

# React Props and State

Please try and sit near the front!

# Agenda

- Modules
- Props
- State Intro

# Warm Up!

Create a Functional Component to render the following:

Things that happen when the UMD Alert test happens: *(Use h1)*

- I panic
- I look outside
- I remember I have been at UMD for 5 years and this happens every month

# Warm Up!

Create a Class Component to render the following:

Things that happen when the UMD Alert test happens: *(Use h1)*

- I panic
- I look outside
- I remember I have been at UMD for 5+ years and this happens every month

# Let's Create an actual Module with our code in it.

Why do we like this better?

# Rendering with Functions

- More formally called “Functional Components”
- Functions **must** be “pure”

Pro tip: Use self closing tags for now! `<tag />`

# Rendering with Classes

```
class ComponentName extends React.Component{}
```

Make sure you have a `render()` method, where you return the JSX you would like to use.

# Props

Now, when we call our components we can pass data through the properties (props).

They are read only!

`<Item data = "Data"></Item>` or `<Item data = "Data" />`



# Props with Functional Components

Very similar to props with Class Components:

```
function PrintData(props){  
  return ( <div>  
    <p>{props.data}</p>  
  </div>);
```

# When to use *this*?

Functions have no concept of *this* unless you force them to!

- This is the reason your function should have a props parameter

With classes, always use `this.props.data`

# Using Props for Images

You must first import the image, much like we do with other modules.

```
import <A Variable Name> from “./path”;
```

Then, you may use it with the variable name!

# Arrays as Props

You may pass in arrays into your props, just as long as you surround it with `{}` as we do with all data:

```
<PrintData arr = {[1,2,3,4]}/>
```

# Problems with Props

- You cannot change your props!
- Let's try to update the date on the screen and see if props will update.
  - Spoiler: props will not automatically trigger changes to the view!

# Trying to Update the DOM

```
function Tick(props) {  
  return (  
    <div>  
      <h1>Hello, world!</h1>  
      <h2>It is {props.date.toLocaleTimeString()}</h2>  
    </div>  
  );  
  
}  
ReactDOM.render(  
  <Tick date = {new Date()} />,  
  document.getElementById('root')  
)  
//setInterval(tick, 1000);
```

## Try #2

```
function tick() {  
  const element = (  
    <div>  
      <h1>Hello, world!</h1>  
      <h2>It is {new Date().toLocaleTimeString()}.</h2>  
    </div>  
  );  
  ReactDOM.render(  
    element,  
    document.getElementById('root')  
  );  
}
```

Example from: [ReactJS.org](https://reactjs.org)

```
setInterval(tick, 1000);
```

# State

`this.state` and the `setState()` method will actually dynamically update the view -- without us having to force the DOM to update.

By updating the view, React will see changes to the virtual DOM and update the actual DOM.



# Rules:

- Do not directly modify the state data, use `setState()`
- Changes to state are merged
- Treat changes asynchronously! (We'll talk about this more next class)

# State vs Props

State: When we want to have data that is mutable

Props: To pass data to children Components (read only)

# WTWAW (What To Walk Away With)

- Use props to pass information
- Use an image in react
- Use Arrays in props
- Create a state in a class component