

React.js cheatsheet

Your tools.
Your frameworks.
Your cloud.

Get Azure and pay only for the services you use beyond free amounts.

ads via Carbon

React is a JavaScript library for building user interfaces. This guide targets React v15 to v16.

Components

```
import React from 'react'  
import ReactDOM from 'react-dom'  
  
class Hello extends React.Component {  
  render () {  
    return <div className='message-box'>  
      Hello {this.props.name}  
    </div>  
  }  
}
```

```
const el = document.body  
ReactDOM.render(<Hello name='John' />, el)
```

Use the [React.js jsfiddle](#) to start hacking. (or the unofficial jsbin)

Children

```
<AlertBox>  
  
</AlertBox>  
  
class AlertBox extends Component {  
  render () {
```

Import multiple exports

```
import React, {Component} from 'react'  
import ReactDOM from 'react-dom'  
  
class Hello extends Component {  
  ...  
}
```

States

```
constructor(props) {  
  super(props)  
  this.state = { username: undefined }  
}  
  
this.setState({ username: 'rstacruz' })  
  
render () {
```

```

    return <div className='alert-box'>
      {children}
    </div>
  }
}

```

Children are passed as the children property.

Defaults

Setting default props

```

  color: 'blue'
}

```

See: [defaultProps](#)

Setting defau

```

class Hello
  constructor(props) {
    super(props)
  }
}

```

Set the default

And without co

```
class Hello
}
```

See: [Setting the component's state](#)

Other components

Functional components

```
return <div className='message-box'>
  Hello {name}
</div>
}
```

Functional components have no state. Also, their props are passed as arguments.

See: [Function and Class Components](#)

Pure components

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

Performance-optimized version of `React.Component`.

See: [Pure components](#)

Lifecycle

Mounting

`constructor(props)`

`componentWillMount()`

`render()`

`componentDidMount()`

`componentWillUnmount()`

Updating

Before `componentDidUpdate()`

Do `shouldComponentUpdate()`

`render()`

After rendering (DOM)

Before `componentDidUpdate()`

componentDidCatch()

Set initial the state on constructor(). Add DOM event handlers, timers (etc) on componentDidMount(). Then remove them on componentWillUnmount().

Catch errors

Called when an error occurs

See: Componer

Hooks (New)

State Hook

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

function Example() {
  // Declare a new state variable, which we'll call "count"
  const [count, setCount] = useState(0);

  return (
    <div>
      <p>You clicked {count} times</p>
      <br/>
      <button onClick={() => setCount(count + 1)}>
        Click me
      </button>
    </div>
  );
}
```

Declaring multiple hooks

```
function Example() {
  // Declare multiple hooks
  const [age, setAge] = useState(20);
  const [fruits, setFruits] = useState(['apple', 'banana']);
  const [todos, setTodos] = useState([
    { id: 1, text: 'Buy milk' },
    { id: 2, text: 'Buy bread' }
  ]);
  // ...
}
```

Effect hook

```
import React, { useState, useEffect } from 'react';

function Example() {
  const [count, setCount] = useState(0);

  useEffect(() => {
    document.title = `You clicked ${count} times`;
  }, [count]);
}
```

Hooks are a new addition in React 16.8.

See: [Hooks at a Glance](#)

Building your own hooks

Define FriendStatus

```
import React, { useState, useEffect } from 'react';

function FriendStatus(props) {
  const [isOnline, setIsOnline] = useState(null);

  useEffect(() => {
    function handleStatusChange(status) {
      setIsOnline(status.isOnline);
    }

    props.socket.on('statusChange', handleStatusChange);

    return () => {
      props.socket.off('statusChange', handleStatusChange);
    };
  }, [props.socket]);
}

export default FriendStatus;
```

return () =>

onStatusChange
toFriendStatus
icFriendStatus
ttFriendStatus

ilia
id
ear

```

        '',
    }, [props.friend.id]);

if (isOnline === null) {
    return 'Loading...';
}
return isOnline ? 'Online' : 'Offline';
}

```

Hooks API Reference

Also see: [Hooks API Reference](#)

[Basic Hooks](#)

[useState\(initialValue\)](#)

[useEffect\(effect, dependencies\)](#)

[useContext\(contextType\)](#)

Full details: [Basic Hooks](#)

[Additional Hooks](#)

[useReducer\(reducer, initialAction\)](#)

[useCallback\(callback, dependencies\)](#)

[useMemo\(effect, dependencies\)](#)

[useRef\(initialValue\)](#)

[useImperativeHandle\(handle, effect, dependencies\)](#)

[useLayoutEffect\(effect, dependencies\)](#)

[useDebugValue\(label\)](#)

Full details: [Advanced Hooks](#)

Effects may also optionally specify how to “clean up” after them by returning a function.

Use FriendStatus

```

function FriendStatus(props) {

    if (isOnline === null) {
        return 'Loading...';
    }
    return isOnline ? 'Online' : 'Offline';
}

```

See: [Building Your Own Hooks](#)

≠ DOM nodes

References

DOM Events

```
class MyComponent extends Component {
  render () {
    return <div>
      </div>
  }

  componentDidMount () {
  }
}
```

Allows access to DOM nodes.

See: [Refs and the DOM](#)

```
class MyComp
  render () {
    <input type="text" value="Hello" />
  }

  onChange (e) {
    console.log(e.target.value)
  }
}
```

Pass functions to components

See: [Events](#)

‡ Other features

Transferring props

Top-level API

```
<VideoPlayer src="video.mp4" />
```

`React.createElement`
`React.isValidElement`

```
class VideoPlayer extends Component {
  render () {
  }
}
```

`ReactDOM.render`
`ReactDOM.unmountComponentAtNode`

Propagates `src="..."` down to the sub-component.

See [Transferring props](#)

`ReactDOMServer`
`ReactDOMServer.renderToString`

There are more top-level APIs

See: [React top-level API](#)

‡ JSX patterns

Style shorthand

```
const style = { height: 10 }
return <div style={style}></div>
```

```
return <div style={{ margin: 0, padding: 0 }}></div>
```

See: [Inline styles](#)

Conditionals

```
<Fragment>
{showMyComponent
 ? <MyComponent />
 : <OtherComponent />}
</Fragment>
```

Short-circuit evaluation

```
<Fragment>
{showPopup && <Popup />}
...
</Fragment>
```

Inner HTML

```
function mar
<div dangero
```

See: [Dangerous](#)

Lists

```
class TodoLi
render ()
```

{
<
}

}

ly :

>New features

Returning multiple elements

You can return multiple elements as arrays or fragments.

Arrays

```
render () {
// Don't forget the keys!
```

Returning strings

```
render() {
```

}

You can return just a string.

See: [Fragments and strings](#)

```
]
}
```

Fragments

```
render () {
  // Fragments don't require keys!
}

}
```

See: [Fragments and strings](#)

Portals

```
render () {
  ...
}
```

This renders `this.props.children` into any locationSee: [Portals](#)

Property validation

PropTypes

```
import PropTypes from 'prop-types'
```

See: [Typechecking with PropTypes](#)

any

Basic

string

number

func

bool

Enum

oneOf(any)

oneOfType(type array)

Basic types

```
MyComponent.propTypes = {
  email: PropTypes.string,
  seats: PropTypes.number,
  callback: PropTypes.func,
  isClosed: PropTypes.bool,
  any: PropTypes.any
}
```

Enumerables (oneOf)

```
MyCo.propTypes = {
  direction: PropTypes.oneOf([
    'left', 'right'
  ])
}
```

Enum types

Custom validation

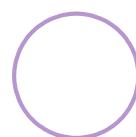
Union

Array	
array	
arrayOf(...)	
Object	
object	
objectOf(...)	Object with values of a certain type
instanceOf(...)	Instance of a class
shape(...)	
Elements	
element	React element
node	DOM node
Required	
(...).isRequired	Required

Also see

React website (reactjs.org)
React cheatsheet (reactcheatsheet.com)
Awesome React (github.com)
React v0.14 cheatsheet Legacy version

▶ **31 Comments** for this cheatsheet. [Write yours!](#)

Search 356+ cheatsheets

Over 356 curated cheatsheets, by developers for developers.

[Devhints home](#)

Other React cheatsheets

[Redux cheatsheet](#)[Enzyme cheatsheet](#)[Enzyme v2 cheatsheet](#)[Awesome Redux cheatsheet](#)[Flux architecture cheatsheet](#)[React-router cheatsheet](#)

Top cheatsheets

[Elixir cheatsheet](#)[ES2015+ cheatsheet](#)[Vimdiff cheatsheet](#)[Vim cheatsheet](#)[Vim scripting cheatsheet](#)[Vue.js cheatsheet](#)