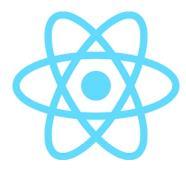


Introduction to React

What is React?

React is a **JavaScript library**Used for **front end web development**Created and used by **Facebook**Famous for implementing a **virtual DOM**



Common tasks in front-end development

App state

Data definition, organization, and storage

User actions

Event handlers respond to user actions

Templates

Design and render HTML templates

Routing

Resolve URLs

Data fetching

Interact with server(s) through APIs and AJAX

Fundamentals of React

- JavaScript and HTML in the same file (JSX)
- 2. Embrace functional programming
- 3. Components everywhere [pure JS or JSX]

JSX: the React programming language

Writing markup with JSX

JSX is a syntax extension for JavaScript, recommended for use with React to describe what the UI should look like.

Functional programming

- 1. Functions are "first class citizens"
- 2. Variables are immutable
- 3. Functions have no side effects

Functions are "first class citizens"

```
let add = function() { console.log('Now adding numbers');
const five = 3 + 2;
};
```

```
function performTask(task) {
   task();
   console.log('Task performed!');
}
performTask(add);
```

Variables are immutable

```
let a = 4;
a = 2; // Mutates `a`
```

```
let b = [1, 2, 3];
b.push(4); // Mutates `b`
let c = [...b, 4]; // Does not mutate `b`
```

Functions have no side effects

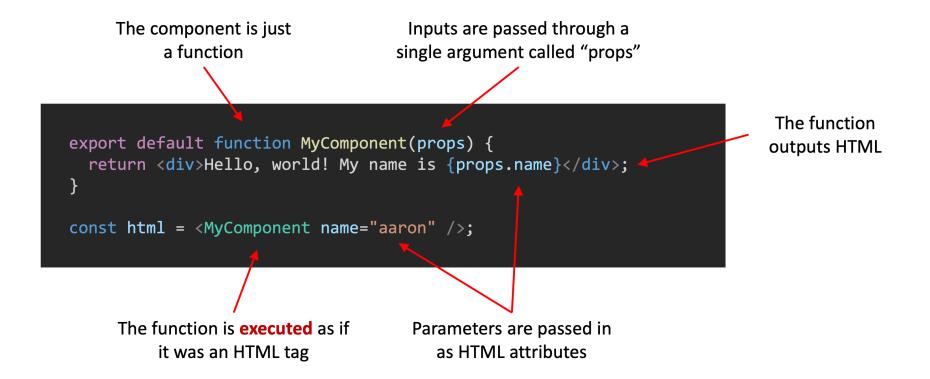
- multiplyByTwo is a pure function.
- takes a number as an input, multiplies it by two, and returns the result.
- The function does not modify any external variables, does not depend on any external state,
- and does not perform any I/O operations like network requests or console logs. The output of the function is entirely determined by its input.
- function are predictable and easy to test because they always produce the same output for the same input and have no side effects.

Components

Components are functions for user interfaces

```
let y = f(x); //output number
let y = <FancyDiv value={x} />; //output HTML
```

Anatomy of a React component



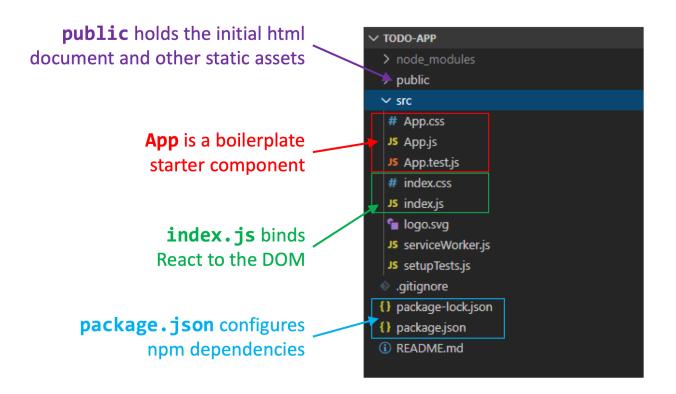
Component rendering

- When a component function executes, we say it "renders"
- Assume components may re-render at any time

Our job is to ensure that every time the component re-renders, the correct output is produced

Creating a new React app

- Install Node.js
- Run: npx createreact-app appname
- New app created in folder: ./app-name



Everything works in components!





Your first functional component

A browser cannot understand JSX Syntax.

A transpiler takes a piece of code and transforms it into some other code.

The React project structure

- Node_modules (for packages)
- Public (assists, manifest.json, index.html)
- **Src** (essential components)
- index.js (important part)
- Root folder (package.json)

Adding styles

```
<img className="avatar" />
/* In your CSS */
.avatar {
border-radius: 50%;
}
```

- Inline-style
- External CSS stylesheet

Displaying data

Conditional rendering

Responding to events

Principles of components: Props

Recall this in JavaScript

- Parent component send to child component and not the other way around
- Pure functions -> you cannot modify props in react!
- Access them using .dot notation

Using props in components

Parent Component

Greeting Component

```
import React from 'react';

function Greeting(props) {
  return <h1>Hello, {props.name}!</h1>;
}

export default Greeting;
```

Hooks

Hooks are functions that let you use state and other React features in functional components.

Common Hooks: useState, useEffect, useContext, useReducer, and more.

Advantages:

- Reuse stateful logic without changing component hierarchy.
- Split one component into smaller functions based on related parts.

Using the useState Hook

- useState returns the current state and a function to update it.
- The state persists across re-renders.
- Can use multiple useState hooks in a single component.

Using the useEffect Hook

- Side effects: data fetching, subscriptions, or manual DOM manipulations.
- Cleanup function: return a function from useEffect for cleanup.
- **Dependency array**: If values in the list change, the effect runs again.