

React 101

continued

Overview

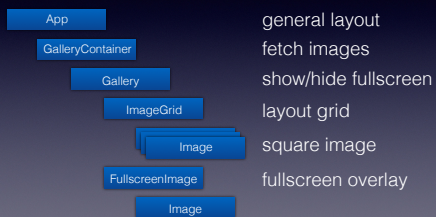
- Recap of last time
- Modern JavaScript
- Routing - react-router
- State Management - redux

Tooling

We used the package manager **yarn** and **create-react-app** to setup our app.

With zero configuration this gave us the module bundler **webpack** that gave us **live reloading** and **eslint** inside the browser, and **babel** that allowed us to use **Modern Javascript**

ImageGallery app



React

- Use **props** to pass data from parent to child components
- Local to a component **state** is used for changing data
- **Unidirectional data flow** down the tree keeps changes predictable
- Passed down **callbacks** to have for example the **Gallery** to react on a **Image** being clicked

React patterns

- **UI first** to iterate faster
- **Presentational** vs **container** components, or how it looks vs how it works
- I proclaimed my 🍀 for having JS, CSS & HTML in a **single file**

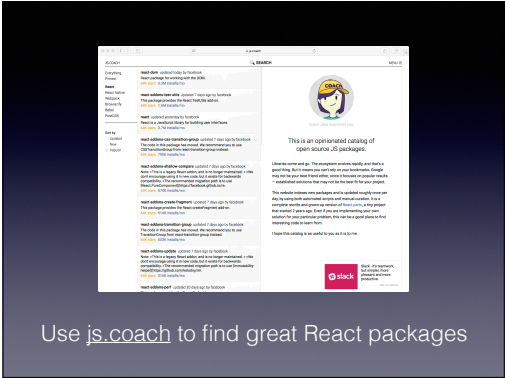
Modern JavaScript

- `const` / `let` instead of `var`
- default parameters
- arrow functions
- object shorthand names
- template strings
- classes
- destructuring
- importing / exporting modules
- rest / spread operator

What's me

- Low resolution full screen image
- Warning in the console

```
Warning: Each child in an array of iterator should have a unique "key" prop. Check the render method of `ImageGrid`. See https://fb.me/react-warning-keys for more information.  
    in Image (at ImageGrid.js:13)  
    in ImageGrid (at Gallery.js:29)  
    in div (at Gallery.js:28)  
    in Gallery (at GalleryContainer.js:40)  
    in GalleryContainer (at App.js:25)  
    in div (at App.js:24)  
    in div (at App.js:23)  
    in App (at index.js:7)
```



React Router

- Declarative dynamic routing library for **React** and since **v4** also for **React Native**
- Documentation has great interactive examples
- Build your own React Router v4 is a nice blogpost where a simplified implementation is build

Higher order components

- Composition over inheritance
- A function that wraps a Component

```
const onlyRenderClientSide = (WrappedComponent) => ({
  return class Wrapper extends React.Component {
    constructor(props) {
      super(props);
      this.state = { isClientSide: false };
    }

    componentDidMount() {
      this.setState({ isClientSide: true });
    }

    render() {
      return this.state.isClientSide && <WrappedComponent {...this.props} />;
    }
  };
};
```

State Management

State updates usually modify global state. This state is held like a single object of your own game object.

All in all, it makes for a hard to debug data flow.

The solution: unidirectional data flow

So Facebook decided to try a different kind of architecture, where the data flows in one direction—only one direction—and when you need to insert new data, the flow starts all over again at the beginning. They called their architecture Flux.

The diagram depicts the Flux architecture. It shows a unidirectional data flow starting from ACTION, moving to DISPATCHER, then to STORE, then to VIEW, and finally back to ACTION, forming a continuous loop.

This is actually really cool... but you probably can't tell it from the diagram above.

Once you understand Flux, this diagram is pretty clear. The problem is that if you're coming to the documentation completely new to Flux, I don't think that this diagram helps you understand it... and that's what a diagram.

Redux Terminology

- Store
- Action
- Action Creator
- Action Type
- Reducer
- Selector

```
{
  type: "INCREMENT",
  ...
}
```

```
(state, action) => state
```



- [Ducks: Redux Reducer Bundles](#)
- Bundle Actions, Action Types and Reducers in a single file

Blogposts

- Course by Dan Abramov that also builds a small implementation
- [Getting Started with Redux](#)
- [Building React Applications with Idiomatic Redux](#)

You might not need Redux

"However, if you're just learning React, don't make Redux your first choice."

"Local state is fine."



Blogpost by Dan Abramov, creator of Redux
