

React and Redux

a comprehensive introduction



<https://github.com/WisdomFusion>

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What's React?

- A JavaScript library for building user interfaces
- the V in MVC
- A way to generate html from JavaScript
- A JavaScript view library (similar to a template engine) that enables fast DOM updates via a 'virtual DOM'
- React renders to a virtual DOM first, then it compares that to the real DOM, and only makes changes to the real DOM as necessary

Project Best Practice

```
$ npm i -g create-react-app yarn
```

```
$ create-react-app myapp
```

```
$ cd myapp
```

```
$ yarn add antd axios react-router-dom history prop-types redux
```

```
$ yarn add --dev react-app-rewired babel-plugin-import
```

Project Best Practice

- `.env` and `process.env.REACT_APP_<env variable name>`
- `yarn start http://localhost:3000` => `.env.development.local`
- `yarn build` => `.env.production.local`
- `BASENAME`, `PUBLIC_URL`, `history basename`
- Project Structure
/assets, /components, /services, /store, /shared, etc.
- <https://github.com/WisdomFusion/react-starter-kit>

JSX

- JavaScript syntax extension, produces React "elements"
- `return (<Fragment><a>{this.getUser().name}
</Fragment>);`
- Empty tags should close with `/>`, like XML
- JSX prevents injection attacks
- After compilation, JSX expressions become regular JavaScript objects

JSX

```
const IconText = ({ type, text }) => (  
  <Fragment><Icon type={type} style={{ marginRight: 8 }} />{text}</Fragment>  
>);  
  
const renderData = data => {  
  return data.length  
    ? (  
      <ul className="events">  
        {data.map(event => (  
          <li key={event.key}>  
            <Badge  
              status={moment(`${event.date} ${event.started_at}`) < moment() ?  
'default' : 'success'}  
              text={`${event.date} ${event.started_at} - ${event.ended_at}`}  
            />  
          </li>  
        ))}  
      </ul>  
    )  
    : null;  
};
```

JSX Prevents Injection Attacks

- By default, React escapes any values embedded in JSX before rendering them
- Everything is converted to a string before being rendered. This helps prevent XSS (cross-site-scripting) attacks
- You can never inject anything that's not explicitly written in your application

ES6 need to know

- var, let or const? NO var.
- Export and Import statements
- Destructuring assignment
- Spread operator
- Object Property shorthand
- Fat arrow functions
- Template literals

ES6 - Export and Import

```
class Utils {
  // TODO
}

export default new Utils();

import React, { Fragment } from 'react';
import { connect } from 'react-redux';
import { Link } from 'react-router-dom';
import { Icon, Calendar, Card, Timeline, Popconfirm, Badge, Modal } from 'antd';
import * as scheduleActions from '../store/actions/schedule.actions';
import classroomSrv from '../services/classroom.service';
import moment from 'moment/moment';
import util from '../shared/utils';
import './Schedule.css';
```

ES6 - Destructuring assignment

```
import { Layout, Menu, Icon, Avatar, Dropdown } from 'antd';  
const { Header } = Layout;
```

```
<RenameReplayForm  
  wrappedComponentRef={this.saveFormRef}  
  replayId={replayId}  
  fields={fields}  
  visible={this.state.modalRenameVisible}  
  onCancel={this.cancelRename}  
  onSubmit={this.submitRename}  
  onChange={this.onFormChange}  
>
```

```
const { replayId, visible, onCancel, onSubmit, form } = this.props;  
const { getFieldDecorator, getFieldsError, getFieldError, isFieldTouched } = form;
```


ES6 - Spread operator

```
case USER_ADD:
  return {
    ...state,
    users: [
      ...state.users,
      action.user
    ]
  };
case USER_UPDATE:
  return {
    ...state,
    users: state.users.map(
      user => (user.user_id === action.id) ? { ...action.user } : user
    )
  };
};
```

ES6 - Object Property Shorthand

```
export const deleteUser = id => {  
  return dispatch => {  
    userService.destroy(id)  
      .then(response => {  
        if (response.status === 200) {  
          dispatch({  
            type: USER_DELETE,  
            id  
          });  
        }  
        util.success(response.message);  
      })  
  }  
}
```

...

ES6 - Fat arrow functions

```
onSubmit = event => {
  event.preventDefault();
  const form = this.refs.form;

  form.validateFields((err, values) => {
    if (!err) {
      this.props.renameReplay(this.state.id, form.getFieldsValue());

      this.setState({
        modalVisible: false
      });
    }
  });
};

// DO NOT NEED BIND LIKE THIS
// this.onSubmit = this.onSubmit.bind(this);
```

<https://reactjs.org/docs/handling-events.html>

JavaScript Hight-Order Functions

- `Array.prototype.map()`
- `Array.prototype.forEach()`
- `Array.prototype.filter()`
- `Array.prototype.every()`
- `Array.prototype.some()`

JavaScript Hight-Order Functions

```
{ (!!schoolList && schoolList.length) && schoolList.map(school => (  
  <Select.Option key={school.id} value={school.id}>{school.title}</Select.Option>  
))}  
  
users.map(  
  user => (user.user_id === action.id) ? { ...action.user } : user  
)  
  
users.forEach(user => user.checked = ($event ? true : false));  
  
users: state.users.filter(user => user.user_id !== action.id)  
  
const allChecked = users.every(user => user.checked === true)  
  
const hasSocialite = socialites.some(socialite => socialite.driver === socialiteDriver);
```

Functional and Class Components

- Local state is a feature available only to classes.
<https://reactjs.org/docs/state-and-lifecycle.html>
- Converting a Function to a Class
 - Create an ES6 class, with the same name, that extends `React.Component`.
 - Add a single empty method to it called `render()`.
 - Move the body of the function into the `render()` method.
 - Replace `props` with `this.props` in the `render()` body.
 - Delete the remaining empty function declaration.

Presentational and Container Components

	Presentational	Container
Purpose	How things look (markup, styles)	How things work (data fetching, state updates)
Aware of Redux	No	Yes
To read data	Read data from props	Subscribe to Redux state
To change data	Invoke callbacks from props	Dispatch Redux actions

[read more](#)

React Lifecycle Methods

- Apply only to class components, not to functional components
- mounting phase: `constructor()`, `componentWillMount()`, `render()`, `componentDidMount()`
- updating phase: `componentReceiveProps()`, `shouldComponentUpdate()`, `componentWillUpdate()`, `render()`, `componentDidUpdate()`
- unmounting phase: `componentWillUnmount()`

state and props

- Never update state directly, always use `this.setState()` method
- Only time we use `state=` is in the constructor when initializing state
- React `setState()` is asynchronous.
- Props are Read-Only

Redux

- Redux is a predictable state container for JavaScript apps.
- Redux is an implementation of a standard flux developed by facebook, describing the best way to handle state in a React application.

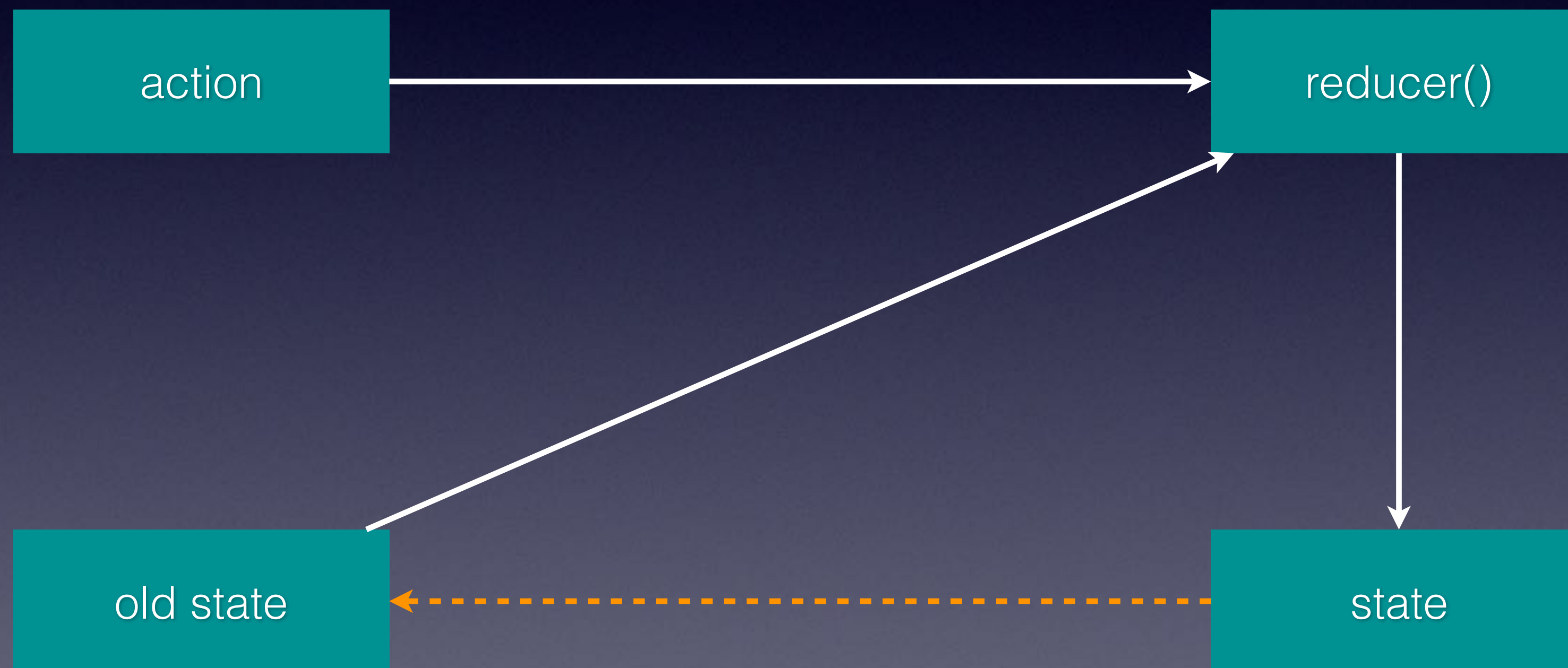
Redux - the three principles of redux

- Single source of truth
The state of your whole application is stored in an object tree within a single store.
- State is read-only
The only way to change the state is to emit an action, an object describing what happened.
- Changes are made with pure functions
To specify how the state tree is transformed by actions, you write pure reducers.

Why Redux?

- Good structure in our project
- Separation of concerns
- Get access to the wonderful world of middleware
- No more sending parameters/attributes from parent components to child components with:
 - fragments of state
 - call-back functions to update state

Redux Data Flow



Redux Data Flow

- User clicks trigger events, which calls action creators
- action creators return some actions
- the action dispatch to reducers
- the reducer updates states in store

Redux Data Flow

```
export const REPLAYS_LOAD_REQUEST = 'REPLAYS_LOAD_REQUEST';
export const REPLAYS_LOAD_SUCCESS = 'REPLAYS_LOAD_SUCCESS';
export const REPLAYS_LOAD_FAILURE = 'REPLAYS_LOAD_FAILURE';
export const REPLAYS_FILTER = 'REPLAYS_FILTER';
export const REPLAY_RENAME = 'REPLAY_RENAME';
```

Actions

```
export const renameReplay = (id, data) => {
  return dispatch => {
    replayService.rename(id, data)
      .then(response => {
        if (response.status === 200) {
          const replay = response.data;
          const updatedReplay = {
            id: replay.id,
            title: replay.title
          };

          dispatch({
            type: REPLAY_RENAME,
            id,
            replay: updatedReplay
          });
          util.success(response.message);
        }
      })
  };
};
```

Action Creators

...

Redux Data Flow

```
const replayReducer = (state = initialState, action) => {
  switch (action.type) {
    case REPLAYS_LOAD_SUCCESS:
      return {
        ...state,
        replays: action.replaysData.replays,
        total:   action.replaysData.total,
        loading: false,
        error:   null
      };
    case REPLAY_RENAME:
      return {
        ...state,
        replays: state.replays.map(
          replay => (replay.id === action.id)
            ? {
                ...replay,
                title: action.replay.title
              }
            : replay
        )
      };
  }
};
```

...



Reducers

Redux Data Flow

```
const mapStateToProps = state => {
  return {
    replays: state.replay.replays,
    total:   state.replay.total,
    filter:  state.replay.filter,
    loading: state.replay.loading,
    error:   util.errorMessages(state.replay.error),
  };
};

const mapDispatchToProps = (dispatch) => {
  return {
    loadReplays:      filter      => dispatch(replayActions.loadReplays(filter)),
    setReplaysFilter: filter      => dispatch(replayActions.filterReplays(filter)),
    renameReplay:     (id, data) => dispatch(replayActions.renameReplay(id, data))
  };
};

export default connect(mapStateToProps, mapDispatchToProps)(ReplayList);
```


demonstration

axios

```
let httpClient = axios.create({
  baseURL: config.api.url_prefix
});

httpClient.interceptors.request.use(
  config => {
    const user = sessionService.getUser();
    const token = user ? user.token : null;
    if (token) {
      config.headers['Authorization'] = 'Bearer ' + token;
    } else {
      sessionService.logout();
    }
    return config;
  },
  error => Promise.reject(error)
);
```

import { Form } from 'antd';

```
Form.create({
  onFieldsChange(props, changedFields) {
    props.onChange(changedFields);
  },
  mapPropsToFields(props) {
    let data = {};
    Object.keys(props.fields).forEach(prop => {
      data[prop] = Form.createFormField({
        ...props.fields[prop],
        value: props.fields[prop].value
      });
    });
    return data;
  },
  // onValuesChange(_, values) {
  //   console.log(values);
  // }
}))(
  class extends React.Component {
    render() {
      ...
    }
  }
);
```



```
import { Form } from 'antd';
```

```
const { getFieldDecorator, getFieldsError, getFieldError, isFieldTouched } =  
this.props.form;  
const userNameError = isFieldTouched('name') && getFieldError('name');  
const passwordError = isFieldTouched('password') && getFieldError('password');  
  
<Form.Item validateStatus={userNameError ? 'error' : ''} help={userNameError || ''}>  
  {getFieldDecorator('name', {  
    rules: [{ required: true, message: 'admin name required'}]  
  })(  
    <Input size="large"  
      prefix={<Icon type="user" style={{ color: 'rgba(0,0,0,.25)' }} />}  
      placeholder="please input admin name"  
    />  
  )}  
</Form.Item>
```

misc

Warning: Each record in dataSource of table should have a unique `key` prop, or set `rowKey` to an unique primary key, see <https://u.ant.design/table-row-key>

NEVER USE `onClick={this.toggle()}`,
USE `onClick={this.toggle()}`
OR `onClick={() => this.toggle(params)}`

Install React DevTools and Redux DevTools

and more...

Study Resource

- <http://es6-features.org/>
- <http://reactjs.org/>
- <http://redux.js.org/>
- http://www.ruanyifeng.com/blog/2016/09/redux_tutorial_part_three_react-redux.html
- <https://reacttraining.com/react-router/web/>
- <https://ant.design/docs/react/introduce>