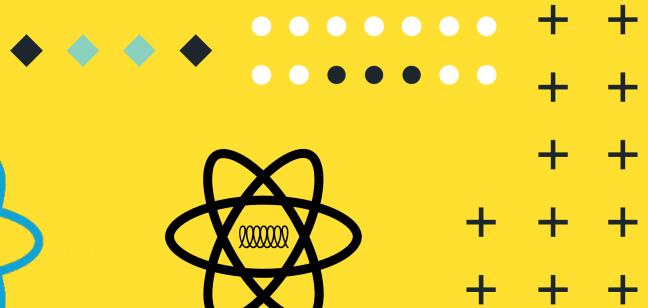
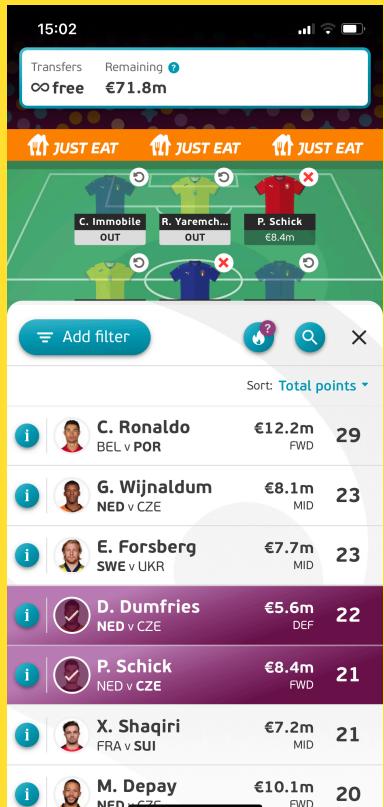


# notJust

//development



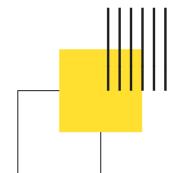
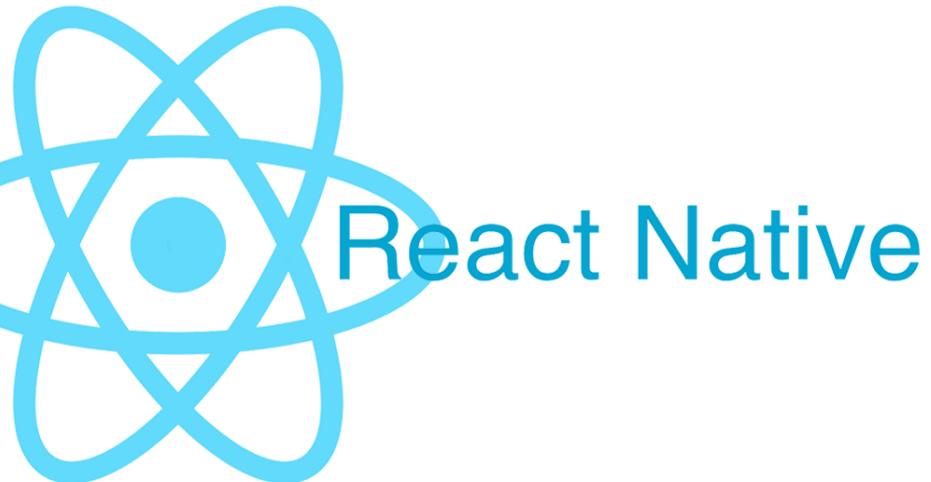
## UEFA 2020 Fantasy App

React Native & Recoil Tutorial for beginner



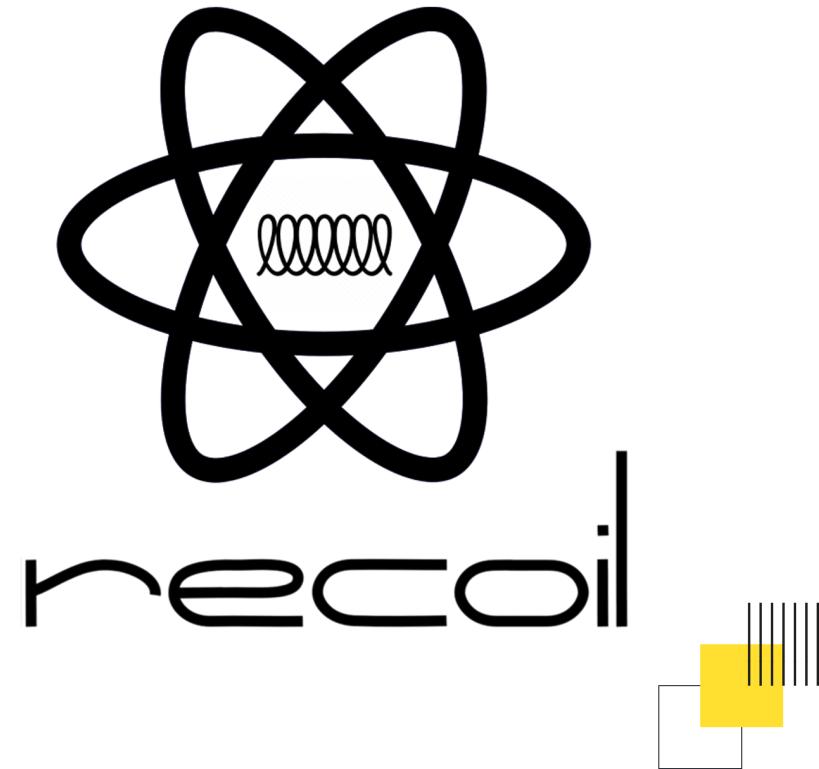
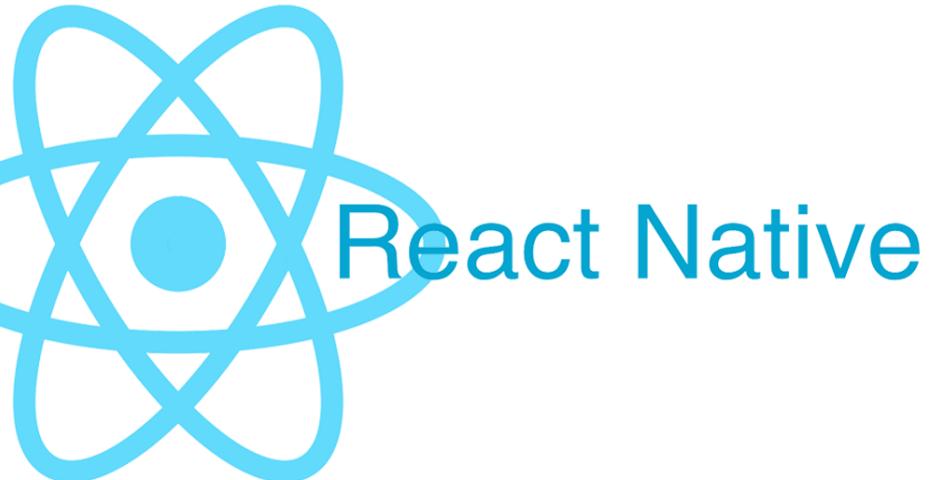
## The goal

---



## The goal

---



## You will learn: React Native UI

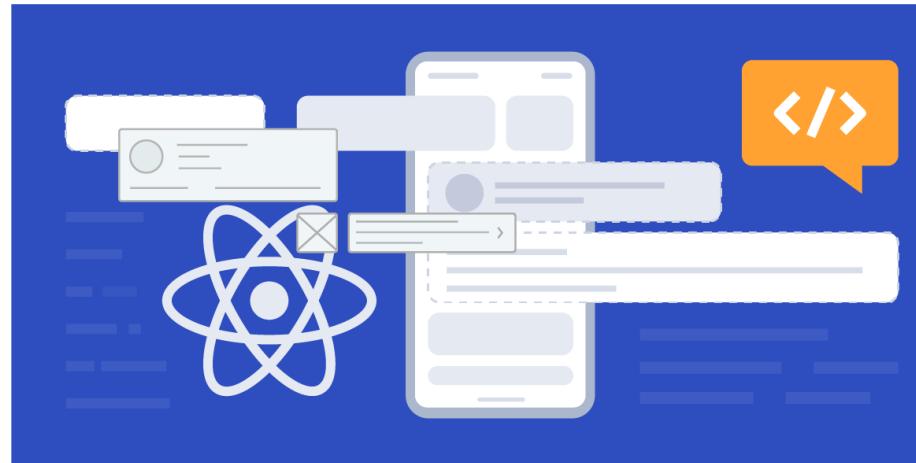
- Setup a React Native project using Expo



## You will learn: React Native UI



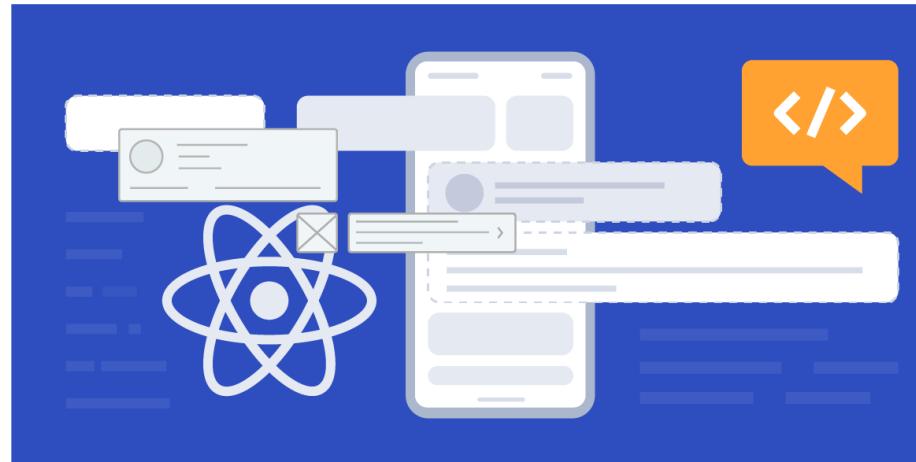
- Setup a React Native project using Expo
- Render built-in elements/components



## You will learn: React Native UI



- Setup a React Native project using Expo
- Render built-in elements/components
- Create your own components



## You will learn: React Native UI

- ||| - Setup a React Native project using Expo
- ||| - Render built-in elements/components
- ||| - Create your own components
- ||| - Functional components & Hooks
- |||
- |||
- |||
- |||



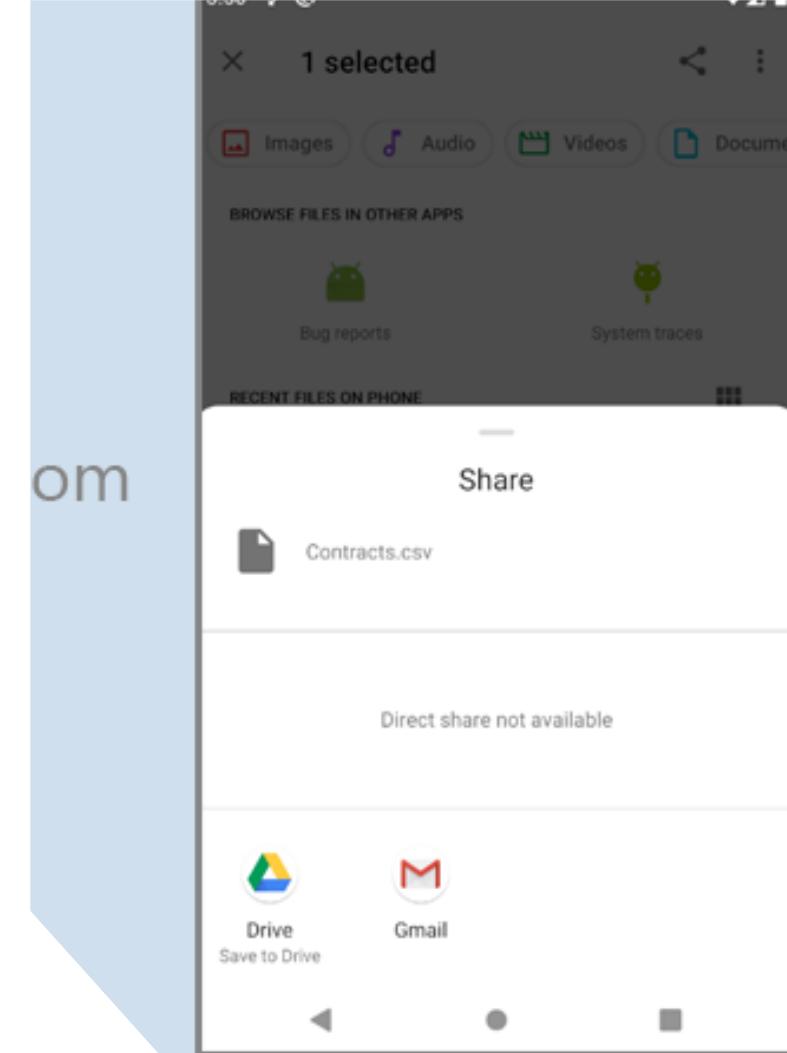
## You will learn: React Native UI

- ||| - Setup a React Native project using Expo
- ||| - Render built-in elements/components
- ||| - Create your own components
- ||| - Functional components & Hooks
- ||| - Props & State
- |||
- |||
- |||



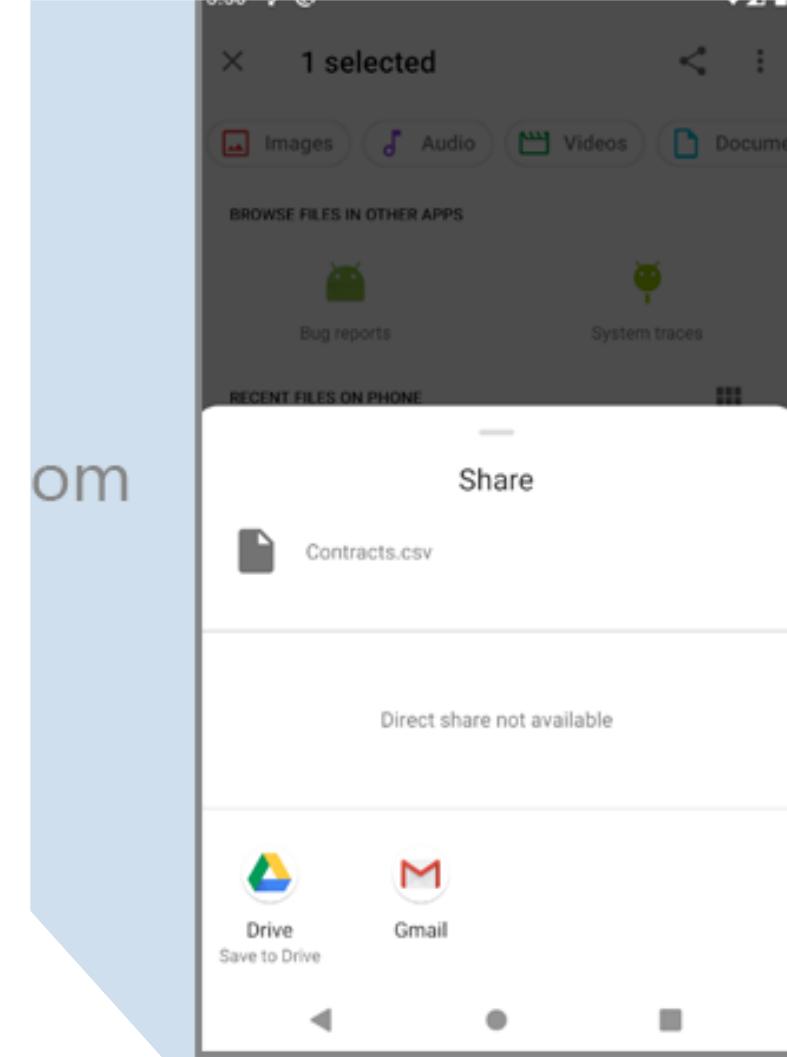
## You will learn: React Native UI

- Setup a React Native project using Expo
- Render built-in elements/components
- Create your own components
- Functional components & Hooks
- Props & State
- Bottom Sheet



## You will learn: React Native UI

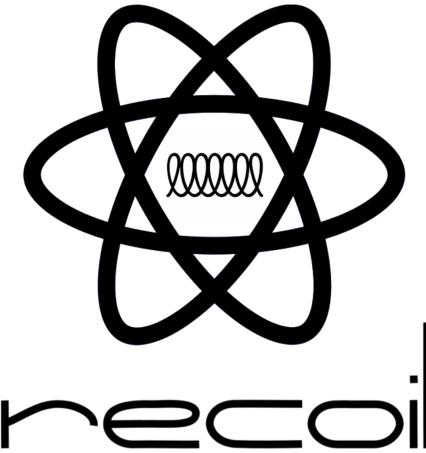
- Setup a React Native project using Expo
- Render built-in elements/components
- Create your own components
- Functional components & Hooks
- Props & State
- Bottom Sheet
- Typescript



You will learn: Global State Management



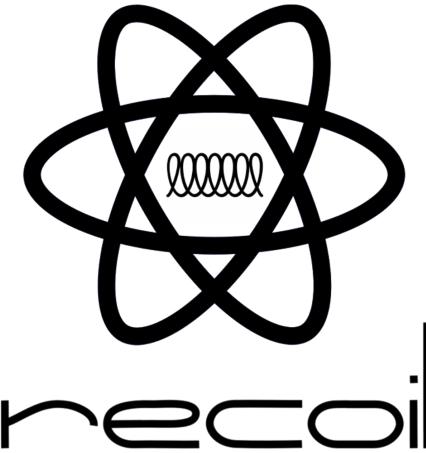
- What is Recoil



You will learn: Global State Management



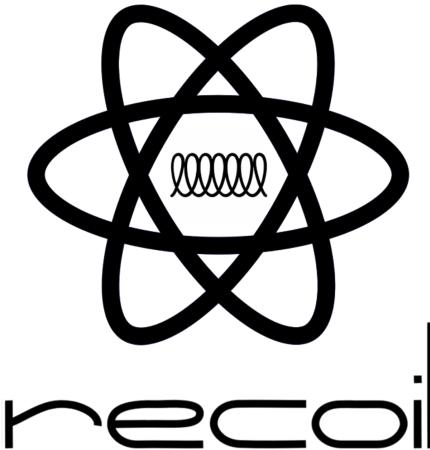
- What is Recoil
- Integrate Recoil in React Native



You will learn: Global State Management



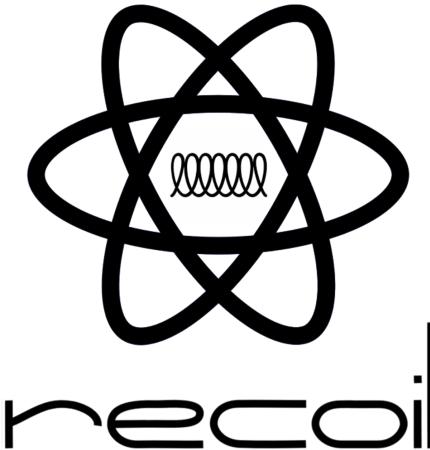
- What is Recoil
- Integrate Recoil in React Native
- Atoms and Selectors



You will learn: Global State Management



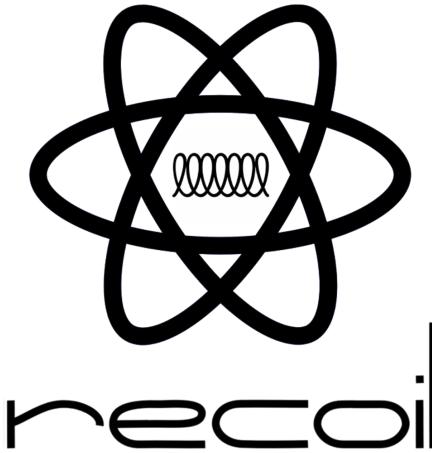
- What is Recoil
- Integrate Recoil in React Native
- Atoms and Selectors
- Asynchronous logic



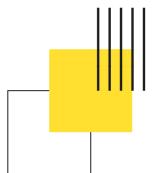
## You will learn: Global State Management



- What is Recoil
- Integrate Recoil in React Native
- Atoms and Selectors
- Asynchronous logic
- API Fetching



# You will build



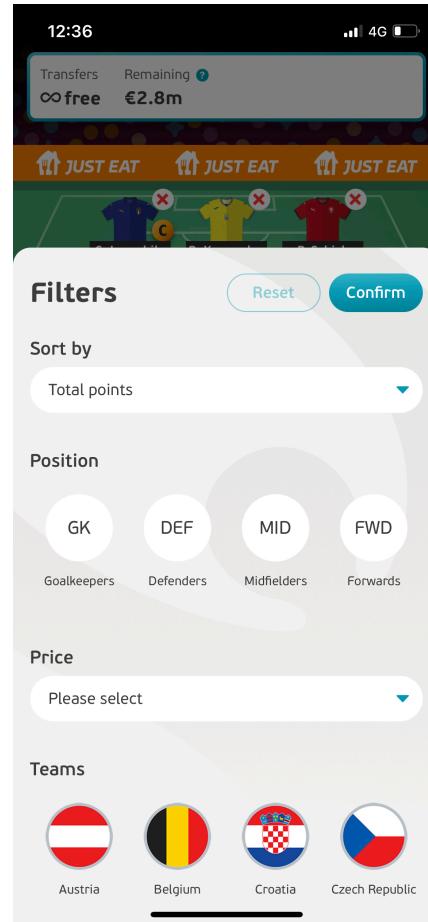
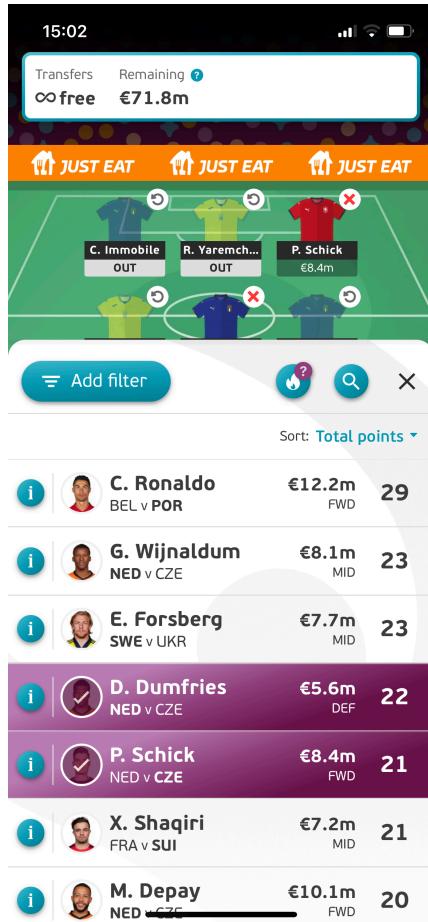
# You will build



This screenshot shows the 'View players' screen. At the top, it displays the time as 15:02 and the battery level. It shows 'Transfers Remaining' with an infinity symbol and '€71.8m'. Below this, the 'JUST EAT' logo is repeated three times above a football pitch diagram. The pitch shows three players: C. Immobile (OUT), R. Yaremchuk (OUT), and P. Schick (€8.4m). Below the pitch, there are buttons for 'Add filter', a magnifying glass, and a close icon. A sorting dropdown menu shows 'Sort: Total points ▾'. The main list displays the following players:

Player	Team	Position	Value	Points
C. Ronaldo	BEL v POR	FWD	€12.2m	29
G. Wijnaldum	NED v CZE	MID	€8.1m	23
E. Forsberg	SWE v UKR	MID	€7.7m	23
D. Dumfries	NED v CZE	DEF	€5.6m	22
P. Schick	NED v CZE	FWD	€8.4m	21
X. Shaqiri	FRA v SUI	MID	€7.2m	21
M. Depay	NED v CZE	FWD	€10.1m	20

# You will build



# notJust

//development

Hi 🙌, I am Vadim

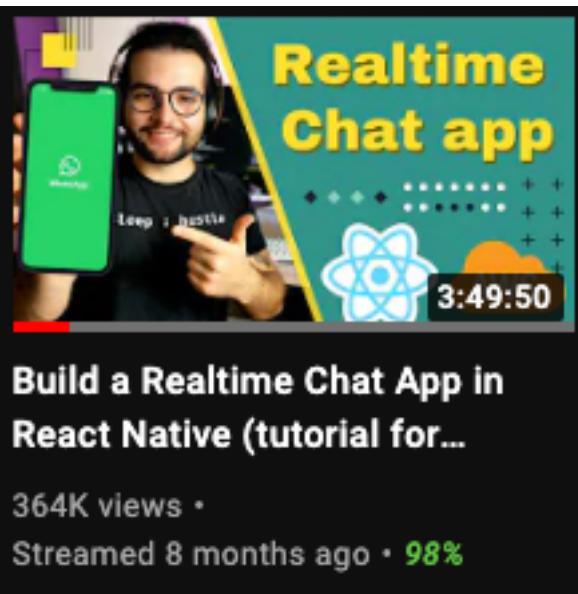


- Full stack developer for >7yrs
- CTO @Fitinium
- ex Amazon SDE
- Passionate about coding and building impactful startups.

I AM notJust  
//developer



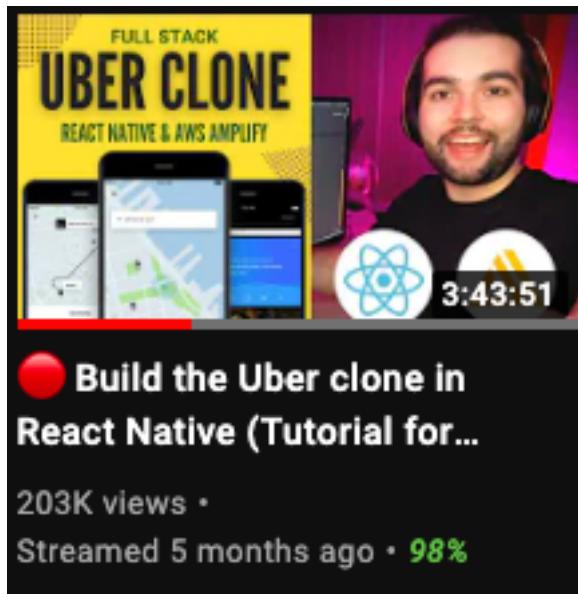
@VadimNotJustDev



Build a Realtime Chat App in React Native (tutorial for...)

364K views •

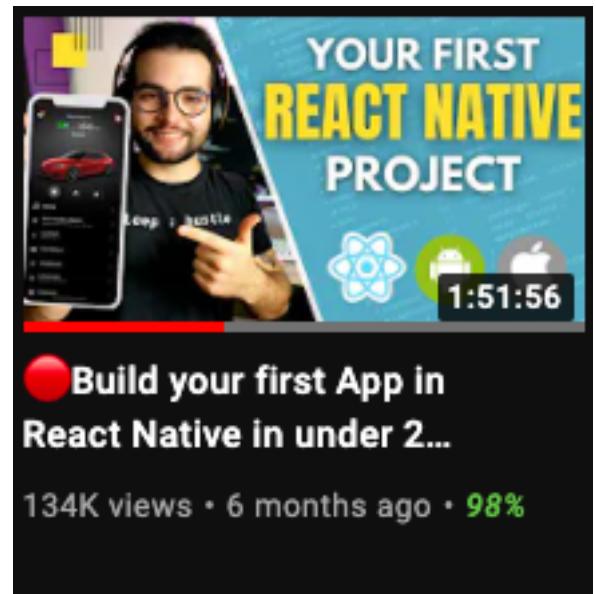
Streamed 8 months ago • 98%



Build the Uber clone in React Native (Tutorial for...)

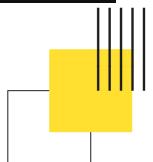
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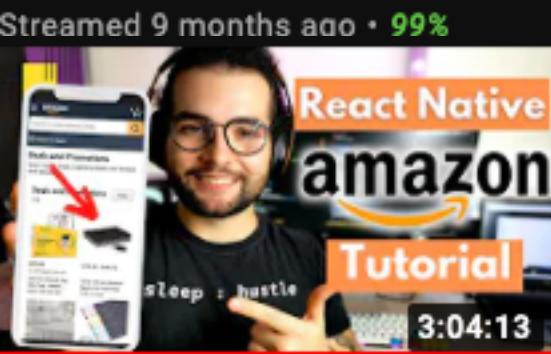
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er 2...

ago • 98%

## Prerequisites

1. Asset Bundle (dummy data, images, icons, PDF presentation, bonus cookie):



<https://assets.notjust.dev/euro2020>



2. Expo CLI installed

<https://docs.expo.io/get-started/installation/>



3. (Optional) RapidAPI Account:

<https://rapidapi.com/>



# notJust

//development



## Let's get started



## Let's get started

- ||| 1. Initialise the expo project:

```
$ expo init UEFAClone
```

|| ! Make sure to chose the “tabs (TypeScript)” template

- ||| 2. Run the development server

```
$ yarn start      $ npm start
```

- ||| 3. Clean the project

## Field Screen



- Image background
- Players on the field
- Stats container
- Button



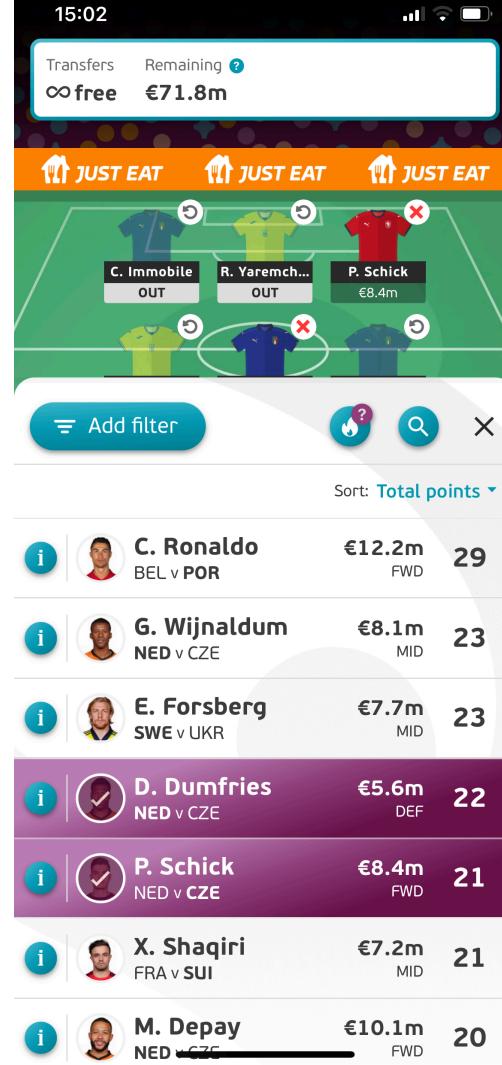
# notJust

//development

## Players List



- Bottom Sheet  
<https://gorhom.github.io/react-native-bottom-sheet/>
- PlayerListItem Component
- List of players





## Players Filter



- Filter by position



The screenshot shows a mobile application interface for managing player transfers. At the top, there's a banner for "JUST EAT" with a "Transfers Remaining" section showing "∞ free" and "€2.8m". Below this is a row of three player jerseys (blue, yellow, red) each with a crossed-out icon.

The main area is titled "Filters" with "Sort by" set to "Total points". It includes sections for "Position" (GK, DEF, MID, FWD), "Price" (set to "Please select"), and "Teams" (Austria, Belgium, Croatia, Czech Republic).

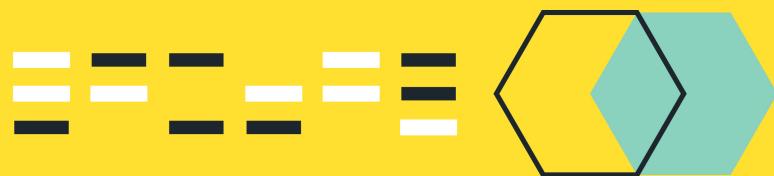
At the bottom right are "Reset" and "Confirm" buttons.

# notJust

//development

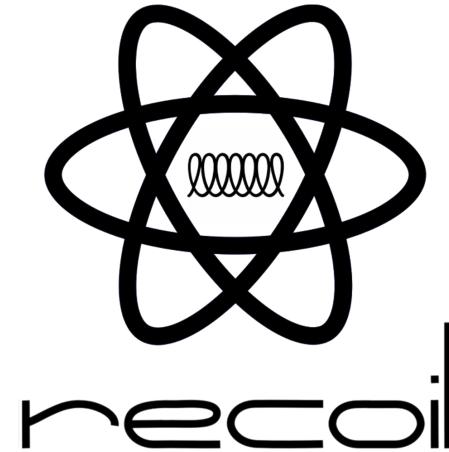


# Global State Management with Recoil



## What is Recoil?

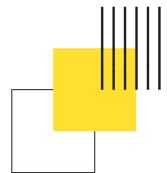
- ||| - A state management library for React
- || - Boilerplate free API
- || - Simple get/set interface as React local state
- || - 2 building blocks: Atoms and Selectors



# Atoms

---

- Atoms are units of state
- Update-able and subscribe-able:

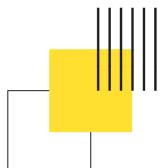


# Atoms

---

- Atoms are units of state
- Update-able and subscribe-able:

```
const fontSizeState = atom({  
  key: 'fontSizeState',  
  default: 14,  
});
```



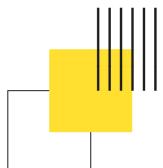
# Atoms

- Atoms are units of state
- Update-able and subscribe-able:

```
const fontSizeState = atom({  
  key: 'fontSizeState',  
  default: 14,  
});
```

```
function FontButton() {  
  const [fontSize, setFontSize] = useRecoilState(fontSizeState);  
  return (  
    <button onClick={() => setFontSize((size) => size + 1)} style={{fontSize}}>  
      Click to Enlarge  
    </button>  
  );  
}
```

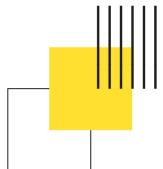
Copy



# Selectors

---

- A selector is a pure function that accepts atoms or other selectors as input
- used to calculate derived data
- selectors and atoms have the same interface and can therefore be substituted for one another

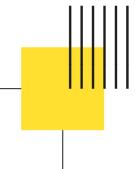


# Selectors

- A selector is a pure function that accepts atoms or other selectors as input
- used to calculate derived data
- selectors and atoms have the same interface and can therefore be substituted for one another

```
const fontSizeLabelState = selector({
  key: 'fontSizeLabelState',
  get: ({get}) => {
    const fontSize = get(fontSizeState);
    const unit = 'px';

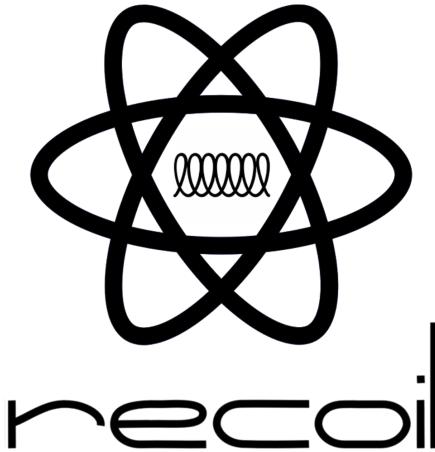
    return `${fontSize}${unit}`;
  },
});
```



## Install Recoil

||| - \$ `yarn add recoil` OR \$ `npm install recoil`

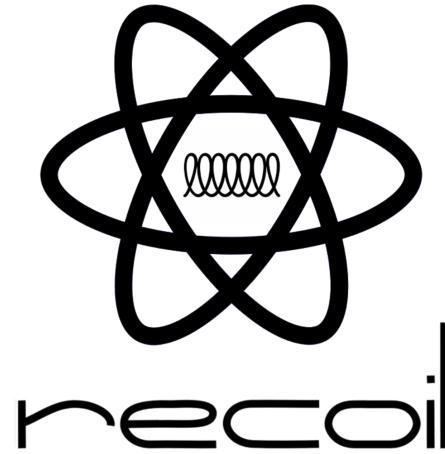
||| - Wrap the app in `<RecoilRoot>`



## Recoil in action



- All Players state
- Filter Players
- My Team state
- Fetch API



**notJust**  
*//development*



# Q&A

