1. Typescript Primer

1.1. What is Typescript? A quick overview

- superset of javascript
- adding typescript to your project
    - installing typescript
    - adding tsconfig
    - adding package.json script
- typing
    - types
    - interfaces
- classes
- enums

Chapter 2. Project Setup

2.1. What are we building?

In this tutorial we'll be building a pokedex react app. We'll do so by implementing the commonly used component/container pattern (representational/logical components).
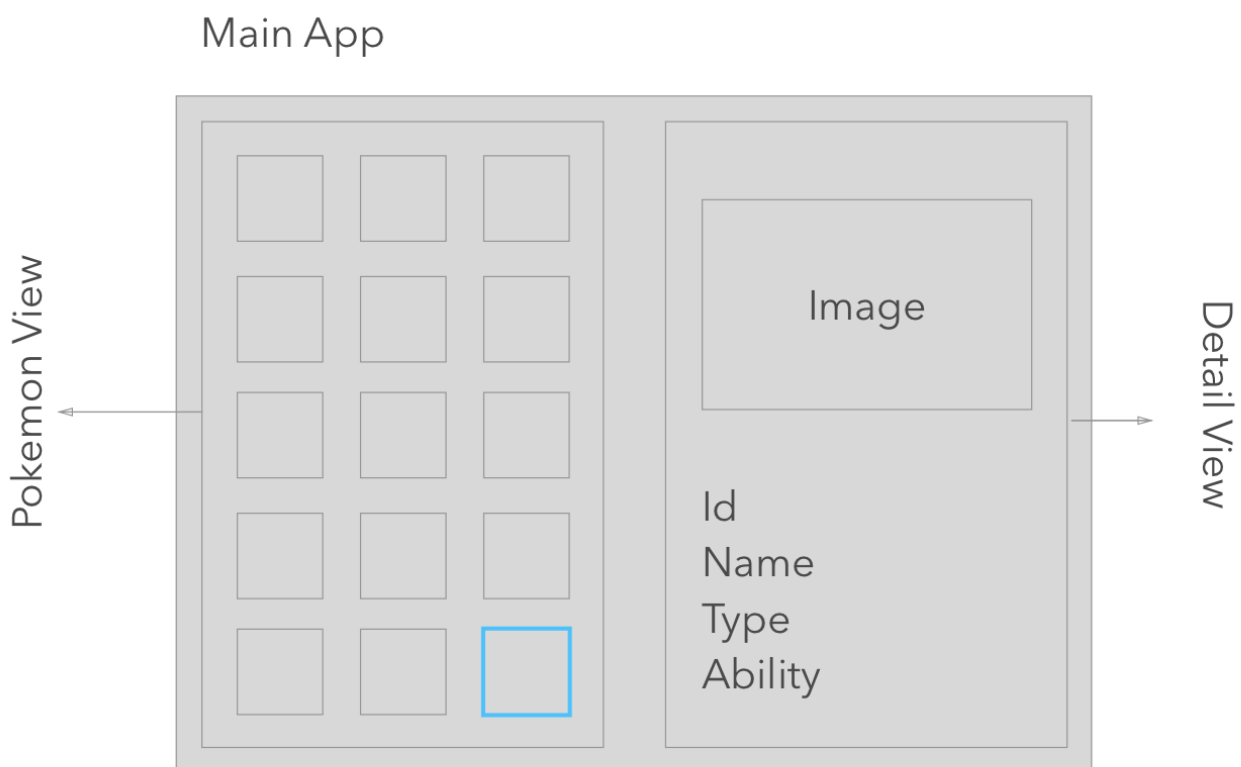We'll also touch visual testing and documentation by writing stories for Storybook and use Jest for component testing and snapshot testing.
Finally we'll introduce redux into our project for managing state and thunk middleware to handle asyncronous api calls.
This setup might seem overkill for a project of this size and there are better solutions to handle state than through redux for such a small project, but the purpose of this tutorial is to teach you some commonly used technologies and patterns within the React ecosystem.

2.1.1. Wireframe

Our Application has a very basic layout consisting of 2 columns, in the left hand column we'll display a list of selectable pokemons, while in the right side column we'll display either the details of the selected pokémon or a placeholder text.

2.1.2. Datasource

All our Pokémon information will be pulled from the Poke API. This is a standard REST-Api, altough at the time of writing they are going into beta with their GraphQL api.
This API holds an extensive source of information about all different Pokémons, going from names,

to types, to abilities and more. If you like this tutorial go give those guys your support.

2.2. Creating a new project with Create-React-App

II. Components & Containers

Chapter 3. First Component: PokeListItem

3.1. Component: PokeListItem

3.1.1. Styling with css

3.1.2. Styling with Styled Components

3.2. Visual testing & documentation with Storybook

3.2.1. Setting up storybook

3.3. Quality through testing

3.3.1. Testing components with Jest

3.3.2. Snapshot testing with Jest

III. State management & Middleware

Chapter 4. redux stuff