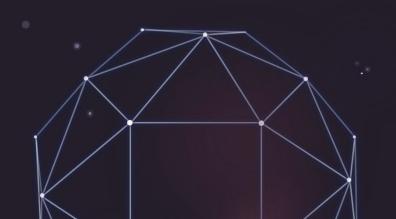


2019 React-Native

从零开发一款App



除Facebook, Instagram, Netflix, 微软等众多国际知名互联网公司都是React.js的拥趸者外,国内很多主流互联网公司如腾讯、蚂蚁金服、京东、360、美团、携程等也在用React



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- **运行第一个demo** 学习如何将一个react-native项目运行起来
- **3.** 项目结构设计 如何设计一个好的项目结构

✓ JSX语法

一个看起来很像 XML 的 JavaScript 语法扩展

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<u>1-搭架开发环境之react</u>-native

步骤1 请准备装有macOs系统的电脑

步骤2 安装Node和watchman

brew install node brew install watchman

注:Watchman - 用于更改的文件和目录监视工具

步骤3 安装yarn

npm install -g yarn

注:(Yarn是 Facebook 提供的替代 npm 的工具,可以加速 node 模块的下载)

官网:https://yarn.bootcss.com/docs/getting-started/

步骤4 react-native-cli

npm install -g react-native-cli

注:React Native 的命令行工具用于执行创建、 初始化、更新项目、运行打包服务(packager) 等任务

步骤5 下载VSCode

下载地址:https://code.visualstudio.com/

步骤6 安装vs插件 React Native Snippet

快速代码补全

(rnce - 创建组件)

(rncsl - 创建组件)

(rncslwc - 创建可以传递子组件的组件)

(rnss - 快速创建样式)

步骤7 安装sdkman工具

curl -s "https://get.sdkman.io" | bash source "\$HOME/.sdkman/bin/sdkman-init.sh" sdk version

1-搭架开发环境之iOS

1.在Appstore中下载Xcode

2.申请开发者账号

准备:手机号\邮箱\信用卡(Visa或者master) 参考

https://jingyan.baidu.com/article/a501d80c671653e c630f5e07.html

3.制作下载安装开发者证书(开发环境+产线环境)

https://jingyan.baidu.com/article/afd8f4de8210eb34 e286e9ef.html

4.安装iOS包管理工具(cocoapods)

安装此软件需要翻墙,推荐不翻墙的方法 需要先安装ruby环境(mac 系统默认安装好的)

- 输入gem查看
- 移除默认的镜像地址 gem_sources --remove https://rubygems.org/
- 安装国内的镜像

gem sources -a https://gems.ruby-china.com

- 验证是否替换成功

gem sources -l

- 安装cocoapods sudo gem install cocoapods

1-搭架开发环境之android

1.下载android studio

下载地址:https://developer.android.google.cn/studio/

2.安装Java 环境

查看本地java版本 java -version 推荐安装方式 sdk install java 13.0.1.j9-adpt

3.下载包管理工具(gradle)

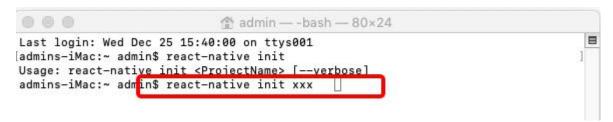
sdk install gradle 5.5

4.安装模拟器

教程地址 https://jingyan.baidu.com/article/4f34706e088aabe387b56d3c.html

2-运行第一个demo

步骤1.使用命令行初始化项目 react-native init 项目名称



初始化完成后的项目结构如下



2-运行第一个demo

步骤2.使用命令行进行项目里面安装依赖包cd xxx & yarn

步骤3.运行项目 npm run start

```
admins-iMac:xxx admin$ npm run start

xxxx@0.0.1 start /Users/admin/Desktop/学习成长/xxx
react-native start

Running Metro Bundler on port 8081.

Keep Metro running while developing on any JS projects. Feel free to close this tab and run your own Metro instance if you prefer.

https://github.com/facebook/react-native

_ooking for JS files in /Users/admin/Desktop/学习成长/xxx
_oading dependency graph, done.
```

2-运行第一个demo之iOS

1.使用命令行进入iOS项目中安装相关依赖 cd ./ios pod install

```
admins-iMac:ios admin$ pod install
Analyzing dependencies
Downloading dependencies
Generating Pods project
Integrating client project
Pod installation complete! There are 28 dependencies from the Podfile and 26 total pods installed.
admins-iMac:ios admin$ []
```

2.在模拟器上运行iOS工程 cd ../ yarn ios(或者npm run ios)

```
admins-iMac:ios admin$ cd ../
admins-iMac:xxx admin$ yarn ios
yarn run v1.16.0
warning ../../package.json: No license field
$ react-native run-ios
info Found Xcode workspace "xxx.xcworkspace"
info Launching iPhone X (iOS 12.2)
info Building (using "xcodebuild -workspace xxx.xcworkspace -configuration Debu
info Installing "build/xxx/Build/Products/Debug-iphonesimulator/xxx.app"
info Launching "org.reactjs.native.example.xxx"
success Successfully launched the app on the simulator
.+ Done in 66.91s.
admins-iMac:xxx admin$ []
```

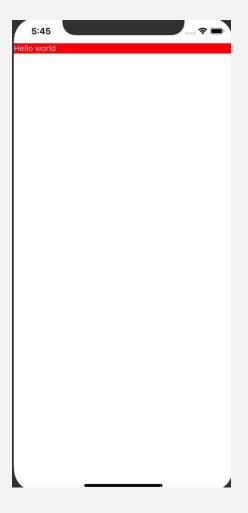
2-运行第一个demo

运行起来的效果图



修改一下App.js文件里面的代码,保存一下,模拟器的页面立即进行响应

```
App.js > [6] styles
   * Sample React Native App
    * @format
    * @flow
   import React from 'react';
   import {
    SafeAreaView,
    StyleSheet,
    Text,
   } from 'react-native';
   const App = () => {
        SafeAreaView>
          <Text style={styles.text}>Hello world</Text>
        </SafeAreaView>
   const styles = StyleSheet.create({
      backgroundColor: 'red',
       color: '#fff'
   3);
   export default App;
```

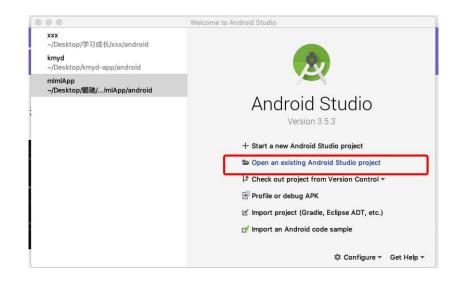


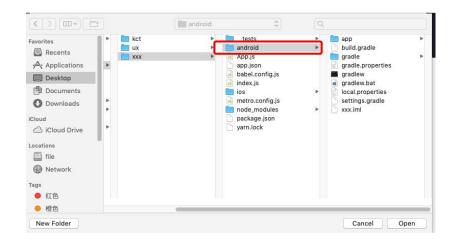
步骤1 运行命令启动android npm run android

```
Info JS server already running.
Info Launching emulator...
Info Launching emulator...
Info Launching emulator...
Info Launching emulator. Reason: No emulators found as an output of 'emulator -list-avds'.
Info Installing the app...
Info Installing the Info Installing Info Installing In
```

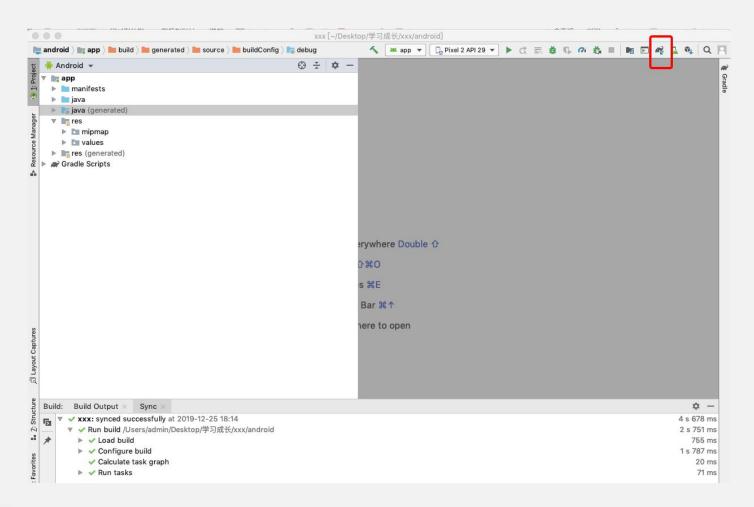
步骤2 使用android studio 打开android项目

步骤2 使用android studio 打开android项目





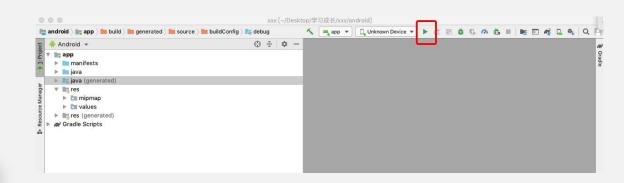
步骤3 安装依赖包



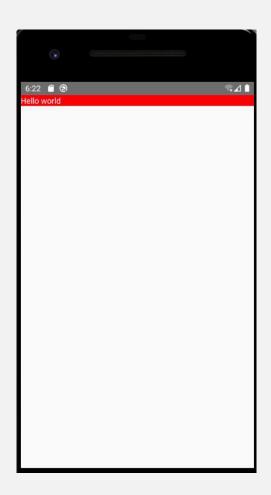
步骤4 选择模拟器或者真机



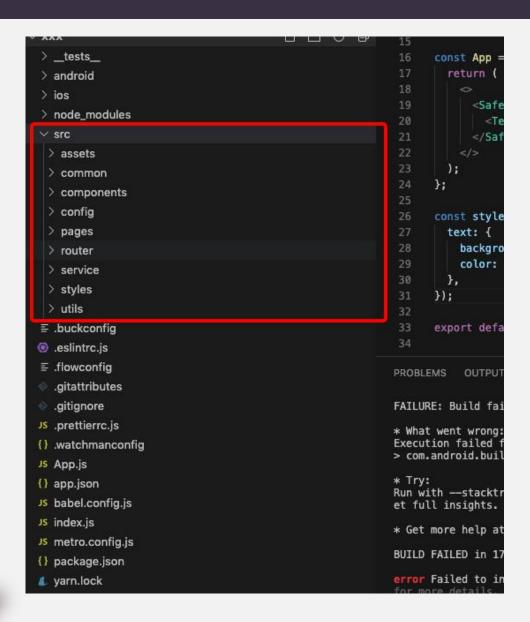
步骤5点击运行按钮



运行成功的效果图如下

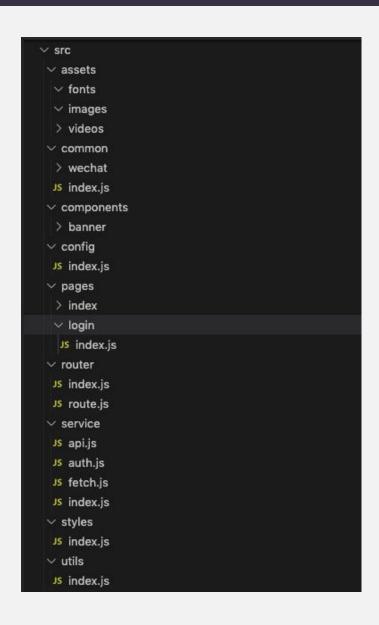


项目结构设计



assets-存放资源文件(图片,字体,音视频等) common - 存放公共文件(wxshare.js) components - 公共组件 config - 配置(请求主机地址,版本号等) pages- app页面 router-路由地址 service 请求接口(封装请求方法处理请求异常) styles 公共的样式 如字体颜色 字体大小等 utils 工具文件集合

项目结构设计

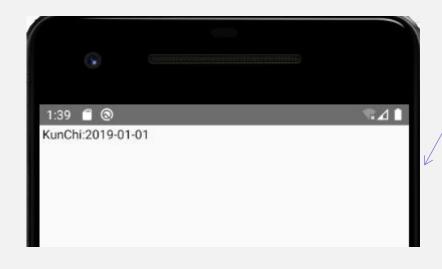


JSX语法

- 1.State状态机
- 2.事件处理
- 3.React 条件渲染
- 4.React 列表 & Keys
- 5.React 组件 API
- 6.React 组件生命周期
- 7.React Refs
- 8.React组件件传值
- 9.React几种常用组件
- 10.组件设置默认值

JSX语法- State

React 把组件看成是一个状态机 (State Machines)。通过与用户 的交互,实现不同状态,然后渲染 UI,让用户界面和数据保持一致。 React 里,只需更新组件的 state, 然后根据新的 state 重新渲染用户 界面(不要操作 DOM)



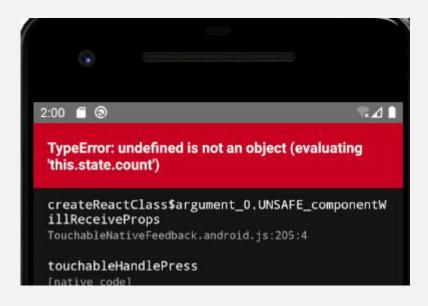
```
import React, { Component } from 'react'
import { Text, View } from 'react-native'
export class Index extends Component {
  state = {
     name: 'KunChi',
     date: '2019-01-01'
  render() {
     return (
       <View>
          <Text> {this.state.name}:{this.state.date} </Text>
       </View>
export default Index
```

JSX语法- State

```
import React, { Component } from 'react'
import { Text, View } from 'react-native'
export class Index extends Component {
  state = {
    name: 'KunChi',
    date: '2019-01-01'
  componentDidMount() {
    this.state.date = new Date().toLocaleString()
  render() {
    return (
       <View>
          <Text> {this.state.name}:{this.state.date} </Text>
       </View>
export default Index
```

```
UI同步更新数据需要使用setState函数
 this.setState({
    date: new Date().toLocaleString()
 })
 // 强制让组件刷新
 this.forceUpdate()
   扩展
   this.setState((prevState, props) => ({
     //do something here
   }));
   prevState 表示上一个状态值
   props 表示当前props的值
```

```
import React, { Component } from 'react'
import { Text, View, Button } from 'react-native'
export default class Index extends Component {
  state = {
     count: 1
  render() {
     return (
       <View>
          <Text> {this.state.count}</Text>
          <Button title="加1" onPress={this.addOne}></Button>
       </View>
  addOne() {
     this.setState({
       count: ++this.state.count
```



思考:addOne中的this指的是那个对象?

下面是<Button /> 组件的定义

```
export interface ButtonProps {
  title: string;
  onPress: (ev: NativeSyntheticEvent<NativeTouchEvent>) => void;
  color?: string;
  accessibilityLabel?: string;
  disabled?: boolean;
  /**
  * Used to locate this button in end-to-end tests.
  testID?: string;
export class Button extends React.Component<ButtonProps> {}
```

```
import React, { Component } from 'react'
import { Text, View, Button } from 'react-native'
export defaultclass Index extends Component {
  state = {
     count: 1
  render() {
     return (
       <View>
          <Text> {this.state.count}</Text>
          <Button title="加1" onPress={this.addOne}></Button>
       </View>
  addOne() {
    alert(Object.keys(this))
```

Alert

accessibilityLabel,accessibilityRole,access ibilityStates,hasTVPreferredFocus,nextFocusDown,nextFocusForward,nextFocusLeft,nextFocusRight,nextFocusUp,testID,disabled,onPress,touchSoundDisabled,children,back ground

OK

```
import React, { Component } from 'react'
import { Text, View, Button } from 'react-native'
export default class Index extends Component {
   state = {
     count: 1
   render() {
     return (
       <View>
          <Text> {this.state.count}</Text>
          <Button ref='btn' title="加1"
onPress={this.addOne}></Button>
        </View>
   addOne() {
     alert(this instanceof Index)
```



通过instanceof 检测对象类型

正确写法1

```
export default class Index extends Component {
  state = {
     count: 1
  render() {
     return (
       <View>
          <Text> {this.state.count}</Text>
          <Button ref='btn' title="加1"
onPress={this.addOne.bind(this)}></Button>
       </View>
  addOne() {
     alert(this instanceof Index)
```

正确写法 2

Button组件调用方式类似如下 this.addOne.bind(Index组件)()

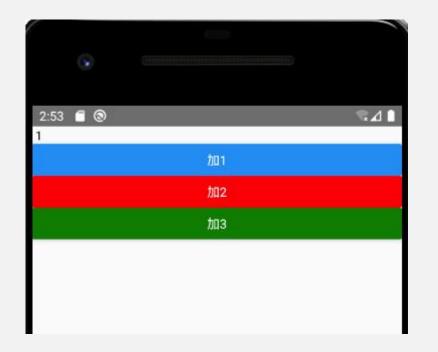
```
export default class Index extends Component {
  state = {
     count: 1
  constructor() {
     super(...arguments)
     this.addOne = this.addOne.bind(this)
  render() {
     return (
       <View>
          <Text> {this.state.count}</Text>
          <Button ref='btn' title="加1"
onPress={this.addOne}></Button>
       </View>
```

正确写法3

使用ES6语法 避免出现作用域不明确的问题

```
export default class Index extends Component {
  state = {
     count: 1
  constructor() {
     super(...arguments)
  render() {
     return (
       <View>
          <Text> {this.state.count}</Text>
          <Button ref='btn' title="加1"
onPress={this.addOne}></Button>
       </View>
  addOne = () \Rightarrow {
    alert(this instanceof Index)
```

思考?怎么实现下面的需求



```
<Button ref='btn' title="加1" onPress={this.addOne}></Button>
<Button ref='btn' title="加2" onPress={this.addTwo} color="red"></Button>
addOne = () => {
  let { count } = this.state
  this.setState({
     count: count + 1
  })
addTwo = () => {
  let { count } = this.state
  this.setState({
     count: count + 2
  })
```

闭包函数实现数据传递

```
<Button ref='btn' title="加1" onPress={() => {
          this.add(1)
 ></Button>
<Button ref='btn' title="加2" onPress={() => {
          this.add(2)
}} color="red"></Button>
<Button ref='btn' title="加3" onPress={() => {
          this.add(3)
}} color="green"></Button>
add = (num) => {
  let { count } = this.state
  this.setState({
     count: count + num
```

A,B用户看到不同的内容?

```
import React, { Component } from 'react'
import { Text, View, Button } from 'react-native'
export default class Index extends Component {
  state = {
    username: "B"
  render() {
    const A = <Text>A用户看到的内容</Text>
    const B = <Text>B用户看到的内容</Text>
    return (
       <View>
         {this.state.username === 'A' ? A : B}
       </View>
```

注意:ShowUserInfo首字母必须大写 如果要使用标签写法的话<ShowUserInfo username="A" />

```
import React, { Component } from 'react'
import { Text, View, Button } from 'react-native'
const ShowUserInfo = ()=>{
  const A = <Text>A用户看到的内容</Text>
  const B = <Text>B用户看到的内容</Text>
  if (props.username == 'A') {
    return A
  if (props.username == 'B') {
    return B
  return null
```

```
export default class Index extends Component {
  state = {
    username: "B"
  render() {
    return (
       <View>
         {ShowUserInfo({ username: 'A' })}
         <ShowUserInfo username="A" />
       </View>
```

```
const ShowUserInfo = (props) => {
  const A = <Text>A用户看到的内容</Text>
  const B = <TouchableOpacity
onPress={props.onPress}><Text>B用户看到的内容
</Text></TouchableOpacity>
  if (props.username == 'A') {
    return A
  if (props.username == 'B') {
    return B
  return null
```

<ShowUserInfo username="B"
onPress={this.greet} />

如果条件不满足,则返回null即可

JSX语法-React 列表 & Keys

如何将一组数据渲染到页面上?

```
const List = (props) => {
    return props.list.map(item => {
        return <Text>{item}</Text>
    })
}

// 简写
const List = (props) => {
    return props.list.map(item => (<Text>{item}</Text>))
}
```

JSX语法-React 列表 & Keys

为什么要为列表中每一个元素指定key值?

- Keys 可以在 DOM 中的某些元素被增加或删除的时候帮助 React 识别哪些元素 发生了变化。因此应当给数组中的每一个元素赋予一个确定的标识。
- 一个元素的 key 最好是这个元素在列表中拥有的一个独一无二的字符串。通常,我们使用来自数据的 id 作为元素的 key.
- 当元素没有确定的 id 时,可以使用他的序列号索引 index 作为 key. 如果列表可以重新排序,不建议使用索引来进行排序,因为这会导致渲染变得很 慢

Warning: Each child in a list should have a unique "key" prop. See https://fb.me/react-warning-keys for more info

JSX语法-React 列表 & Keys

请注意Key添加的位置

```
const List = (props) => {
    return props.list.map((item, index) => (<Item key={item.name})
title={item.name}></Item>))
}

const Item = (props) => {
    return <Text>{props.name}</Text>
}
```

设置状态: setState

强制更新: forceUpdate

设置状态: setState

setState(object nextState[, function callback])

callback 回调函数

setState()并不会立即改变this.state,而是创建一个即将处理的state。setState()并不一定是同步的,为了提升性能React会批量执行state和DOM渲染

如果想要立即更新如何处理?

执行 this.forceUpdate()

思考下面的代码页面会不会更新数据为aaaa?

```
this.state.username = 'aaaa'
    this.setState({
})
```

setState()总是会触发一次组件重绘,除非在shouldComponentUpdate()中实现了一些条件渲染逻辑。

```
export default class Index extends Component {
  state = {
    username: 'xxxx'
  componentDidUpdate() {
    alert("更新了")
  render() {
    return (
       <View>
         <Button title="修改" onPress={() => {
           this.setState({
         }}></Button>
         <Text>{this.state.username}</Text>
       </View>
```



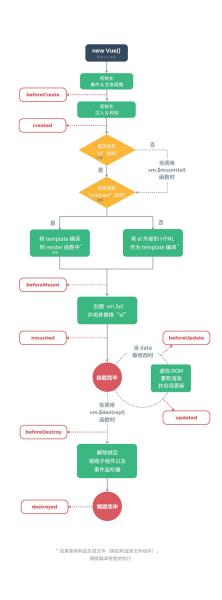
如何避免数据没有更新,页面刷新?

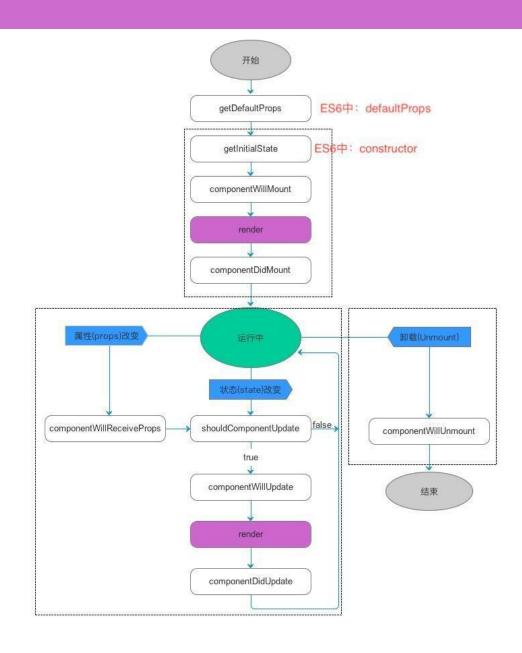
方法1 如图

```
export default class Index extends PureComponent {
  state = {
    username: 'xxxx'
  componentDidUpdate() {
    alert("更新了")
  render() {
    return (
       <View>
         <Button title="修改" onPress={() => {
            this.setState({
           })
         }}></Button>
         <Text>{this.state.username}</Text>
       </View>
```

方法2 重写 shouldComponentUpdate 方法

```
shouldComponentUpdate(nextProps, nextState) {
  if (nextState.username && this.state.username != nextState.username) {
    return true
  }
  return false
}
```





componentWillMount 在渲染前调用,在客户端也在服务端。

componentDidMount:在第一次渲染后调用,只在客户端。之后组件已经生成了对应的DOM结构,可以通过this.getDOMNode()来进行访问。如果你想和其他JavaScript框架一起使用,可以在这个方法中调用setTimeout, setInterval或者发送AJAX请求等操作(防止异步操作阻塞UI)。

componentWillReceiveProps 在组件接收到一个新的 prop (更新后)时被调用。这个方法在初始化 render时不会被调用。

shouldComponentUpdate 返回一个布尔值。在组件接收到新的props或者state时被调用。在初始化时或者使用forceUpdate时不被调用。可以在你确认不需要更新组件时使用。

componentWillUpdate在组件接收到新的props或者state但还没有render时被调用。在初始化时不会被调用。

componentDidUpdate 在组件完成更新后立即调用。在初始化时不会被调用。

componentWillUnmount在组件从 DOM 中移除之前立刻被调用。

1.思考下面代码页面输出是什么?

```
import React, { Component, PureComponent } from 'react'
import { Text, View, Button, TouchableOpacity } from 'react-native'
export default class Index extends Component {
  state = {
     username: "
  constructor() {
    super(...arguments)
     this.state.username = 'A'
  render() {
    return (
       <View>
         <Text>{this.state.username}</Text>
       </View>
```

2.思考下面代码页面输出的结果是什么?

```
import React, { Component, PureComponent } from 'react'
import { Text, View, Button, TouchableOpacity } from 'react-native'
export default class Index extends Component {
  state = {
    username: "
  constructor() {
    super(...arguments)
    this.state.username = 'A'
  componentWillMount() {
    this.state.username = 'B'
  render() {
    return (
       <View>
         <Text>{this.state.username}</Text>
       </View>
```

3.思考下面代码页面输出的是什么?

```
import React, { Component, PureComponent } from 'react'
import { Text, View, Button, TouchableOpacity } from 'react-native'
export default class Index extends Component {
  state = {
    username: "
  constructor() {
    super(...arguments)
    this.state.username = 'A'
  componentDidMount() {
    this.state.username = 'C'
  render() {
    return (
       <View>
         <Text>{this.state.username}</Text>
       </View>
```

React 支持一种非常特殊的属性 Ref ,你可以用来绑定到 render() 输出的任何组件上

有什么用?

可以获取组件实例对象,及其对应的属性

```
<TextInput ref="text"></TextInput>

let keys = Object.keys(this.refs.text)
console.log(JSON.stringify(keys))
```

["measure","measureInWindow","measureLayout","setNativeProps","foc us","blur","isFocused","clear","_getText","_setNativeRef","_renderIOSLe gacy","_renderIOS","_renderAndroid","_onFocus","_onPress","_onChan ge","_onSelectionChange","_onBlur","_onTextInput","_onScroll","props"," context","refs","updater","state","_reactInternalFiber","_reactInternalInsta nce","_inputRef","__isMounted","_lastNativeText"]

如何获取元素的位置信息和宽高信息?

```
import React, { Component, PureComponent } from 'react'
import { Text, View, TextInput, UlManager, findNodeHandle } from 'react-native' export default class Index extends Component {
  componentDidMount() {
     // 直接在componentDidMount 需要在下一次检测循环中获取
     setTimeout(() => {
       // 方法1
       const handle = findNodeHandle(this.refs.text)
       UlManager.measure(handle, (x, y, width, height, pageX, pageY) => {
          console.log(width)
          console.log(height)
    }, 0);
  render() {
     return (
        <View>
          <TextInput ref="text"></TextInput>
       </View>
```

```
import React, { Component, PureComponent } from 'react'
import { Text, View, TextInput } from 'react-native'
export default class Index extends Component {
  componentDidMount() {
    // 直接在componentDidMount 需要在下一次检测循环中获取
     setTimeout(() => {
       // 方法2
       this.refs.text.measure((x, y, width, height, pageX, pageY) => {
         console.log(width)
         console.log(height)
     }, 0);
  render() {
    return (
       <View>
         <TextInput ref="text"></TextInput>
       </View>
```

通过this.refs.text.measure方法直接主动获取布局信息

布局完成回调函数中获取布局信 息

JSX语法- React组件件传值

A.父组件向子组件传值

B.子组件向父组件传值

JSX语法- 组件间传值

问题1.父组件需要向A组件传递什么值?

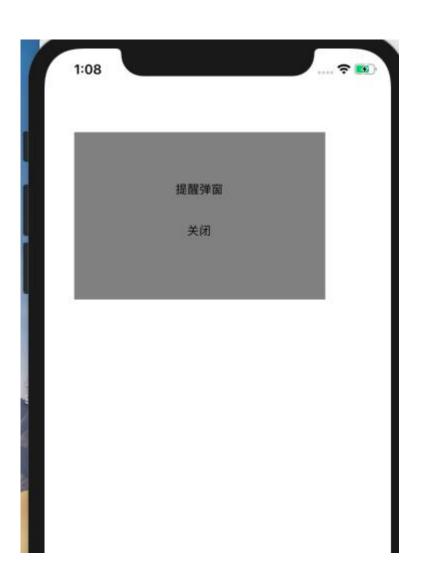
JSX语法-组件间传值

A.数据 - 需要将父组件的数据传递给子组件(渲染数据,网络请求参数,逻辑计算等)

B.函数 - (组件间通讯,传递执行逻辑)

C.组件 - (让子组件将传递的子组件作为其子组件渲染)

组件间传值



JSX语法-组件间传值

```
class Alert extends Component{
  render(){
    return < Modal
visible={this.props.visible}>
        <View>
         <Text>{this.props.title}</Text>
        <TouchableHighlight
onPress={this.props.onClose}>
          <Text>关闭</Text>
        </TouchableHighlight>
         </View>
    </Modal>
```

```
class index extends Component {
state = {
  showAlert:true
 render() {
  return (
   <SafeAreaView>
    <Alert visible={this.state.showAlert}
title="提醒弹窗" onClose={this.onClose}/>
   </SafeAreaView>
```

JSX语法- 组件间传值



JSX语法-组件间传值

父组件

```
<SafeAreaView>
     <List footerComponent={<Text>{this.state.noMore?'没有更多了':'加载更
多...'}</Text>}/>
     </SafeAreaView>
```

子组件

- 1.继承自Component组件
- 2.没有继承关系的组件
- 3.高阶组件
- 4.子组件是函数的组件

1.有继承关系的组件

```
1:55 .... ♀ ■
```

<UserInfo username={'kunchi'} />

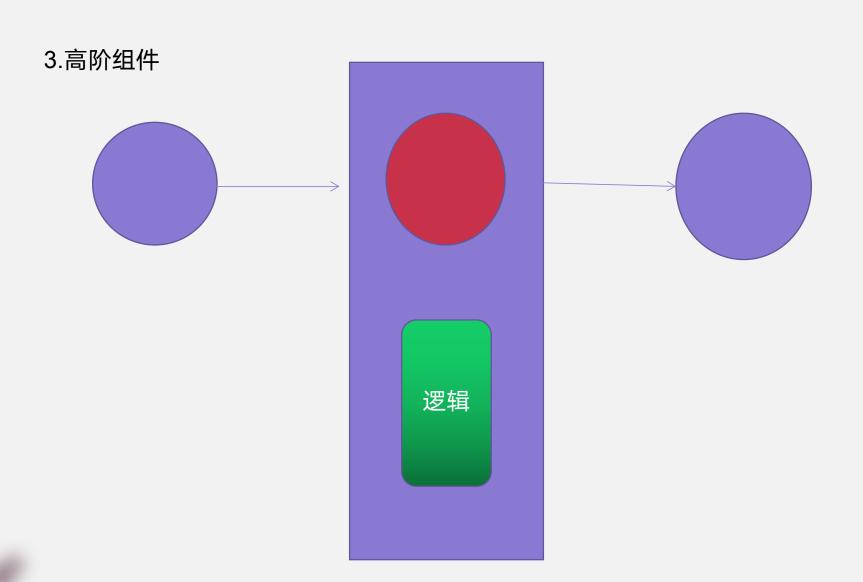
2.没有继承关系的组件

```
//1
function UserInfo(props) {
  return(<View>
     <Text>{props.username}</Text>
   </View>)
// 2
 const UserInfo = (props)=>{
  return(<View>
     <Text>{props.username}</Text>
   </View>)
```

<us><UserInfo username={'kunchi'} />

高阶组件

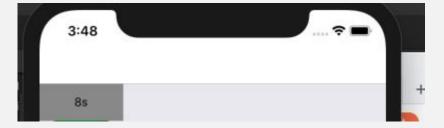
抽离出逻辑代码,实现逻辑的重用,和UI布局进行隔离,少写重复代码,早点下班



写一个高阶组件实现定时器逻辑

```
import CountDownBtn1 from './CountDownBtn1'
<CountDownBtn1
     maxDuration={10}
     status={this.state.status1} onPress={()=>{
           this.setState({
              status1:'going'
           })
 }}
      onChange={(status)=>{
            this.setState({
              status1:status
   }}/>
```





CountDownBtn1 代码如下

```
import React, { PureComponent} from 'react';

export default CountDown = (WrapComponent)=>{
    return class extends PureComponent[]

    state = {
        duration:60,
        timer:null
    }
    componentDidMount(){
        if(this.props.status=='going'){
            this.tick()
        }
    }
}
```

```
tick(){
   if(this.props.maxDuration){
      this.setState({
         duration: this.props.maxDuration
      })
  if(this.state.timer){
    clearInterval(this.state.timer)
    this.setState({
        timer:null
    })
  }else{
    this.state.timer = setInterval(() => {
         let duration = this.state.duration
         this.setState({
             duration: -- duration
         })
        if(this.state.duration==0){
          this.props.onChange && this.props.onChange('stop')
          this.stopTick()
    }, 1000);
```

```
stopTick(){
  if(this.state.timer){
     clearInterval(this.state.timer)
     this.setState({
         timer:null
     })
// 接收到的参数发生变化时
componentWillReceiveProps(nextProps){
    if(nextProps.status='going'){
        this.tick()
render(){
   return <WrapComponent duration={this.state.duration} {...this.props}/>
```

4.子组件是函数的组件

写一个的倒计时组件



封装父组件实现业务逻辑

渲染部分交给子组件

```
import React, { Component } from 'react';
class Index extends Component {
state = {
  date: new Date(),
  timer:null
 componentDidMount(){
 this.tick()
 tick(){
  this.state.timer = setInterval(() => {
     this.setState({
       date:new Date()
  }, 1000);
 render() {
  return (
    <>
   </>
export default Index;
```

JSX语法-常用的几种组件

Clock子组件是一个函数,将数据 渲染到组件上

```
class Index extends Component {
  render() {
     return (
  formateTime(date = {}) {
     const toTwoUnit = (num) => {
       return num > 10 ? " + num : '0' + num
     let components = [date.getHours(), date.getMinutes(),
date.getSeconds()]
     components = components.map(item => toTwoUnit(item))
     return components.join(":")
```

JSX语法 - 给组件添加默认值

```
class SearchBar extends Component {
 static defaultProps = {
     defaultValue:'默认值',
 constructor(props) {
   super(props);
   this.state = {
   };
 render() {
    return (
     <View>
       <TextInput defaultValue={this.props.defaultValue} onChange={this.onChange}/>
       <Button title="搜索" onPress={()=>{
           this.props.onSearch()
       }}/>
     </View>
    );
export default SearchBar;
```

- 给组件添加默认值

```
componentDidMount(){
    alert(SearchBar.defaultProps.defaultValue)
}
```

如果不设置这个默认,点击搜索按钮会如何?

```
TypeError: _this2.onSearch is not a function. (In '_this2.onSearch()', '_this2.onSearch' is undefined)

SearchBar
SearchBar.js:7:6
createReactClass$argument_0.touchableHandleP
```

```
class <u>SearchBar</u> extends Component {

static defaultProps = {
    defaultValue: '默认值',
    onSearch:()⇒{}
}

constructor(props) {
    super(props);
    this.state = {
    };
}
```

路由管理

- 1.为什么要进行对路由进行管理?
- 2.如何定义路由?
- 3.如何使用路由进行页面跳转和传值?
- 4.路由的可配置参数有哪些?

路由管理

官方推荐: react-navigation (https://reactnavigation.org/)

社区推荐: react-native-router-flux

https://github.com/aksonov/react-native-router-flux

□ aksonov / react-native-router-flux □ Used by - 20.1k ○ Watch - 219 ★ Star 8.6k ♀ Fork 2.1k

路由管理

布局形式(同时支持iOS和android) stack(类似聊天列表进入聊天页面) bottomTabs(底部导航页面) sideMenu(从左右两个滑出来导航)

路由管理-安装

yarn add react-navigation yarn add react-navigation-stack yarn add react-navigation-tabs yarn add react-native-gesturehandler yarn add react-native-reanimated

npm install --save react-navigation

yarn add react-navigation-router-flux

路由管理-注册-stack

```
import routes,{Login,Me,Index} from './routes'
import {createAppContainer} from 'react-navigation';
import {createStackNavigator} from 'react-navigation-stack'
const StackNavigation = createStackNavigator({
  Login: {
    screen:Login,
    navigationOptions:{
      title:"登录",
      headerTitleStyle:{
         color:'red'
   Index: routes.Index // 路由配置简写
    initialRouteName:'Login' // 程序首次进入的页面
const App = createAppContainer(StackNavigation)
export default App
```

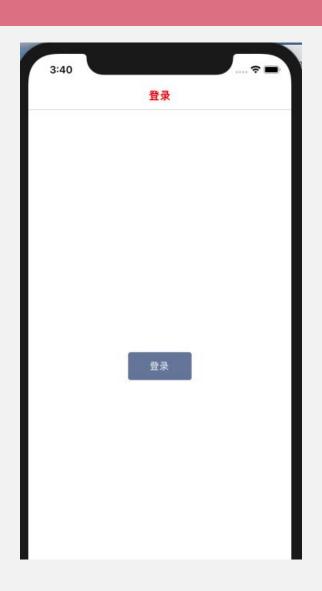
```
import React from 'react'; //不能缺省
import routes,{Login,Me,Index} from './routes'
import {Router,Scene,Modal,Stack} from 'react-native-
router-flux'

// 创建一个根组件
const App = ()=>{
    return <Router>
        <Stack key="root">
        <Scene key="Login" component={Login} title="登录"
titleStyle={{color:'red'}}/>
        <Scene key="Index" component={Index} title="首页"/>
        </Stack>
        </Router>
}
export default App
```

路由管理-注册-stack

```
//routes.js
import Login from
'../pages/login/index';
import Index from
'../pages/index/index';
import Me from '../pages/me';
export default {
  Login,
  Index.
  Me
export {
  Login,
  Index,
  Me
```

```
//index.js
import {AppRegistry} from 'react-
native':
import {name as appName} from
'./app.json';
import App from './src/router/index'
AppRegistry.registerComponent(app
Name, () => App);
```



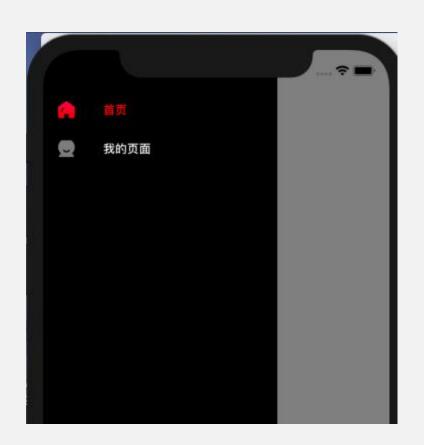
路由管理-注册-stack

```
import routes, {Login, Me, Index} from './routes'
import {createAppContainer} from 'react-navigation';
import {createStackNavigator} from 'react-navigation-stack'
import { createBottomTabNavigator } from 'react-navigation-tabs';
import React from 'react';
import {Image} from 'react-native';
const tabNavigation = createBottomTabNavigator({
 Index:{
  screen:Index.
  navigationOptions:{
    tabBarLabel:'首页'.
    tabBarlcon:({focused,tintColor})=>{
     return < Image resize Mode="contain" style={{width:20,height:20}}
source={focused?require("../assets/images/index_press.png");require("../assets/images/index.png")}/>
 Me:{
  screen:Me.
  navigationOptions:{
    tabBarLabel:'我的'
    tabBarlcon:({focused,tintColor})=>{
     return <lmage resizeMode="contain" style={{width:20,height:20}}
source={focused?require("../assets/images/me_press.png"):require("../assets/images/me.png")}/>
  initialRouteName: "Index",
  lazy: true,
  tabBarOptions: {
    inactiveTintColor: "#8F8F8F".
    activeTintColor: "#ED5601".
    labelStyle: {
     fontSize: 11
const App = createAppContainer(tabNavigation)
export default App
```

```
import {Image} from 'react-native';
import React from 'react': //不能缺省
import routes, {Login, Me, Index} from './routes'
import {Router, Scene, Modal, Stack, Tabs} from 'react-native-router-flux'
// // 创建一个根组件
const App = ()=>{
  return <Router>
  <Tabs key="root" activeTintColor="#ED5601" inactiveTintColor="#8F8F8F"
labelStyle={{fontSize:11}}>
   <Scene key="Index" component={Index} title="首页" icon={tablcon}/>
   <Scene key="Me" component={Me} title="我的" icon={tablcon}/>
  </Tabs>
  </Router>
export default App
const tablcon = ({ focused, title }) => {
    let list = {
      '首页': {
       icon: require('../assets/images/index.png'),
      activelcon: require('../assets/images/index press.png')
      '我的': {
       icon: require('../assets/images/me.png'),
       activelcon: require('../assets/images/me_press.png')
    let item = list[title]
    if (!focused) {
     return (
      <lmage resizeMode="contain" style={{ width: 20, height: 20 }} source={item.icon} />
    } else {
      return (
       <lmage resizeMode="contain" style={{ width: 20, height: 20 }} source={item.activelcon}</pre>
/>
```

路由管理-注册-bottomTabs





路由管理-注册-sideMenu

```
import routes, {Login, Me, Index} from './routes'
import {createAppContainer} from 'react-navigation';
import { createDrawerNavigator } from 'react-navigation-drawer';
import React from 'react':
import {Image} from 'react-native';
const drawerNavigator = createDrawerNavigator({
  Index:{
  screen:Index.
  navigationOptions:{
    drawerLabel:'首页'
    drawerlcon:({focused})=>{
      return < Image style={{width:20,height:20}}
source={focused?require("../assets/images/index_press.png"):require("../assets/images/index.pn
g")}/>
 Me:{
  screen:Me.
  navigationOptions:{
    drawerLabel:'我的页面'
        drawerlcon:({focused})=>{
       return return return /mage style={{width:20,height:20}}
source={focused?require("../assets/images/me_press.png"):require("../assets/images/me.png")}/
  initialRouteName: 'Index'.
  drawerBackgroundColor:'black',
  drawerType:'front',
  contentOptions: {
   activeTintColor: 'red'.
   inactiveTintColor:'white'
const App = createAppContainer(drawerNavigator)
export default App
```

```
import {Image, Text, SafeAreaView, ScrollView} from 'react-native';
import React from 'react'; //不能缺省
import routes, {Login, Me, Index} from './routes'
import {Router, Scene, Modal, Stack, Tabs, Drawer} from 'react-native-router-flux'
import { DrawerItems } from 'react-navigation-drawer';
const App = ()=>{
  return <Router>
  <Drawer key="root" contentComponent={(props)=>{
    return <ScrollView>
    <SafeAreaView
      <DrawerItems activeTintColor="red" {...props} renderIcon={(t)=>{
     return tablcon({focused:t.focused,title:t.route.routes[0].params.title})
    </SafeAreaView>
   </ScrollView>
   Scene key="Index" drawer={true} component={Index} title="首页" drawerlcon={tablcon}
drawerLabel="首页" />
   <Scene key="Me" drawer={true} component={Me} title="我的" drawerlcon={tablcon}</p>
drawerLabel="我的" />
  </Drawer>
  </Router>
const tablcon = ({ focused, title}) => {
     let list = {
      '首页': {
       icon: require('../assets/images/index.png'),
       activelcon: require('../assets/images/index_press.png')
      '我的': {
       icon: require('../assets/images/me.png'),
       activeIcon: require('../assets/images/me_press.png')
     let item = list[title]
     if (!focused) {
       <Image resizeMode="contain" style={{ width: 20, height: 20 }} source={item.icon} />
     } else {
       <Image resizeMode="contain" style={{ width: 20, height: 20 }} source={item.activelcon}</pre>
/>
export default App
```

路由管理-Stack页面跳转和传值

```
Reset - 用新状态替换当前状态
Replace - 用给定的 key 替换另一条路由
Push - 在堆栈顶部添加一条路由, 并向前导航至该
路由
Pop - 导航回到之前的路由
PopToTop - 导航到堆栈的顶部路由,销毁所有其他
路线
import { StackActions } from 'react-navigation';
const pushAction = StackActions.push({
routeName: 'Profile',
params: {
 myUserId: 9,
this.props.navigation.dispatch(pushAction);
```

```
pop: () => void;
 popAndPush
 popTo
 push
 refresh: (props?: any) => void;
 replace
 reset
 // 刷新当前页面
 Actions.refresh({name:'xxx'})
// props参数改变时触发
 componentWillReceiveProps(nextProps){
alert(JSON.stringify(nextProps.navigation.sta
te.params.name))
```

路由管理-注册-bottomTabs

import { SwitchActions } from 'reactnavigation';

// 切换tab页面 this.props.navigation.dispatch(SwitchAc tions.jumpTo({routeName:'Me' }));

// 获取参数 this.props.navigation.state.params.nam e import {Actions} from 'react-native-routerflux';

// 跳转页面 Actions.jump('Me',{name:'xxx',age:'xxx'})

路由管理-打开关闭-Drawer

import { DrawerActions } from 'react-navigationdrawer';

// 打开

this.props.navigation.dispatch(DrawerActions.openDrawer())

// 关闭

this.props.navigation.dispatch(DrawerActions.cl oseDrawer())

import {Actions} from 'reactnative-router-flux'

// 打开 Actions.drawerOpen()

// 关闭 Actions.drawerClose()

路由管理-注册-SwitchNavigator

SwitchNavigator 的用途是一次只显示一个页面。 默认情况下,它不处理返回操作,并在你切换时将 路由重置为默认状态

```
export default
createAppContainer(createSwitchNavigato
r(
    {
        AuthLoading: AuthLoadingScreen,
        App: AppStack,
        Auth: AuthStack,
     },
     {
        initialRouteName: 'AuthLoading',
     }
));
```

路由切换

import { SwitchActions } from 'reactnavigation';

this.props.navigation.dispatch(SwitchAction
s.jumpTo({ routeName }));

常用功能介绍

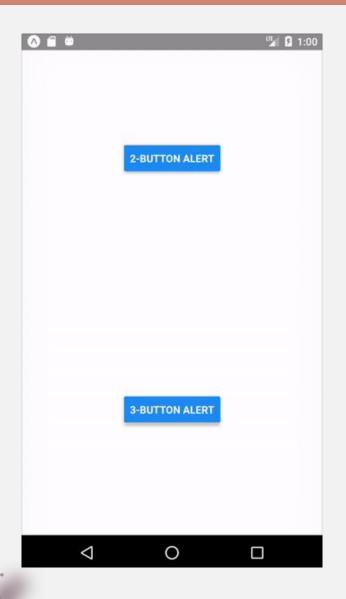
https://facebook.github.io/react-native/docs/getting-started.html

- 1.网络请求
- 2.弹窗
- 3.数据存储
- 4.复制粘贴功能
- 5.获取屏幕尺寸信息
- 6.获取平台信息

常用功能介绍-网络请求

```
fetch('http://chenxiaoping.com/demo', {
//请求方式,GET或POST
  method: 'POST',
  //请求头定义
  headers: {
     'Accept': 'application/json',
     'Content-Type': 'application/json',
  //body: JSON.stringify({
  // firstParam: 'value1',
  // secondParam: 'value1',
  // }),
}).then((response) => response.json()).then(
//响应体,resonse,json拿到的就已经是转化好的jsonObject了,使用起来就非常简便
  (responseJson) => {
    //输出打印current_user_url字段,输出的内容可以直接在androidStudio日志输出里面看到
    console.log("请求回调: " + responseJson.current_user_url);
```

常用功能介绍-弹窗



```
// Works on both Android and iOS
Alert.alert(
 'Alert Title',
 'My Alert Msg',
   text: 'Ask me later',
   onPress: () => console.log('Ask me later pressed')},
   text: 'Cancel',
   onPress: () => console.log('Cancel Pressed'),
   style: 'cancel',
  {text: 'OK', onPress: () => console.log('OK Pressed')},
 {cancelable: false},
```

常用功能介绍-数据存储

业务场景 缓存用户token

仓库地址

https://github.com/react-native-community/async-storage

安装

yarn add @react-native-community/async-storage

react-native link

cd ios && pod install

常用功能介绍-数据存储

```
使用
import AsyncStorage from '@react-native-community/async-storage';
// 存储数据
storeData = async () => {
 try {
  await AsyncStorage.setItem('@storage_Key', 'stored value')
 } catch (e) {
  // saving error
// 读取数据
getData = async () => {
 try {
  const value = await AsyncStorage.getItem('@storage_Key')
  if(value !== null) {
   // value previously stored
 } catch(e) {
  // error reading value
```

常用功能介绍 - 复制粘贴功能

```
import { Clipboard } from 'react-native';

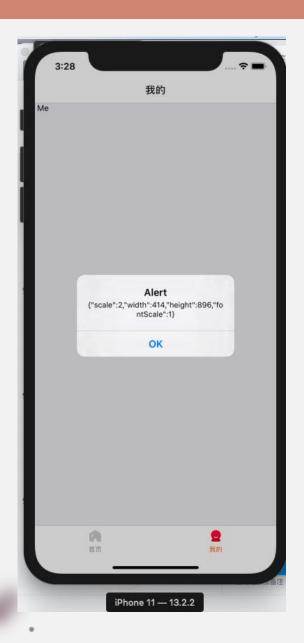
// 写入数据
Clipboard.setString("手机号码")

// 读取数据
Clipboard.getString().then(res=>{
    alert(res)
})
```

```
readData= async ()=>{
    try{
        const data = await Clipboard.getString()
        alert(data)
    }catch(e){
    }
}
this.readData()
```



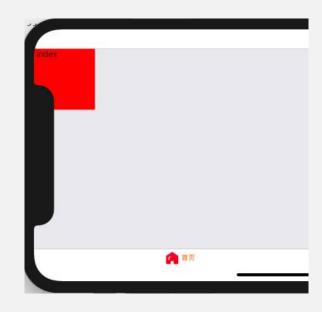
常用功能介绍 - 获取屏幕尺寸信息



import {Dimensions } from 'react-native';
alert(JSON.stringify(Dimensions.get('window')))
const {width,height,scale,fontScale} = Dimensions.get('screen')

常用功能介绍-处理屏幕旋转问题



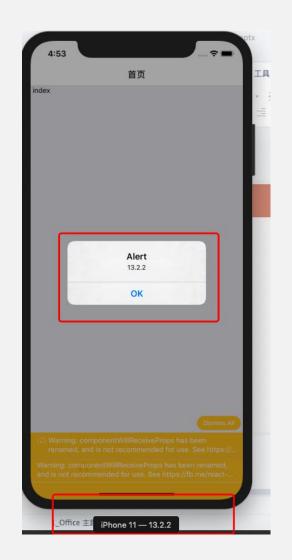


```
Dimensions.addEventListener('change',({window,screen})=
>{
    alert(window)
})
```

Dimensions.removeEventListener('change')

常用功能介绍-获取平台信息

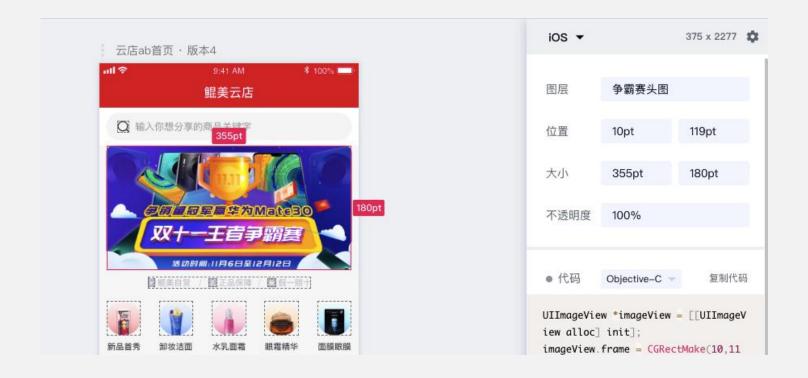
import { Platform} from 'react-native'; Platform.OS // ios android Platform.Version // 13.2.2



设备名称	屏幕尺寸	PPI	Asset	竖屏点 (point)	竖屏分辨率 (px)
iPhone XS MAX	6.5 in	458	@3x	414 x 896	1242 x 2688
iPhone XS	5.8 in	458	@3x	375 x 812	1125 x 2436
iPhone XR	6.1 in	326	@2x	414 x 896	828 x 1792
iPhone X	5.8 in	458	@3x	375 x 812	1125 x 2436
iPhone 8+ , 7+ , 6s+ , 6+	5.5 in	401	@3x	414 x 736	1242 x 2208
iPhone 8, 7, 6s, 6	4.7 in	326	@2x	375 x 667	750 x 1334
iPhone SE, 5, 5S, 5C	4.0 in	326	@2x	320 x 568	640 x 1136
iPhone 4, 4S	3.5 in	326	@2x	320 x 480	640 x 960
iPhone 1, 3G, 3GS	3.5 in	163	@1x	320 x 480	320 x 480
iPad Pro 12.9	12.9 in	264	@2x	1024 x 1366	2048 x 2732
iPad Pro 10.5	10.5 in	264	@2x	834 x 1112	1668 x 2224
iPad Pro, iPad Air 2, Retina iPad	9.7 in	264	@2x	768 x 1024	1536 x 2048
iPad Mini 4, iPad Mini 2	7.9 in	326	@2x	768 x 1024	1536 x 2048
iPad 1, 2	9.7 in	132	@1x	768 x 1024	768 x 1024



pt: iOS开发单位,即point,绝对长度,约等于0.16毫米



原理 根据设计稿尺寸 动态计算其它屏幕的对应的pt

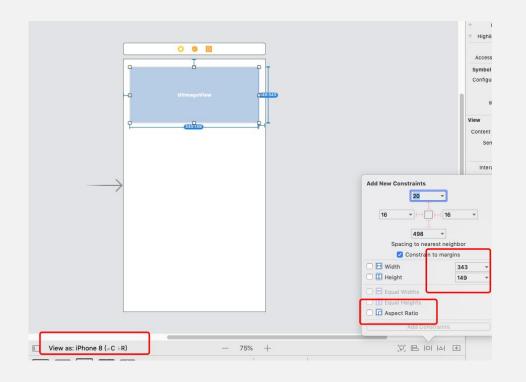
设计稿尺寸 x (实际屏幕宽度尺寸/设计稿宽度)

```
const sw = (width)=>{
   return parseInt(width * Dimensions.get('window').width/375.0)
const style1 =StyleSheet.create({
  text:{
   marginLeft:sw(40),
   width:sw(355),
   height:sw(100),
   backgroundColor:'red'
```

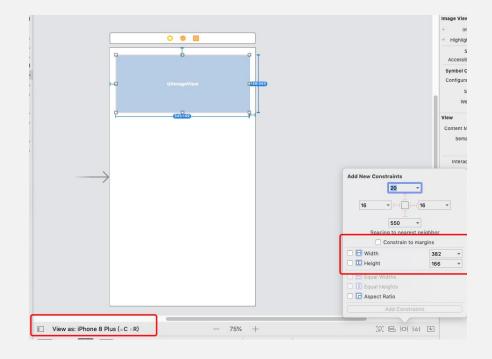




大屏的目的是显示更多的内容,而不仅仅是把内容放大



ipone8显示尺寸



iphone 8P 显示尺寸

```
1.字体使用设计稿上的pt单位
2.如果是按照比例显示使用 aspectRatio(宽/高的值)
text:{
    marginLeft:sw(40),
    width:100,
    aspectRatio:1.5,
    backgroundColor:'red'
    }
3.特殊布局使用sw 进行适配

4.如果是非绝对布局(position),请全部使用flex布局
```

打包发布

ios 打包发布详情流程 https://www.jianshu.com/p/d3dc262cffa4

android 打包发布详细流程

https://www.jianshu.com/p/3acba4233bc6

结束

欢迎上船,稳住 我们能赢!