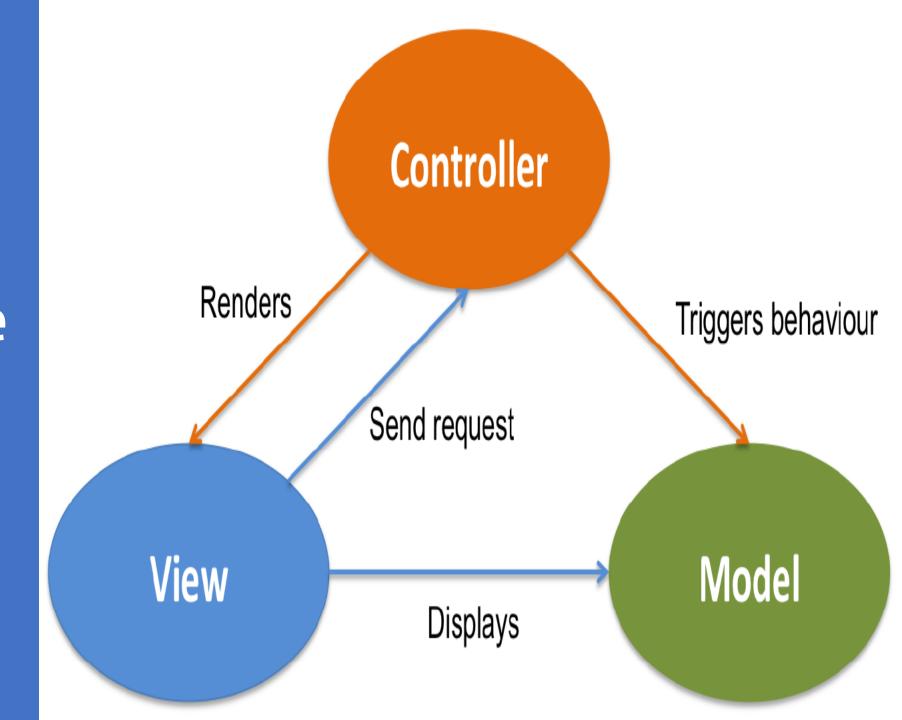
Introduction to ReactJS

Prof. Andrew Sheehan

Boston University/MET Computer Science Dept.



1979: State of the Art



React is a JavaScript library for building user interfaces

Jordan Walke



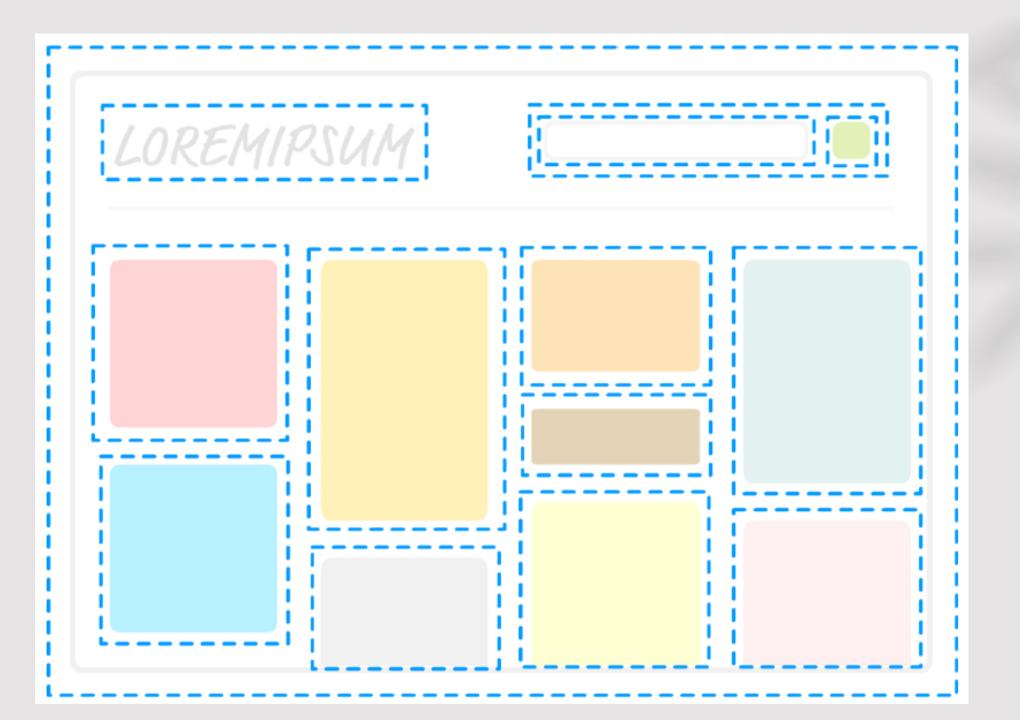
React was created by Jordan Walke

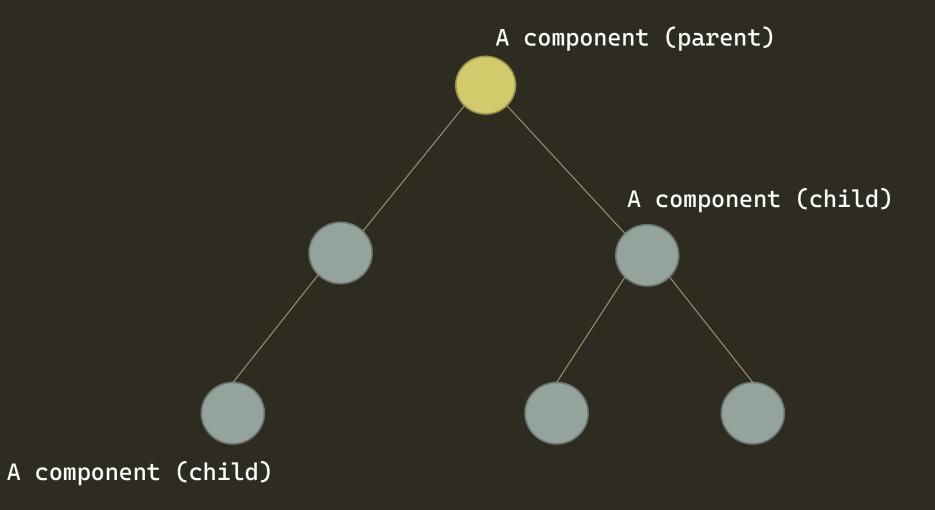
A Software Engineer at Facebook (2013)



FRST







THE 'ROOT' ELEMENT

```
<!doctype html>
     <html lang="en">
       <head>
         <meta charset="utf-8">
         <meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no">
         <meta name="theme-color" content="#000000">
         <link rel="manifest" href="%PUBLIC_URL%/manifest.json">
         <link rel="shortcut icon" href="%PUBLIC_URL%/favicon.ico">
         <title>Hello World</title>
       </head>
       <body>
         <noscript>
           You need to enable JavaScript to run this app.
         </noscript>
14
         <div id="root"></div>
       </body>
     </html>
```

Data flow is unidirectional

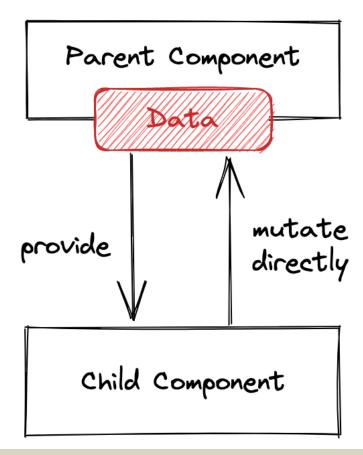


From parent to children

Top to bottom

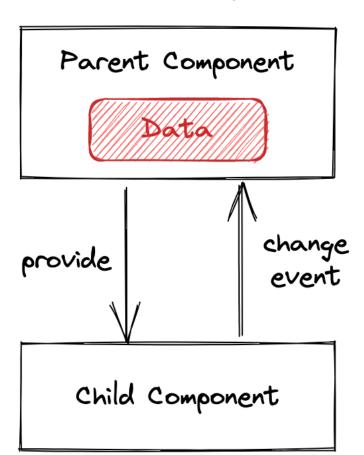
Two-way Data Binding

AngularJs



One-way Data Binding

React, Vue, Angular

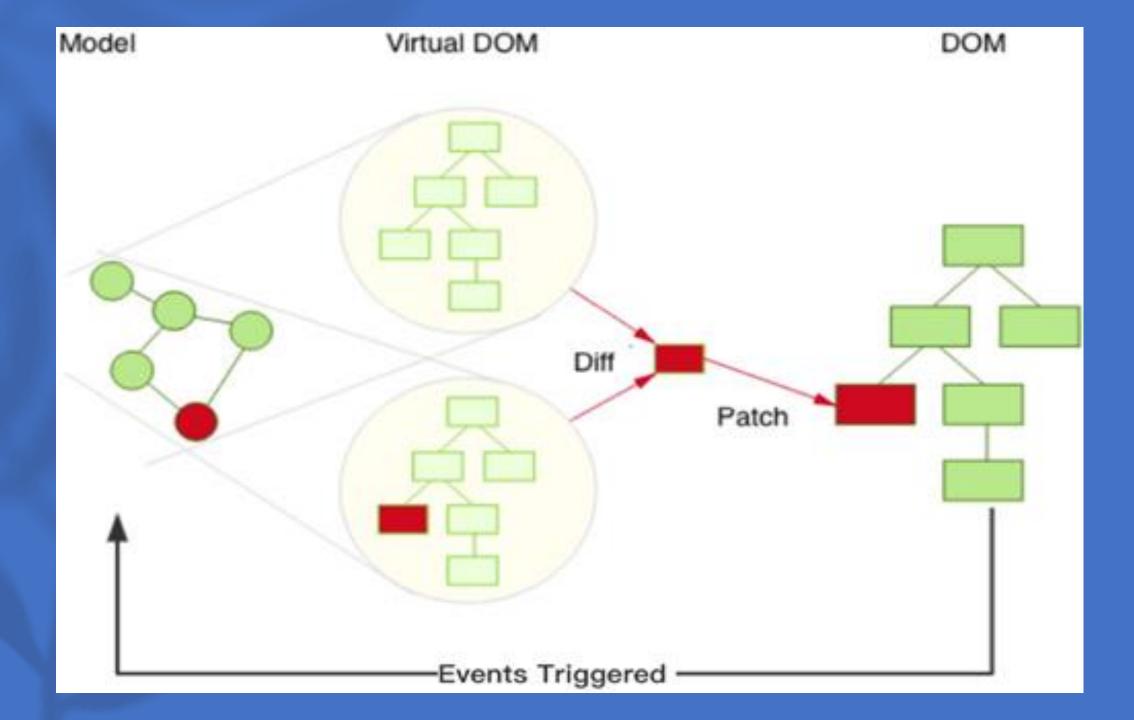


const elem = <h1>Hi</h1>



The Virtual DOM (VDOM) is a lightweight representation of the physical DOM

At any point in time there are 2 copies of VDOM present in memory, the old tree and the updated changes. React finds the differences between them and applies it as a patch to the browser.



Mounting **Updating** Unmounting "Render phase" constructor forceUpdate() New props setState() Pure and has no side effects. May be paused, aborted or restarted by render React. React updates DOM and refs "Commit phase" Can work with DOM, run side effects, schedule updates. componentDidMount componentDidUpdate componentWillUnmount

Components can be simple HTML

Components can user-defined objects

HTML or User-Component

```
import React, {Component} from 'react';
class FirstComponent extends Component {
  render() {
     return (
       <h1>Hi There. Welcome to React!</h1>
```