

6

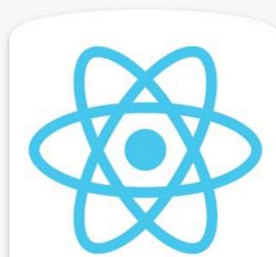
State in React

Objectives

After completing this lesson, you should be able to do the following:

- Basics in State
- setState
- State, Events and Managed Controls





React JS

Introduction to React State

- State in React components is essential to manage and communicate data in your application. It is represented as a
- JavaScript object and has *component level* scope, it can be thought of as the private data of your component.

EXPLORER

REACT

components-demo

state-demo

node_modules

public

src

components

JS ExampleState.js

App.css

JS App.js

App.test.js

index.css

JS index.js

logo.svg

reportWebVitals.js

setupTests.js

.gitignore

JS ExampleState.js

JS App.js

state-demo > src > components > JS ExampleState.js > ExampleComponent > render

1 import React from 'react';

2 class ExampleComponent extends React.Component {

3 constructor(props) {

4 super(props);

5 // Set-up our initial state

6 this.state = {

7 greeting: 'Hello Everyone!'

8 };

9 }

10 render() {

11 // We can access the greeting property through this.state

12 return (

13 <h1>{this.state.greeting}</h1>

14);

15 }

16 }

17

18 export default ExampleComponent;

EXPLORER

... JS ExampleState.js U JS App.js M X

state-demo > src > JS App.js > ...
1 import logo from './logo.svg';
2 import './App.css';
3 import ExampleComponent from './components/ExampleState';
4 function App() {
5 return (
6 <div className="App">
7 <ExampleComponent />
8 </div>
9);
10 }
11
12
13
14 export default App;

REACT
components-demo
state-demo
node_modules
public
src
components
JS ExampleState.js U
App.css
JS App.js M
JS App.test.js
index.css
JS index.js
logo
JS repo
JS cotu

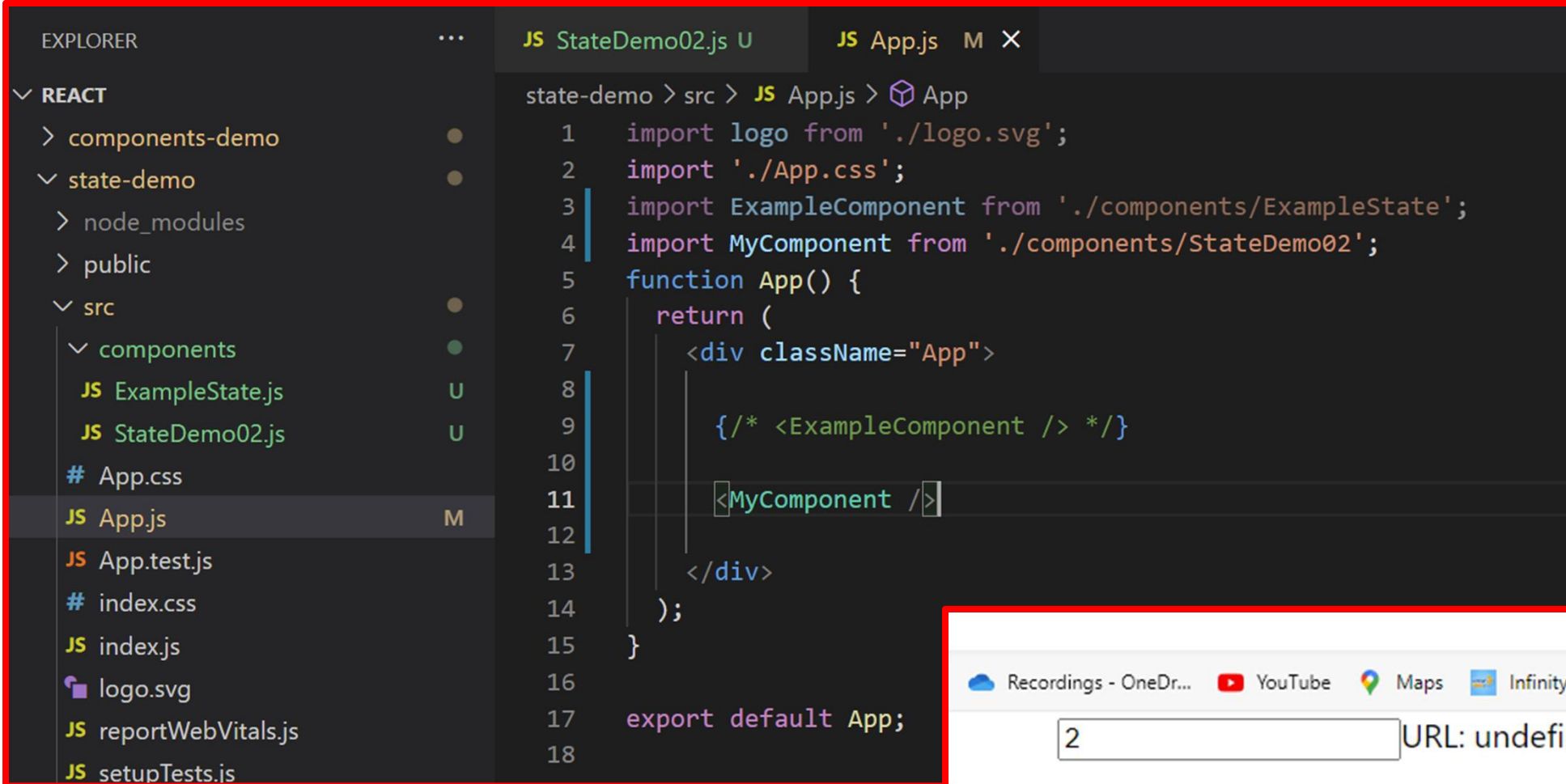
localhost:3000

LinkedIn Login, Sig... Suriyanar Koil Temp... Samsung Corporate... Gmail Recordings - OneDr... YouTube Maps Infinity Meta Jr

Hello Everyone!

```
EXPLORER
  REACT
    components-demo
    state-demo
      node_modules
      public
      src
        components
          JS ExampleState.js
          JS StateDemo02.js
        App.css
        JS App.js
        JS App.test.js
        index.css
        JS index.js
        logo.svg
        JS reportWebVitals.js
        JS setupTests.js
        .gitignore
        package-lock.json
        package.json
        README.md

state-demo > src > components > JS StateDemo02.js > ...
1  import React from 'react';
2  export default class MyComponent extends React.Component {
3      constructor() {
4          super();
5          this.state = {
6              days: ''
7          }
8          this.onChange = this.onChange.bind(this);
9      }
10     onChange(e) {
11         this.setState({
12             days: e.target.value
13         });
14     }
15     render() {
16         return (
17             <div>
18                 <input defaultValue={2} onChange={this.onChange} />
19                 URL: {this.props.url + '/days?=' + this.state.days}
20             </div>
21         )
22     }
23 }
```



Recordings - OneDr... YouTube Maps Infinity Meta Jr (22) Oracle JET UI c...

2 URL: undefined/days?=2

setState()

- The primary way that you make UI updates to your React applications is through a call to the `setState()` function.
- This function will perform a *shallow merge* between the new state that you provide and the previous state, and will trigger a re-render of your component and all decedents

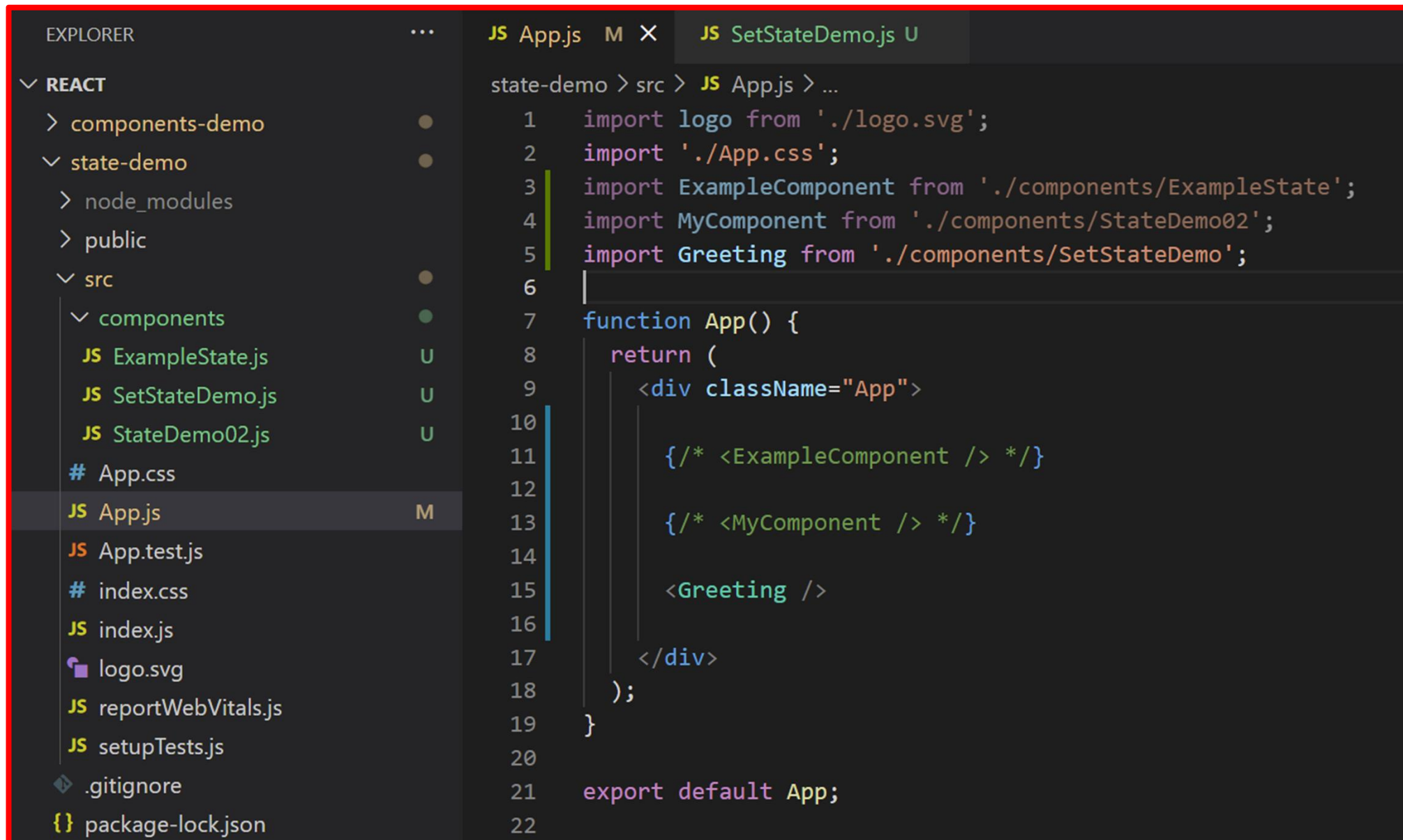
Parameters

1. `updater`: It can be an object with a number of key-value pairs that should be merged into the state or a function that returns such an object.
2. `callback` (optional): a function which will be executed after `setState()` has been executed successfully.

Due to the fact that calls to `setState()` are not guaranteed by React to be atomic, this can sometimes be useful if you want to perform some action after you are positive that `setState()` has been executed successfully.

The screenshot shows a VS Code editor with a React project. The Explorer on the left shows the file structure: `REACT` (expanded), `components-demo`, `state-demo` (expanded), `node_modules`, `public`, `src` (expanded), `components` (expanded), `ExampleState.js`, `SetStateDemo.js` (selected), `StateDemo02.js`, `App.css`, `App.js`, `App.test.js`, `index.css`, `index.js`, `logo.svg`, `reportWebVitals.js`, `setupTests.js`, `.gitignore`, `package-lock.json`, `package.json`, and `README.md`. The code editor on the right shows the `SetStateDemo.js` file, which is a class component named `Greeting` extending `React.Component`. The component has a `constructor` that sets the initial state to `{ greeting: 'Hello!' }`. It has a `click` method that calls `this.setState` to update the state to `{ greeting: 'Hello World!' }`. The `render` method returns a JSX element with a `div` containing a `p` tag with the current greeting and a `button` that calls `click` when clicked. The file is exported as the default export.

```
1 import React from 'react'
2 class Greeting extends React.Component {
3   constructor(props) {
4     super(props);
5     this.click = this.click.bind(this);
6     // Set initial state (ONLY ALLOWED IN CONSTRUCTOR)
7     this.state = {
8       greeting: 'Hello!'
9     };
10  }
11  click(e) {
12    this.setState({
13      greeting: 'Hello World!'
14    });
15  }
16  render() {
17    return (
18      <div>
19        <p>{this.state.greeting}</p>
20        <button onClick={this.click}>Click me</button>
21      </div>
22    );
23  }
24 }
25 export default Greeting;
```



Hello!

Click me

Hello World!

Click me

Using setState() with a Function as updater

```
//  
// This is most often used when you want to check or make use  
// of previous state before updating any values.  
//  
  
this.setState(function(previousState, currentProps) {  
  return {  
    counter: previousState.counter + 1  
  };  
});
```

```
this.setState({ counter: this.state.counter + 1 });
```

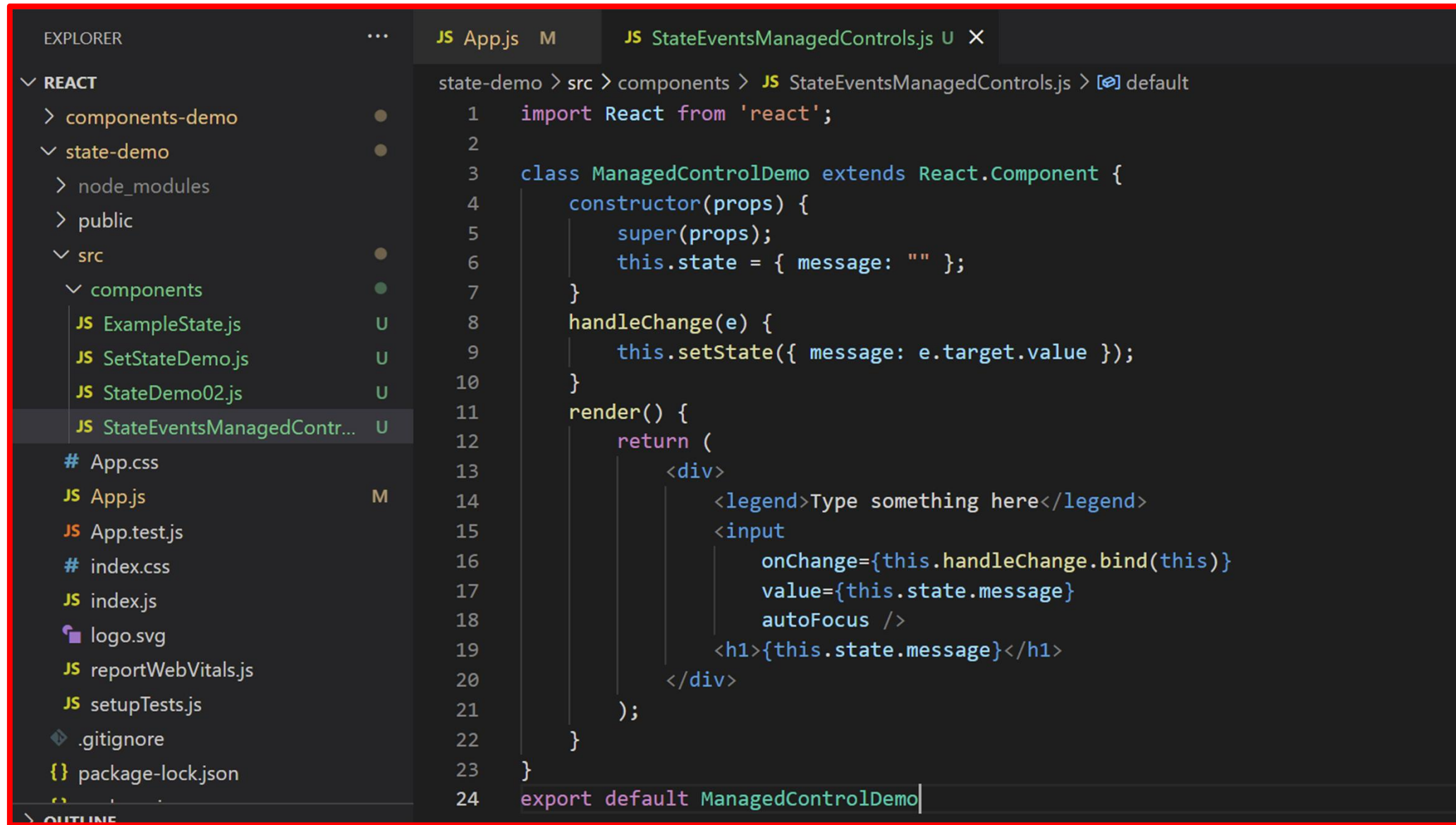
Calling setState() with an Object and a callback function

Calling setState() with an Object and a callback function

```
//  
// 'Hi There' will be logged to the console after setState completes  
//  
  
this.setState({ name: 'John Doe' }, console.log('Hi there'));
```

State, Events And Managed Controls

- A React component with a "managed" input field. Whenever the value of the input field
- changes, an event handler is called which updates the state of the component with the new value of the input field.
- The call to `setState` in the event handler will trigger a call to render updating the component in the dom.



EXPLORER

REACT

components-demo

state-demo

node_modules

public

src

components

ExampleState.js

SetStateDemo.js

StateDemo02.js

StateEventsManagedContr...

App.css

App.js

App.test.js

index.css

index.js

logo.svg

reportWebVitals.js

setupTests.js

.gitignore

package-lock.json

OUTLINE

TIMELINE

JS App.js M X JS StateEventsManagedControls.js U

state-demo > src > JS App.js > App

```
1 import logo from './logo.svg';
2 import './App.css';
3 import ExampleComponent from './components/ExampleState';
4 import MyComponent from './components/StateDemo02';
5 import Greeting from './components/SetStateDemo';
6 import ManagedControlDemo from './components/StateEventsManagedControls';
7
8 function App() {
9   return (
10     <div className="App">
11       /* <ExampleComponent /> */
12       /* <MyComponent /> */
13       /* <Greeting /> */
14       <ManagedControlDemo />
15     </div>
16   );
17 }
18
19 export default App;
```

A screenshot of a web browser window. The address bar shows a partial URL and icons for YouTube, Maps, and Infinity Meta Jr. The main content area displays the text "Type something here" in a sans-serif font, with a rectangular input field directly below it.

A screenshot of a web browser window, similar to the one above. The address bar shows the same icons. The main content area displays the text "Type something here" above an input field that now contains the text "React App". Below the input field, the text "React App" is displayed in a large, bold, black font.

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Topic: State in React

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- Its very important to note the runtime behavior. Every time a user changes the value in the input field
 1. handleChange will be called and so
 2. setState will be called and so
 3. render will be called

Summary

In this lesson, you should have learned how to:

- Basics in State
- `setState`
- State, Events and Managed Controls



