**Reactjs**

Là 1 opensource để build user interfaces

Ko phải framework

Tập trung UI

Rich ecosystem

Kiến trúc dựa vào component

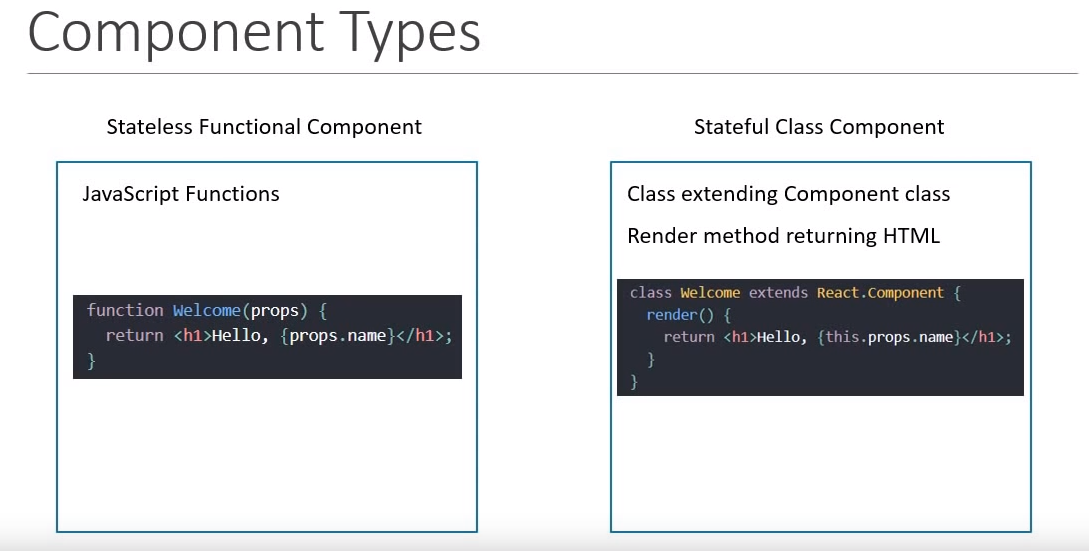
Được phát triển và bảo trì bởi Facebook

Code tái sử dụng

Packeage for VsCode: ***ES7 React/Redux/GraphQL/React-Native snippets***

Knowleage: Fundamentals, Http, routing, redux, Utilities

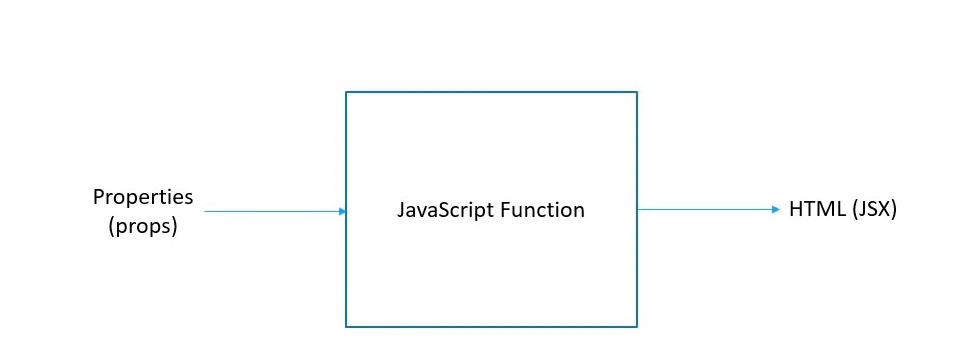
**Component**



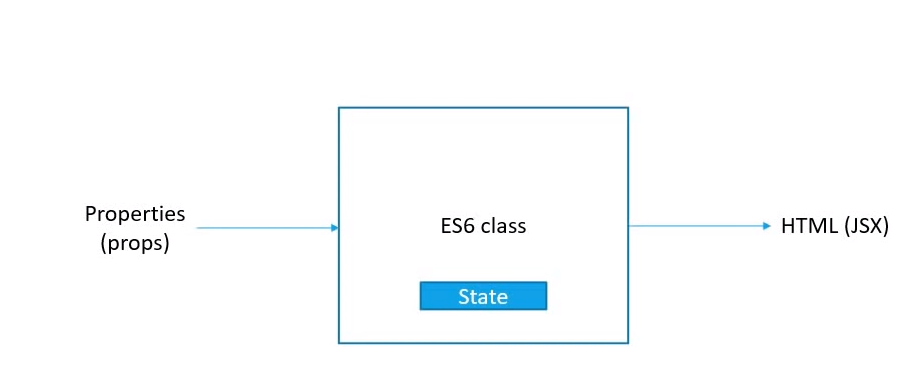
Là 1 thành phần UI, có thể lồng ghép nhau.

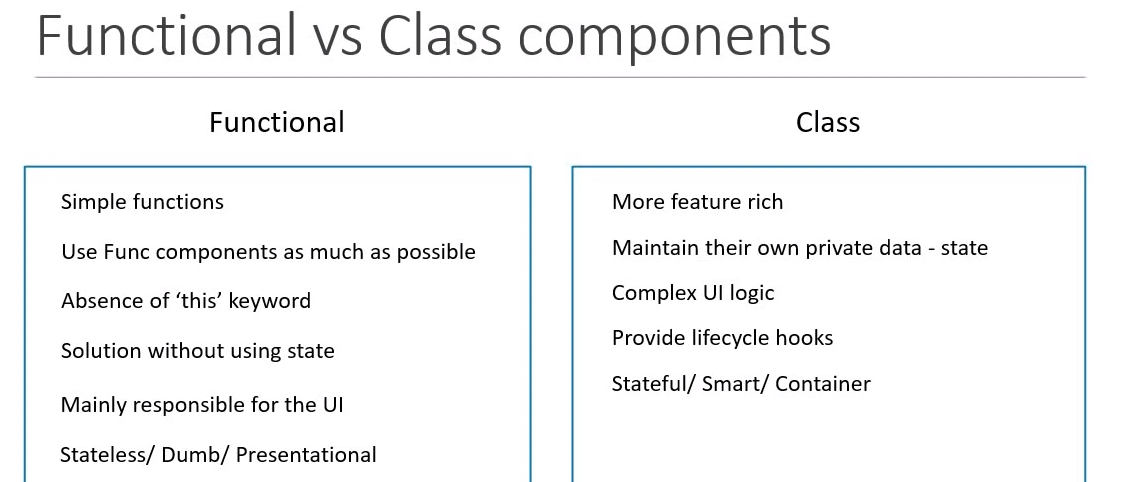
Có 2 loại component: stateless và stateful

Function



Class





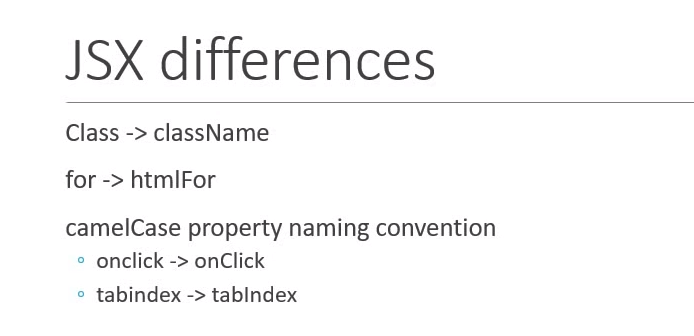
Hook Update

Cho phép sử dụng state, lifecycle, this binding trong function(stateless) component

JSX

Cú pháp mở rộng của js để hiển thị UI component

Gồm: tag name, attributes, children

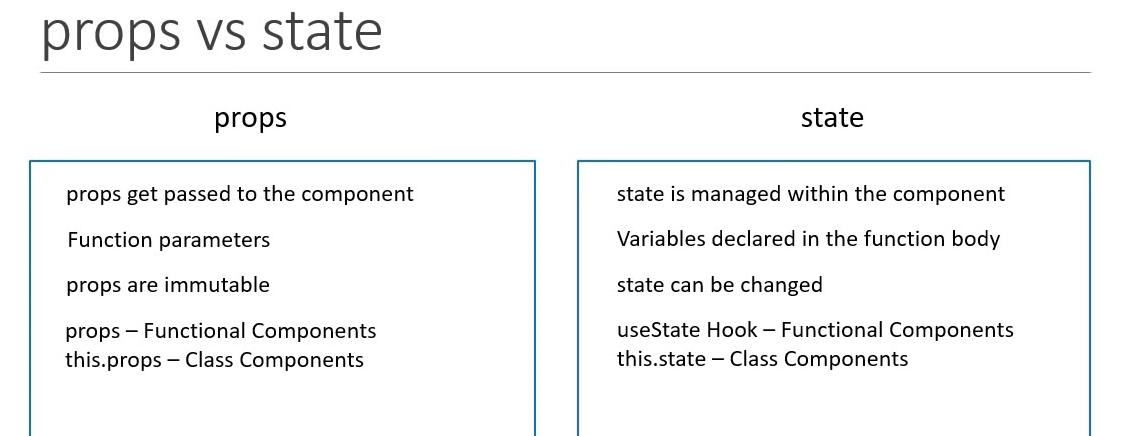


Props

Props có thể đến từ parent component hoặc từ chính nó (defaultProp)

Ko nên thay đổi props bằng setProps hoặc replaceProps => dễ dàng kiểm soát nó

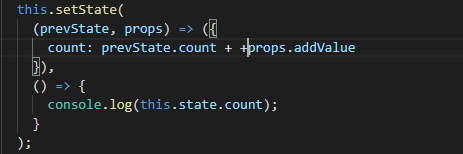
State



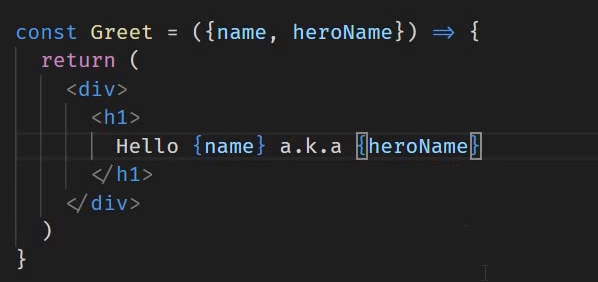
Luôn sử dụng setState và ko thay đổi trực tiếp state

Setstate là async => viết code trong callback

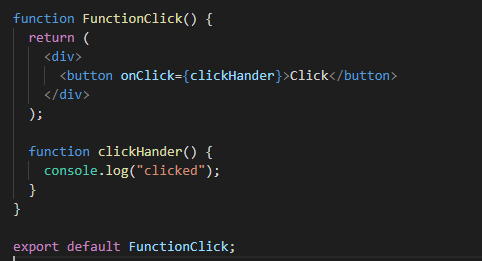
Khi update state base giá trị state trước đó => pass function như là 1 argument

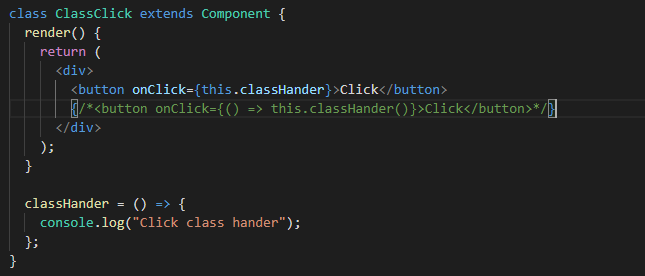


Destructuring props and state



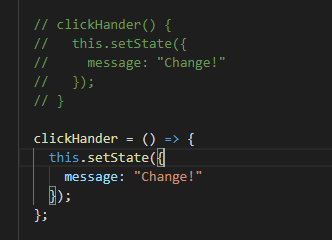
Event Handing





Binding Event Handlers

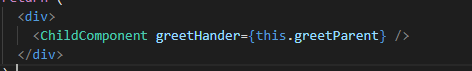
Chú ý từ khóa this

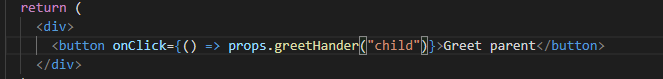






Methods as prop





Conditional Rendering

List Rendering

Lists and Keys

Key giúp React xác định item đã đc thay đổi, xóa hoặc thêm.

Index as key anti-pattern

Styling and Css Basics

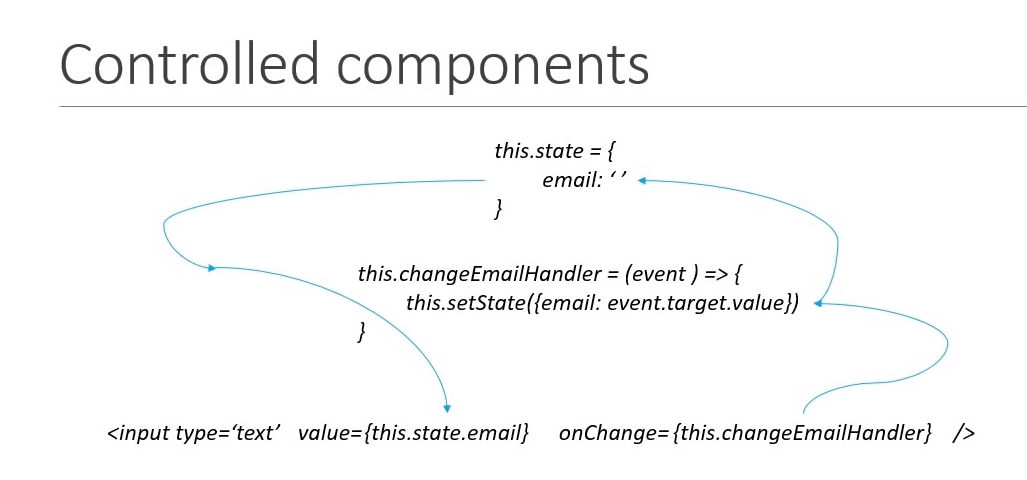
+ Css stylesheet

+ Inline styling

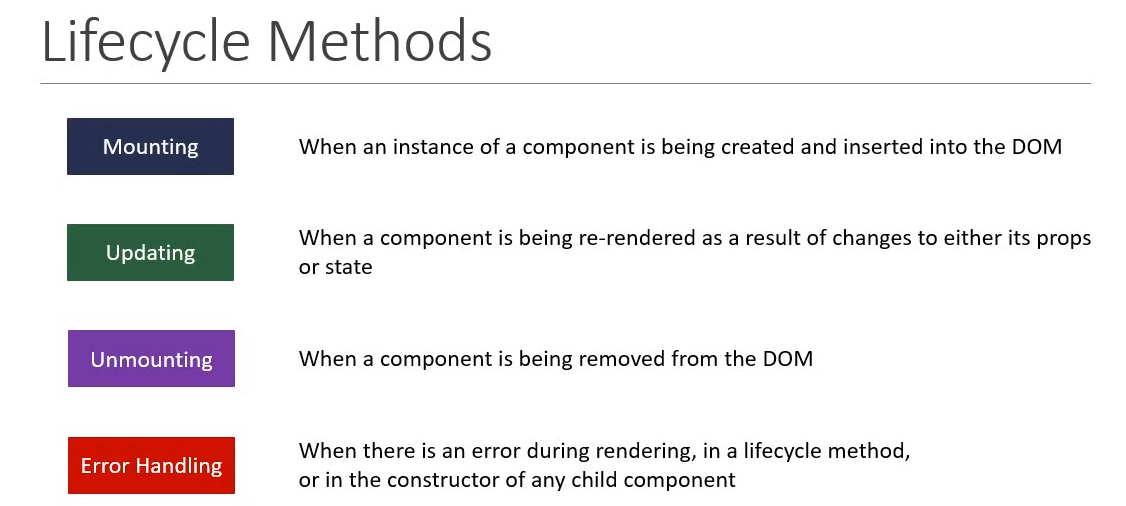
+ Css modules

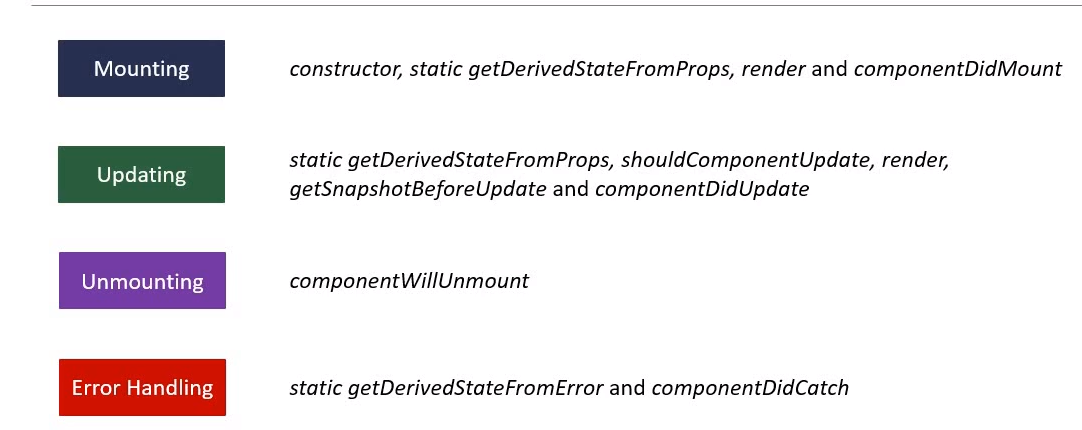
+ Css in Js libraries

Basic Form Handling



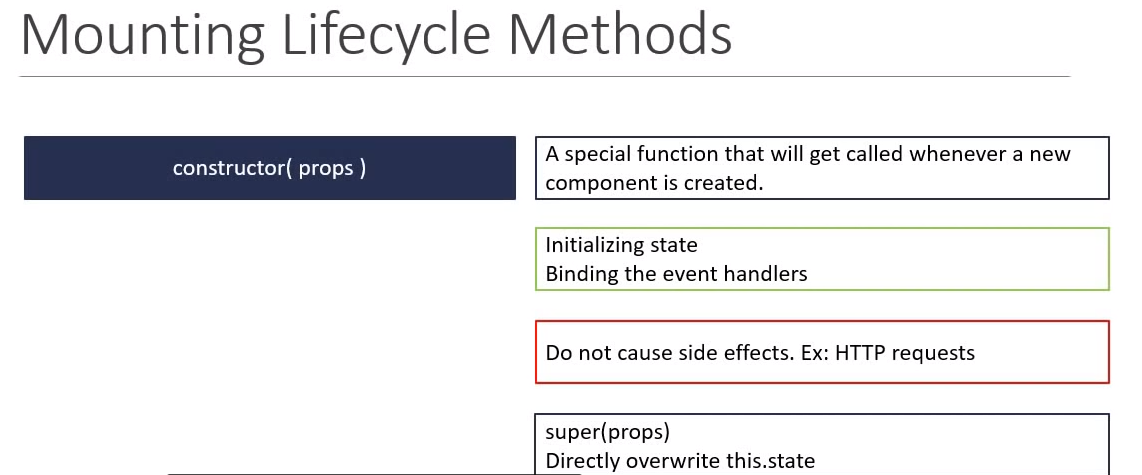
Component Lifecycle Methods

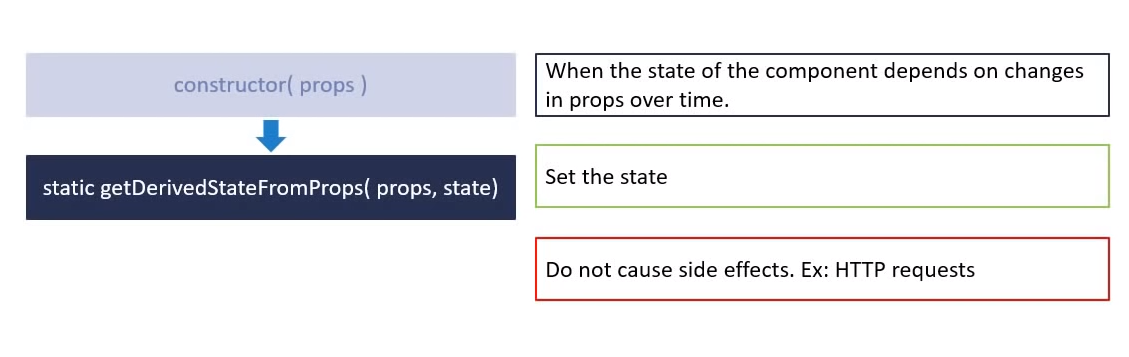


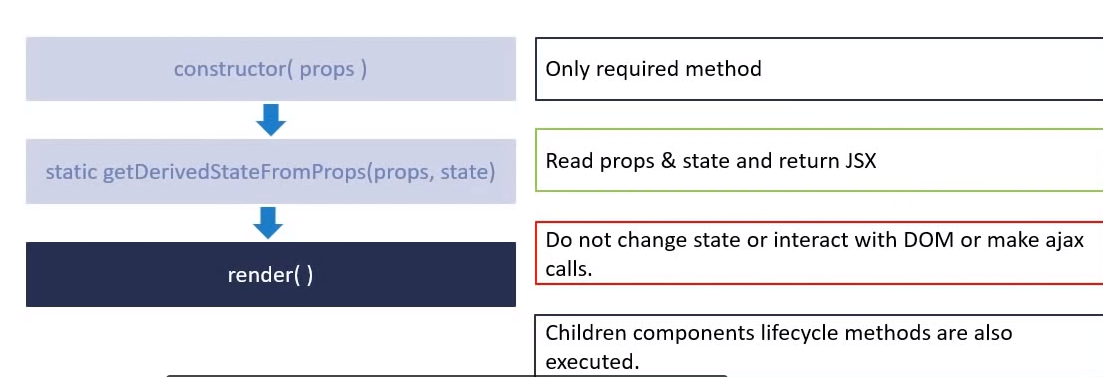


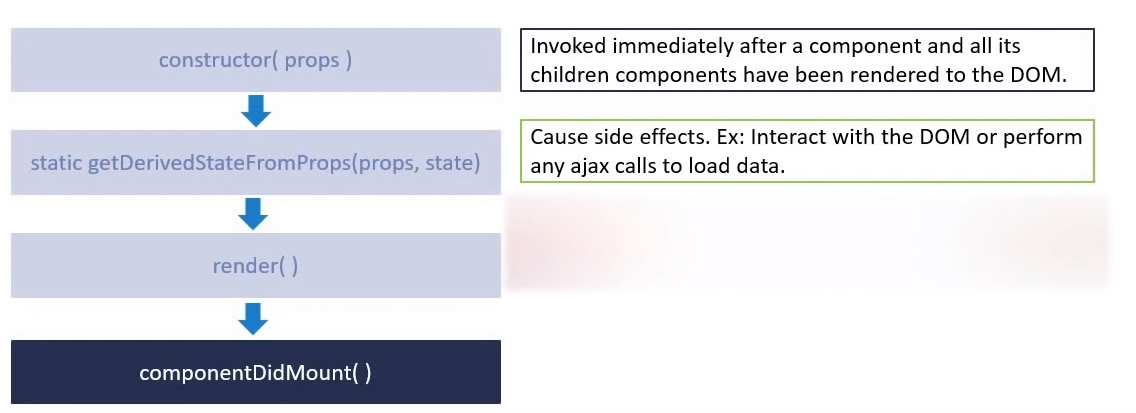
Mounting Lifecycle Methods

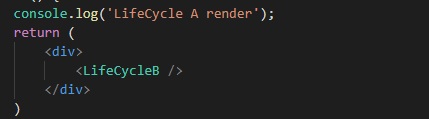
Never make http request from within a constructor

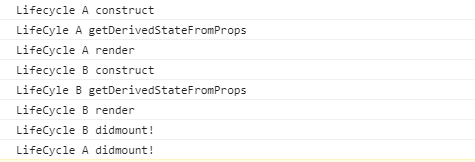




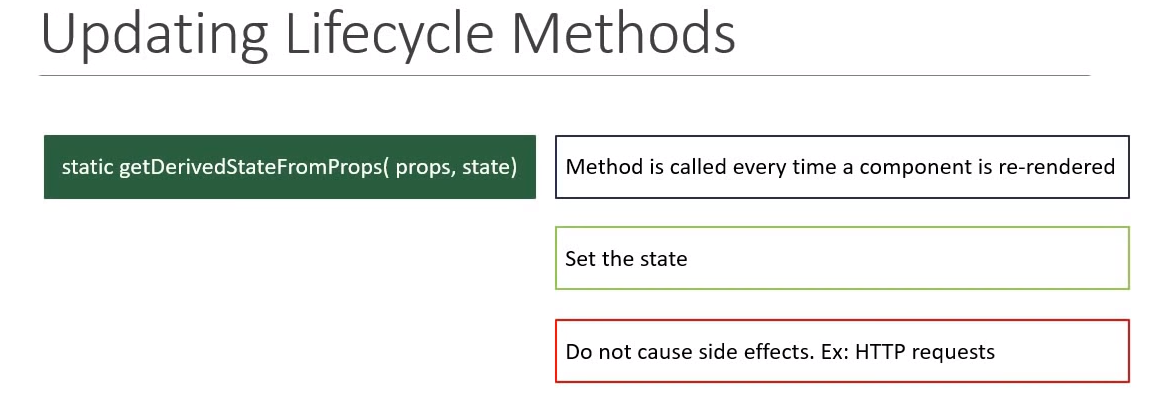


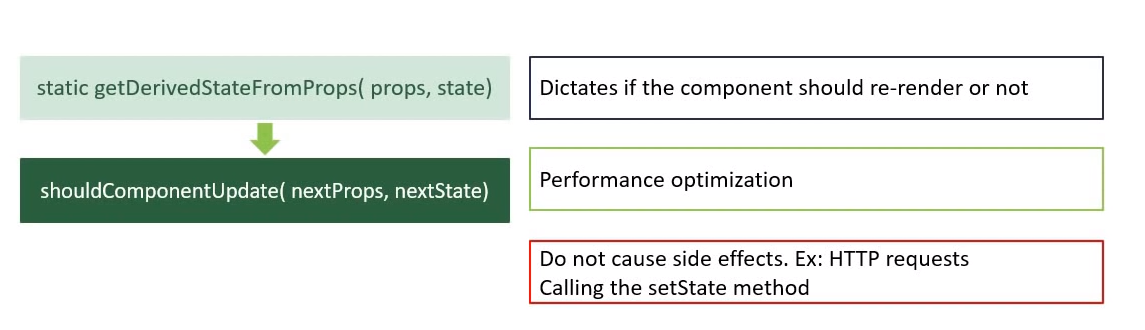


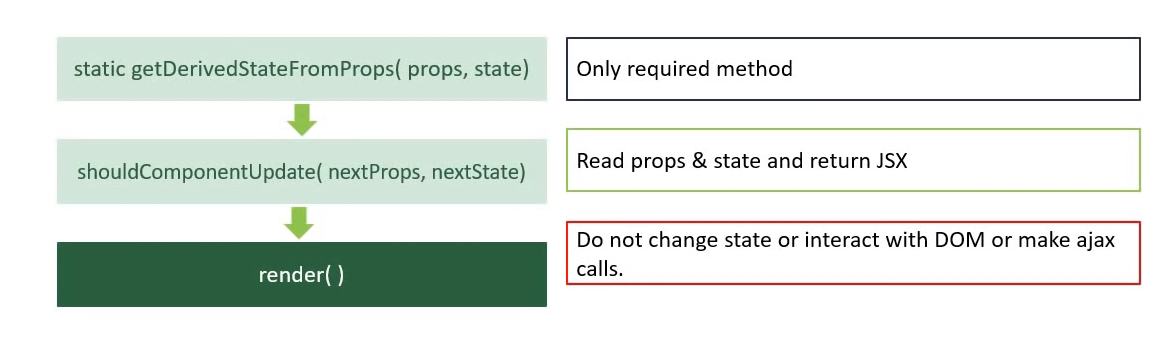


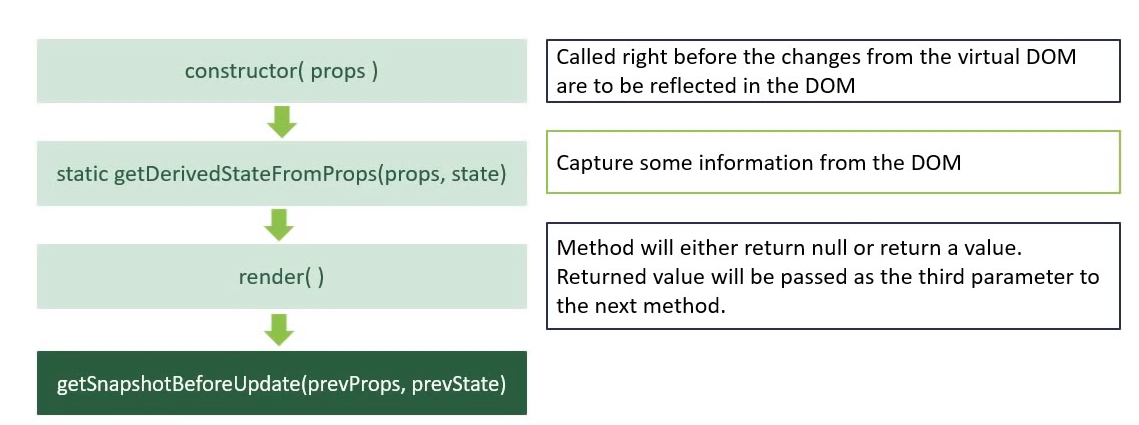


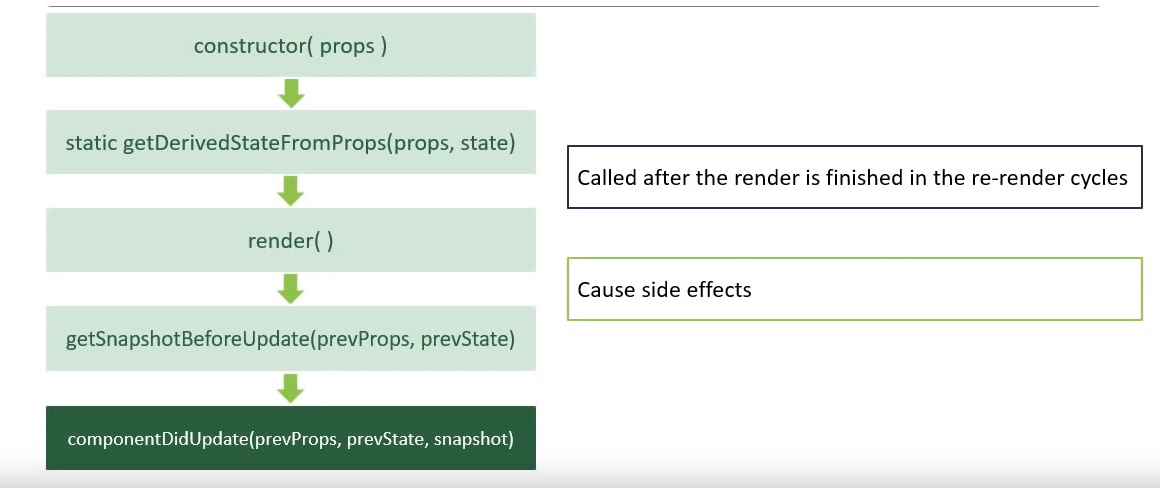
Updating Lifecycle Methods



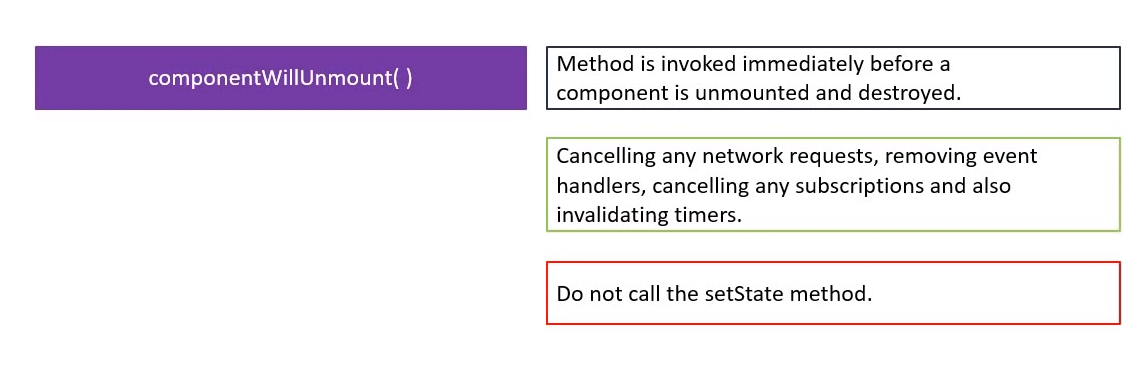








Unmounting Phase Method



Error Handing Phase Method

