



JSX

JSX stands for JavaScript XML

JSX

- Declarative syntax to describe what components look like and how they work
- Components must return a block of JSX
- Extension of JavaScript that allows us to embed JavaScript, CSS and React components into HTML

```
function Question(props) {  
  const question = props.question;  
  const [upvotes, setUpvotes] = useState(0);  
  
  const upvote = () => setUpvotes((v) => v + 1);  
  
  const openQuestion = () => {}; // Todo  
  
  return 

<h4 style={{ fontSize: "2.4rem" }}>  
      {question.title}</h4>  
    <p>{question.text}</p>  
    <p>{question.hours} hours ago</p>  
    <UpvoteBtn onClick={upvote} />  
    <Answers  
      numAnswers={question.num}  
      onClick={openQuestion}</Answers>  
    </div>  
  );  
}


```





JSX

- 👉 Declarative syntax to describe what components look like and how they work
- 👉 Components must return a block of JSX
- 👉 Extension of JavaScript that allows us to embed JavaScript, CSS, and React components into HTML
- 👉 Each JSX element is converted to a `React.createElement` function call
- 👉 We could use React without JSX

```
<header>
  <h1 style="color: red">
    Hello React!
  </h1>
</header>
```



BABEL

```
React.createElement(
  'header',
  null,
  React.createElement(
    'h1',
    { style: { color: 'red' } },
    'Hello React!'
  )
);
```



Hello React!



IMPERATIVE

"How to do things"

JS

- 👉 Manual DOM element selections and DOM traversing
- 👉 Step-by-step DOM mutations until we reach the desired UI

```
const title = document.querySelector("title");
const upvoteBtn = document.querySelector("btn");
title.textContent = [0] ? question.title;
let upvotes = 0;
upvoteBtn.addEventListener("click", function(){
  upvotes++;
  title.textContent =
    [upvotes] ? question.title;
  title.classList.add("upvoted");
});
```

DECLARATIVE

"What we want"



- 👉 Describe what UI should look like using JSX, based on current data
- 👉 React is an abstraction away from DOM: we never touch the DOM
- 👉 Instead, we think of the UI as a reflection of the current data

```
function Question(props) {
  const question = props.question;
  const [upvotes, setUpvotes] = useState(0);
  const upvote = () => setUpvotes((v) => v + 1);

  return (
    <div>
      <h4>question.title</h4>
      <p>question.text</p>
      <upvoteBtn
        onClick={upvote}
        upvotes={upvotes}
      />
    </div>
  );
}
```





GENERAL JSX RULES

- ✚ JSX works essentially like HTML, but we can enter “**JavaScript mode**” by using `{}` (for text or attributes)
- ✚ We can place **JavaScript expressions** inside `{}`.
Examples: reference variables, create arrays or objects, `[] .map()`, ternary operator

- ✚ Statements are **not allowed** (`if/else`, `for`, `switch`)

- ✚ JSX produces a **JavaScript expression**



```
const el = <h1>Hello React!</h1>;  
const el = React.createElement("h1", null, "Hello React!");
```

- 1 We can place **other pieces of JSX** inside `{}`
 - 2 We can write JSX **anywhere** inside a component (in `if/else`, assign to variables, pass it into functions)
- ✚ A piece of JSX can only have **one root element**. If you need more, use `<React.Fragment>` (or the short `<>`)

DIFFERENCES BETWEEN JSX AND HTML

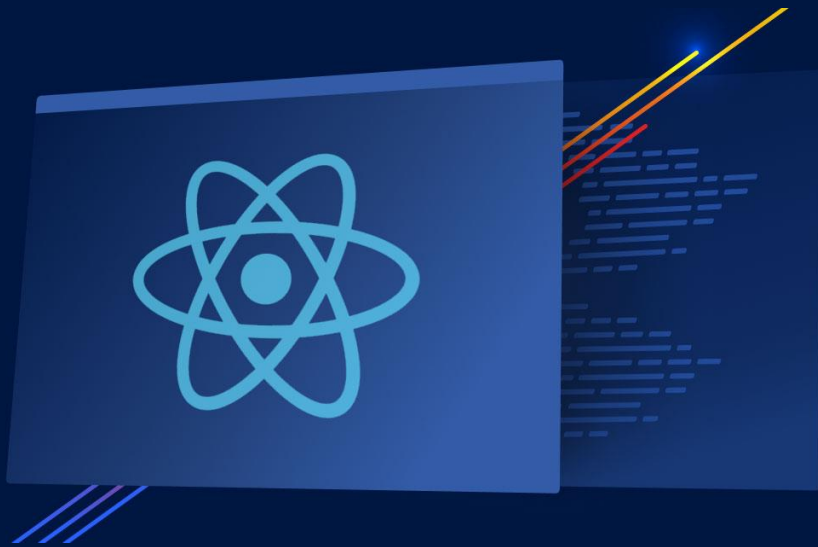
- ✚ `className` instead of HTML's `class`
- ✚ `htmlFor` instead of HTML's `for`
- ✚ Every tag needs to be **closed**. Examples: `` or `
`
- ✚ All event handlers and other properties need to be **camelCased**. Examples: `onClicK` or `onMouseOver`
- ✚ **Exception**: `aria-*` and `data-*` are written with dashes like in HTML
- ✚ CSS inline styles are written like this: `{{<style>}}` (to reference a variable, and then an object)
- ✚ CSS property names are also **camelCased**
- ✚ Comments need to be in `{}` (because they are JS)





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