

# React

IoT architecture with React and ~~Flux~~ Redux

# Peter Kowalczyk

Freelance developer React and Flux



 PeterKow

 Peter\_Kow

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# Agenda

1. Get the repo: **git clone**

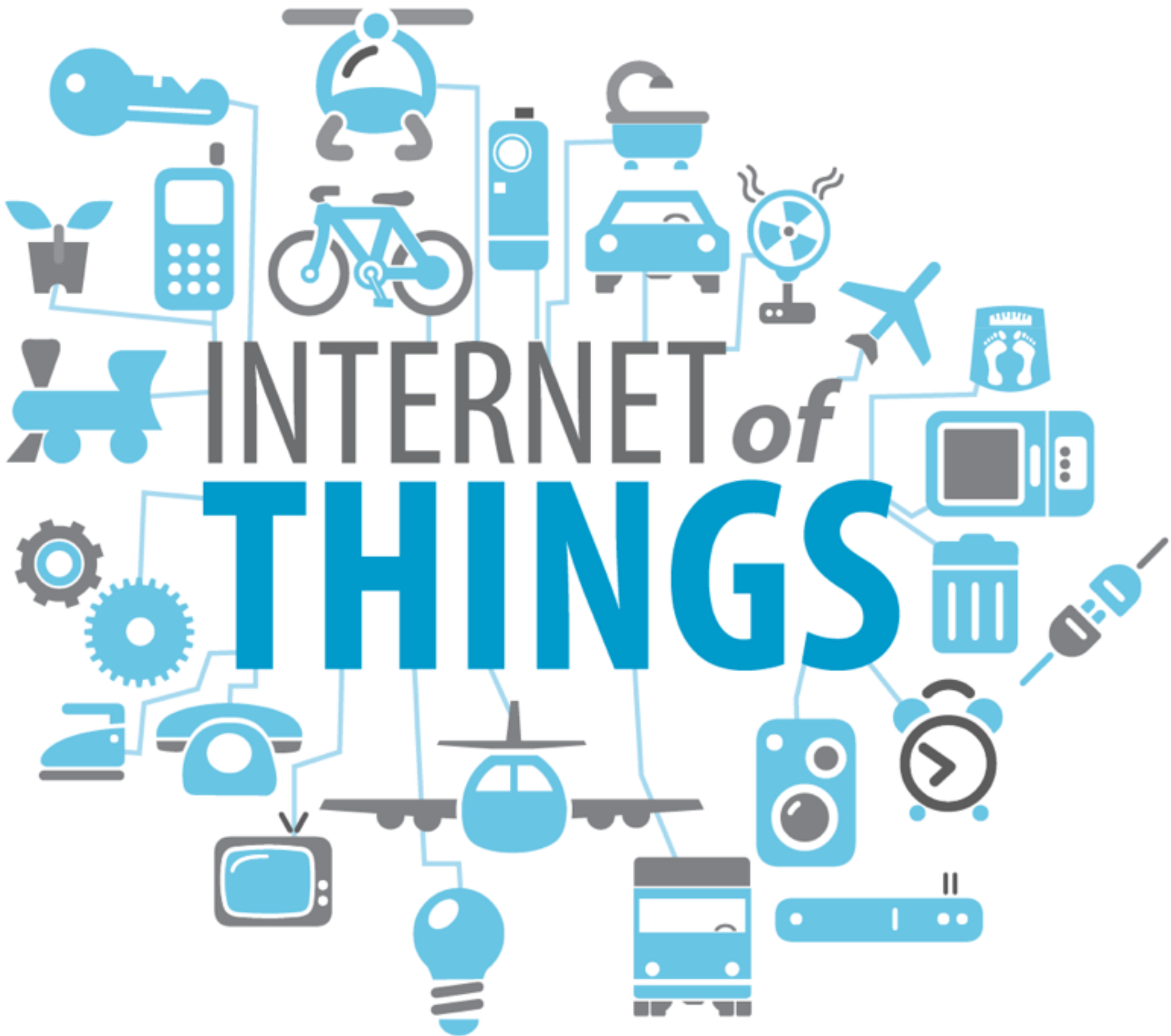
**<https://github.com/PeterKow/react-redux-devtools-training>**

**<http://bit.do/peter-training>**

2. What is IoT
3. IoT powered by SAM Labs
4. IoT Problems
5. React - exercise
6. Redux - exercise

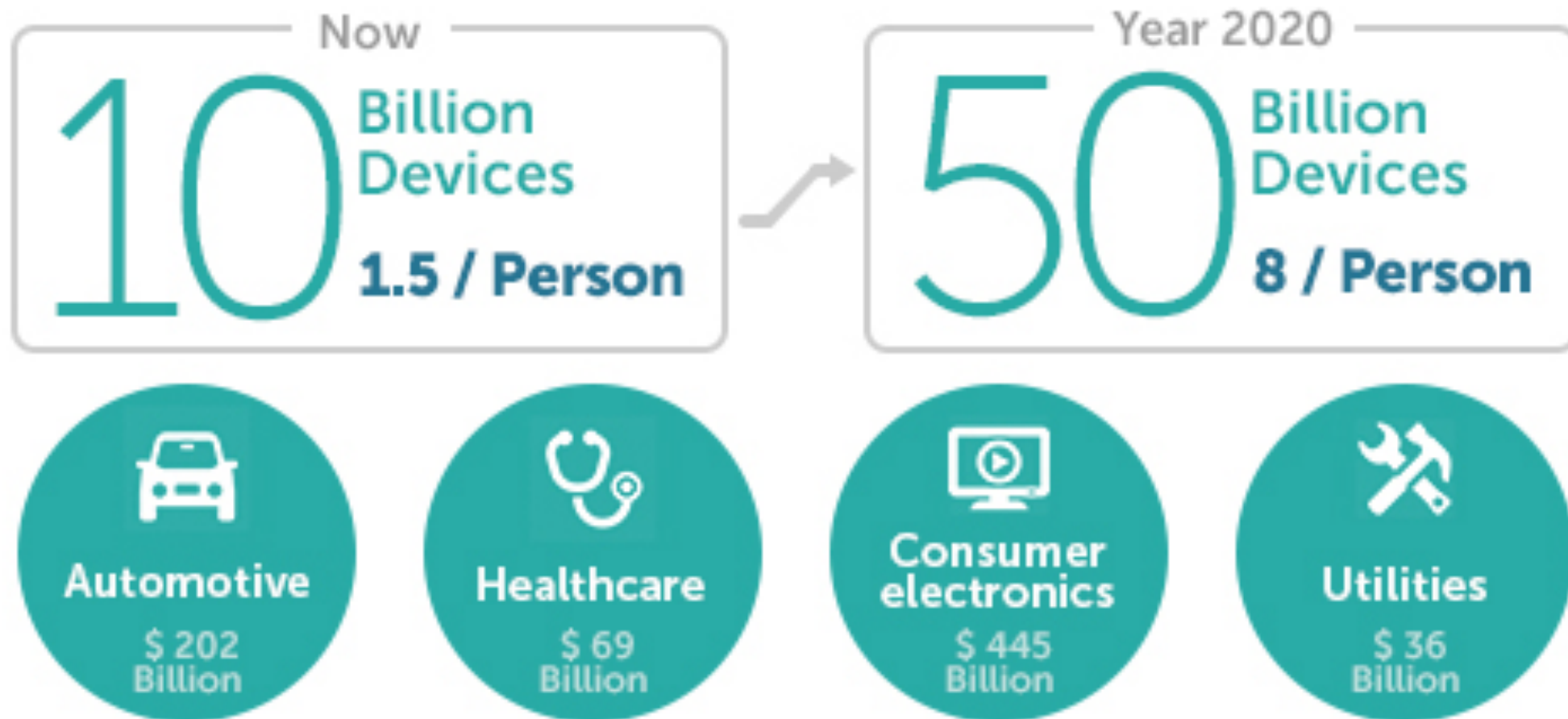
# Constraints

- We have only 2 hours
- Brief introduction to IoT
- Basics of React
- Focus on Flux and Redux implementation



[bit.do/peter-training](https://bit.do/peter-training)

## IoT Predictions 2020



<https://github.com/PeterKow/react-redux-devtools-training>

or

[bit.do/peter-training](http://bit.do/peter-training)

Example of IoT:

**SAM**

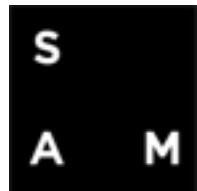
# Tak Tran

Senior Fullstack JavaScript developer



 TakTran

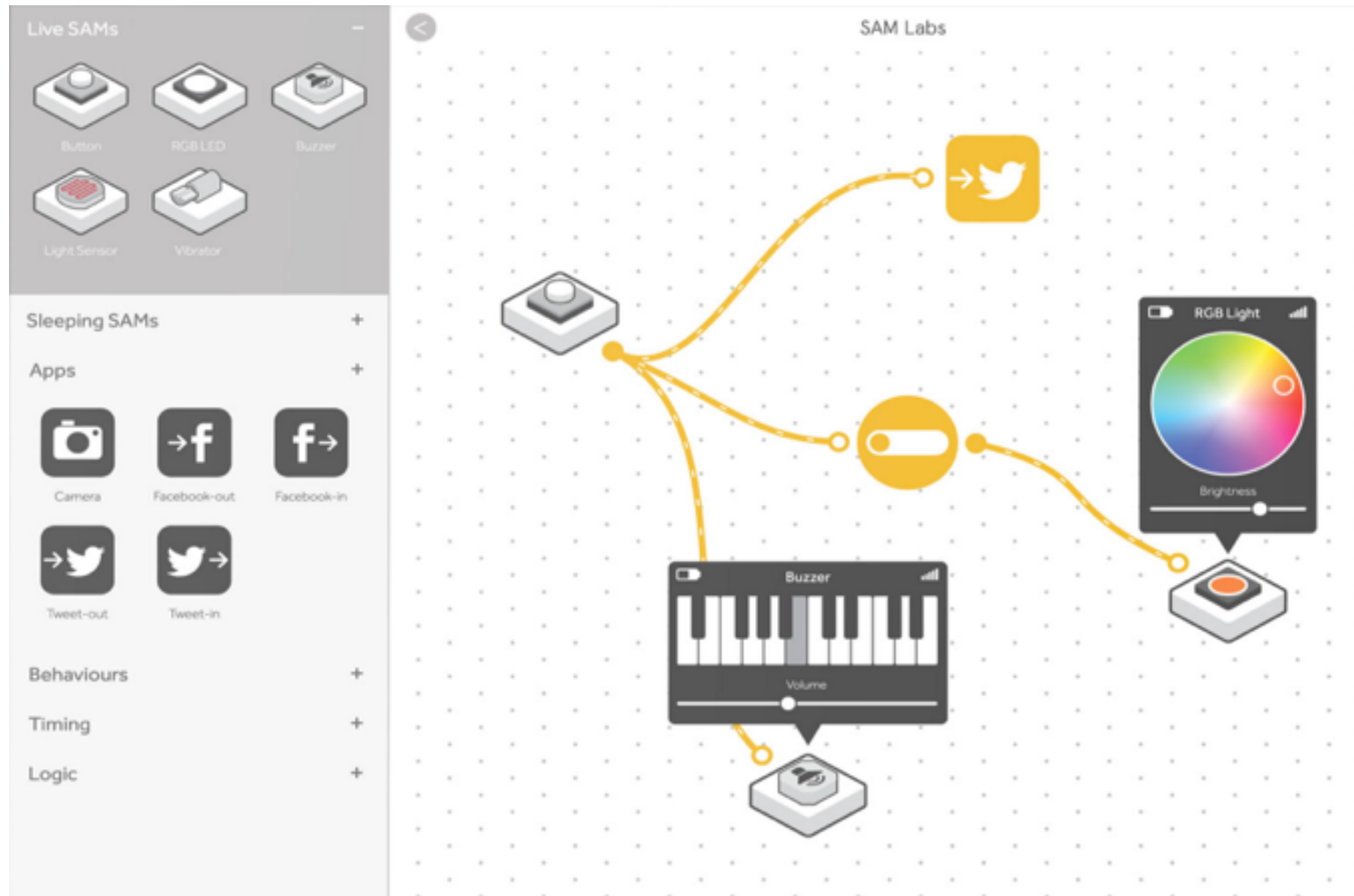
 zlog

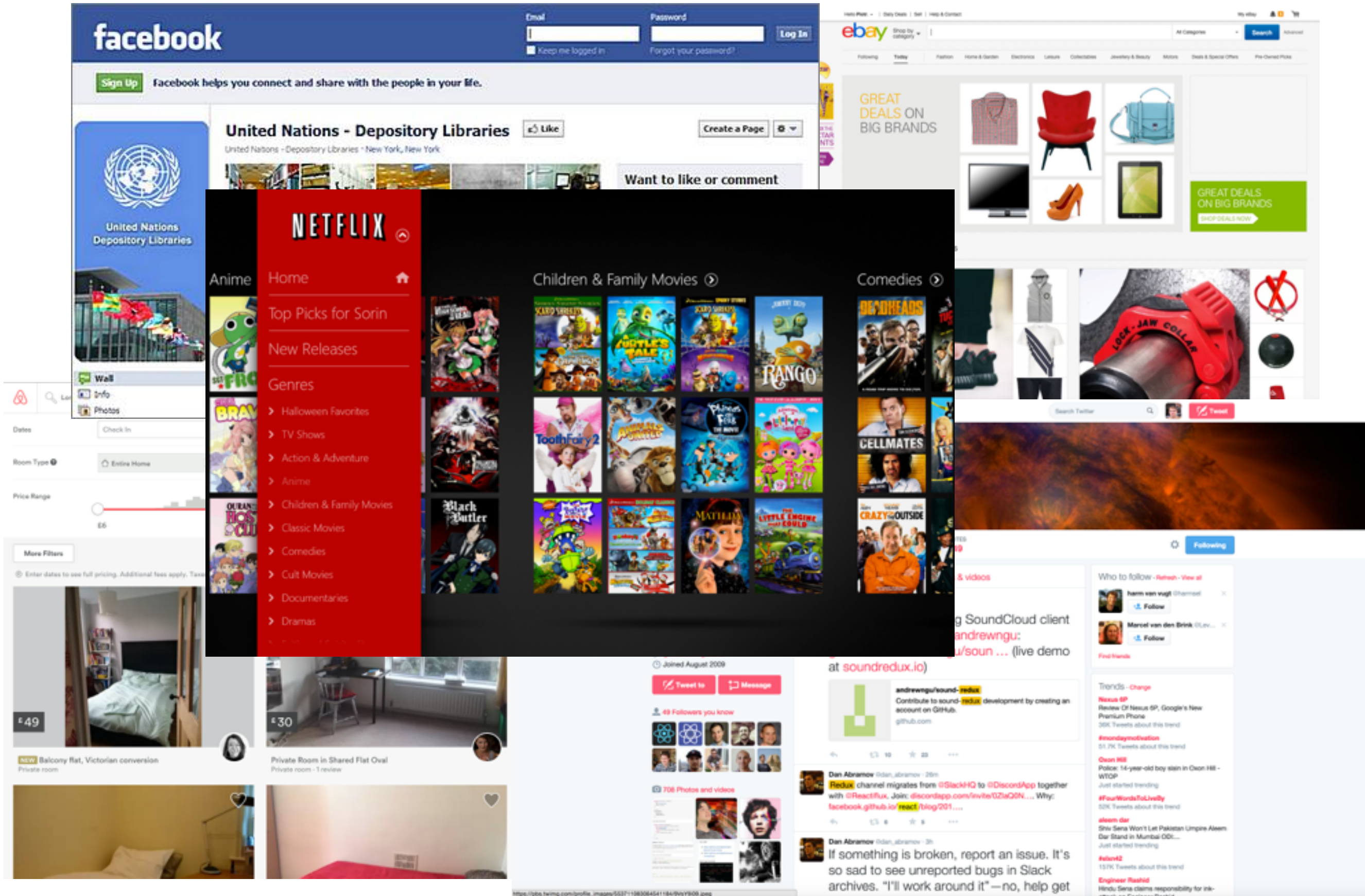


[tak@samlabs.me](mailto:tak@samlabs.me)



# This is JavaScript!





# IoT challenges

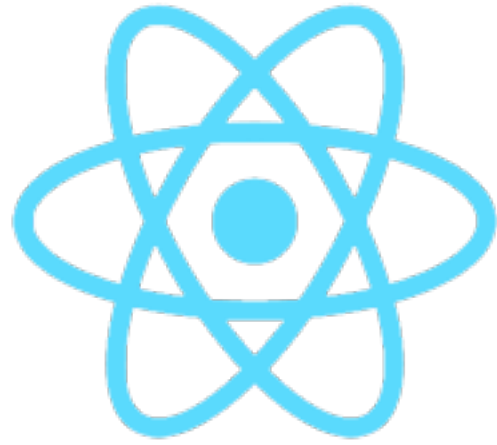
1. High expectations to the user interfaces and speed

❗ 50 Billion devices ready to connect to your app

2. Event-based environment

❗ 50 Billion devices triggered every 5 sec  
= 600 Billion events / minutes





# React

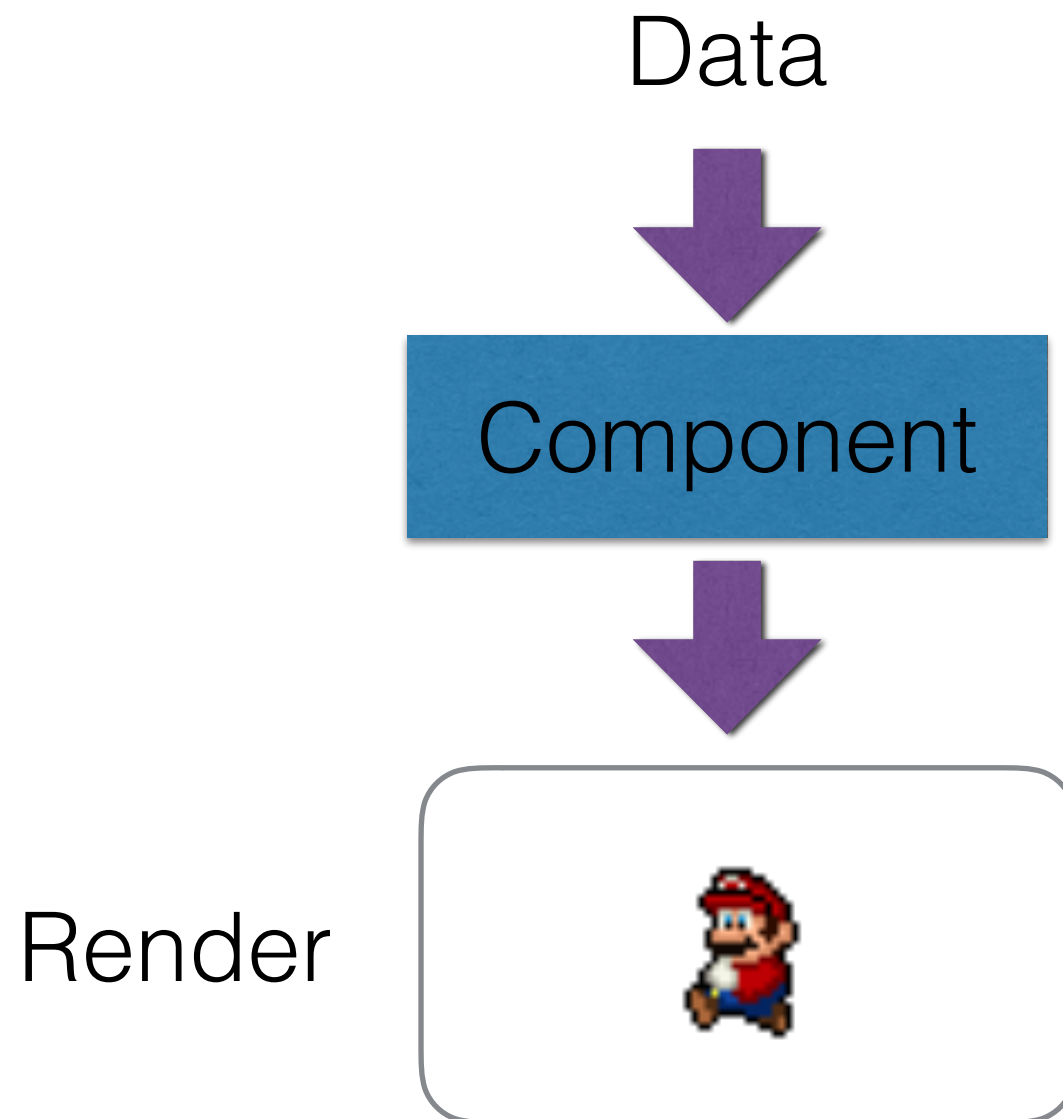
- Fast... by default
- Components
- Testing
- It's JavaScript

# Components

- Components are reusable
- Components are composable
- Components are unit testable

Components are  
functions

# Components are state machines





# Components structure

```
import React, { Component } from 'react'
```

```
export default class HelloWorld extends Component {
```

```
  render() {  
    return <div>Hello World</div>  
  }  
}
```



# Components structure with props

```
import React, { Component } from 'react'
```

```
class ComponentMe extends Component {  
  render() {  
    const { name } = this.props  
    return <h1>Hello World {name}</h1>  
  }  
}
```

# Components structure with state

```
import React, { Component } from 'react'
```

```
export default class HelloMario extends Component {
```

```
  constructor(props) {  
    super(props)
```

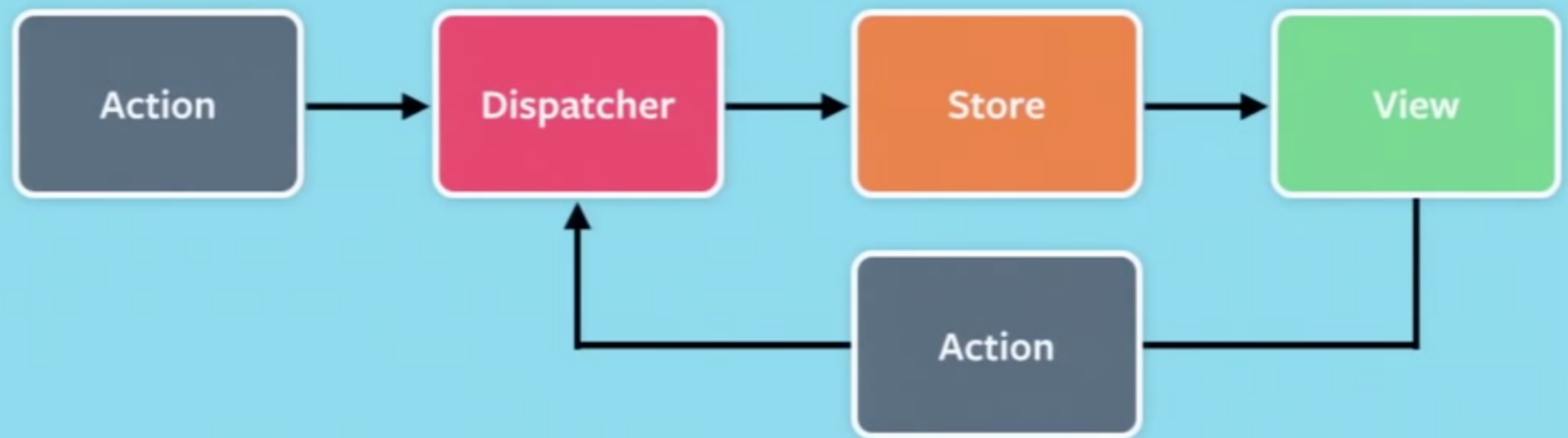
```
    this.state = {  
      text: 'hello',  
    }
```

```
  render() {  
    return <HelloMario text={this.state.text} />  
  }  
}
```

***To set state use .setState!***

```
this.setState({text: 'new text'})
```

# Flux



# Action Type

```
import Keymirror from 'keymirror'
```

```
const marioActionTypes = Keymirror({  
  'ACTION_NAME1': null,  
  'ACTION_NAME1': null  
})
```

```
Object.freeze(marioActionTypes)
```

```
export default marioActionTypes
```

# Actions

```
import { ACTION_TYPE1 } from './mario.action.type.js'
```

```
export function actionTypes(){  
  return { type: ACTION_TYPE1 }  
}
```

# Reducer

```
import Immutable from 'immutable'  
import { ACTION_TYPE1 } from './mario.action.type.js'
```

```
const initialState = Immutable.Map({  
  text: 'Hello',})
```

```
export default function marioReducer(state =  
initialState, action = { type: undefined }) {  
  switch (action.type) {  
    case ACTION_TYPE1:  
      return state.merge({text: 'new Hello'})  
    default:  
      return state  
  }  
}
```

# Summary

- With the Redux approach, your components can be responsible for just rendering not state handling
- You can use devtools for free, for a more pleasant coding experience:)
- Flux introduces a pattern which is easy to follow
- Support for new features