

Internet Applications Design and Implementation

(Lecture 8: Client applications)

**MIEI - Integrated Master in Computer Science and Informatics
Specialization block**

João Costa Seco (joao.seco@fct.unl.pt)

Jácome Cunha (jacome@fct.unl.pt)

João Leitão (jc.leitao@fct.unl.pt)

Outline

- User-centric development vs Data-centric development
- The underlying technology: HTML5 (the browser as a virtual machine)
- Client-side frameworks
- Client-side programming languages
- Front-end libraries and tools
- React

Internet Applications Design and Implementation

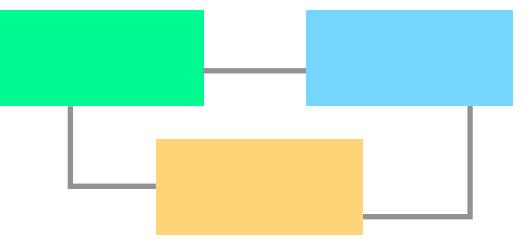
(Lecture 8- Part 1: User Centric Development)

**MIEI - Integrated Master in Computer Science and Informatics
Specialization block**

João Costa Seco (joao.seco@fct.unl.pt)

Jácome Cunha (jacome@fct.unl.pt)

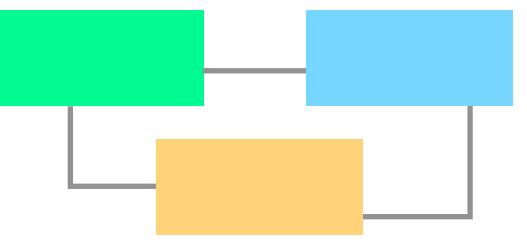
João Leitão (jc.leitao@fct.unl.pt)



User-centric vs Data-centric development

- The decoupling between client applications and a data-based service architecture promotes that:
 - in user-centric development:
 - the main focus is on user interactions
 - the design method works around user stories, whose combination provides a full-fledged application.
 - in data-centric development:
 - the main focus is on the representation of state of a systems' information.
 - Interfaces and operations are based on data properties and state changes.

...It's much easier mentally to set up a context around "I am building an API for a database" and "I am building a front-end for users"... Jeff Escalante, carrot



Spectrum of client applications

- **website / static HTML pages**
 - no dynamically loaded data, poor behaviour expression, efficient response times (w/ caching), dynamic websites can be expanded for more efficiency.
- **website / dynamic server rendered HTML pages**
 - poor loading times, poor development features (distance between code and result). Poor modularity, high usage of templating languages.
- **website / ajax**
 - better loading times, development closer to the result (no templating needed). Better modularity and testing conditions.
- **web applications (SPA)**
 - app context, service based back-ends, richer behaviour and fluid UI
- **progressive web applications (PWA)**
 - device agnostic, and yet, closer to native client applications (storage, resources, responsive UI, notifications, etc.)
- **mobile applications**
 - more device resources, many times PWA in a shell
- **other models** (Semantic web, Query-based — data science, AI, etc.)

Netflix TechBlog

Learn about Netflix's world class engineering efforts, company culture, product developments and...

[Follow](#) 1.3K

Optimize Page Load

The previous version of the home page rendered **all** rows of titles as its highest priority. This included fetching data from the server, creating all DOM nodes, and loading images. Our goal was to enable fast vertical scrolling through 30+ rows of titles.

For the new experience, we needed our page to load faster, minimize memory overhead, and allow for smooth playback. We knew these performance optimizations would come with a tradeoff against existing member behavior. To understand these tradeoffs, we began by measuring the existing home page load.

When the home page loads, we first render the billboard image and the top three rows on the server. Once this page has been delivered to the client, we make a call for the rest of the homepage, render the rest of the rows, and load all the images.

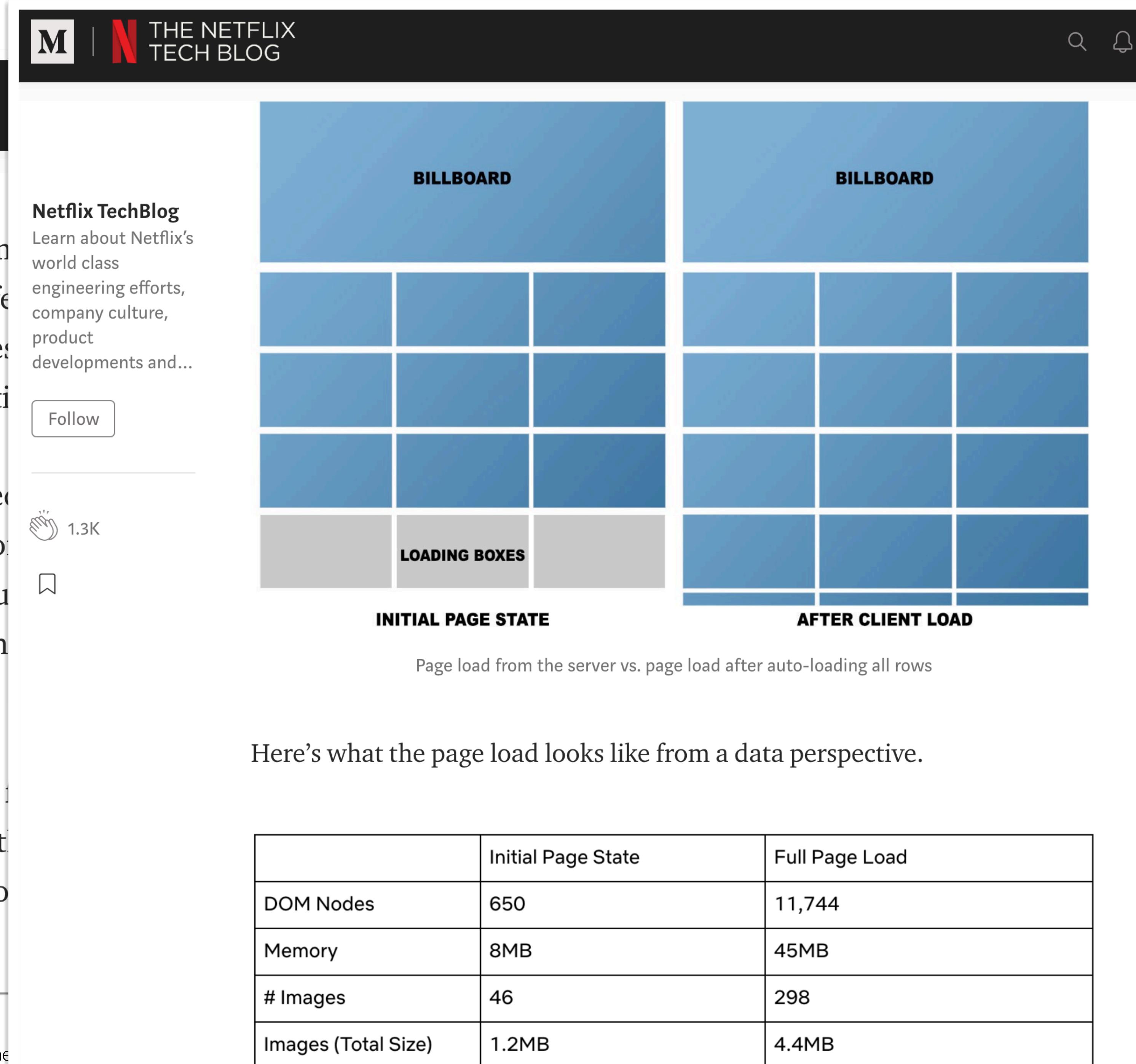
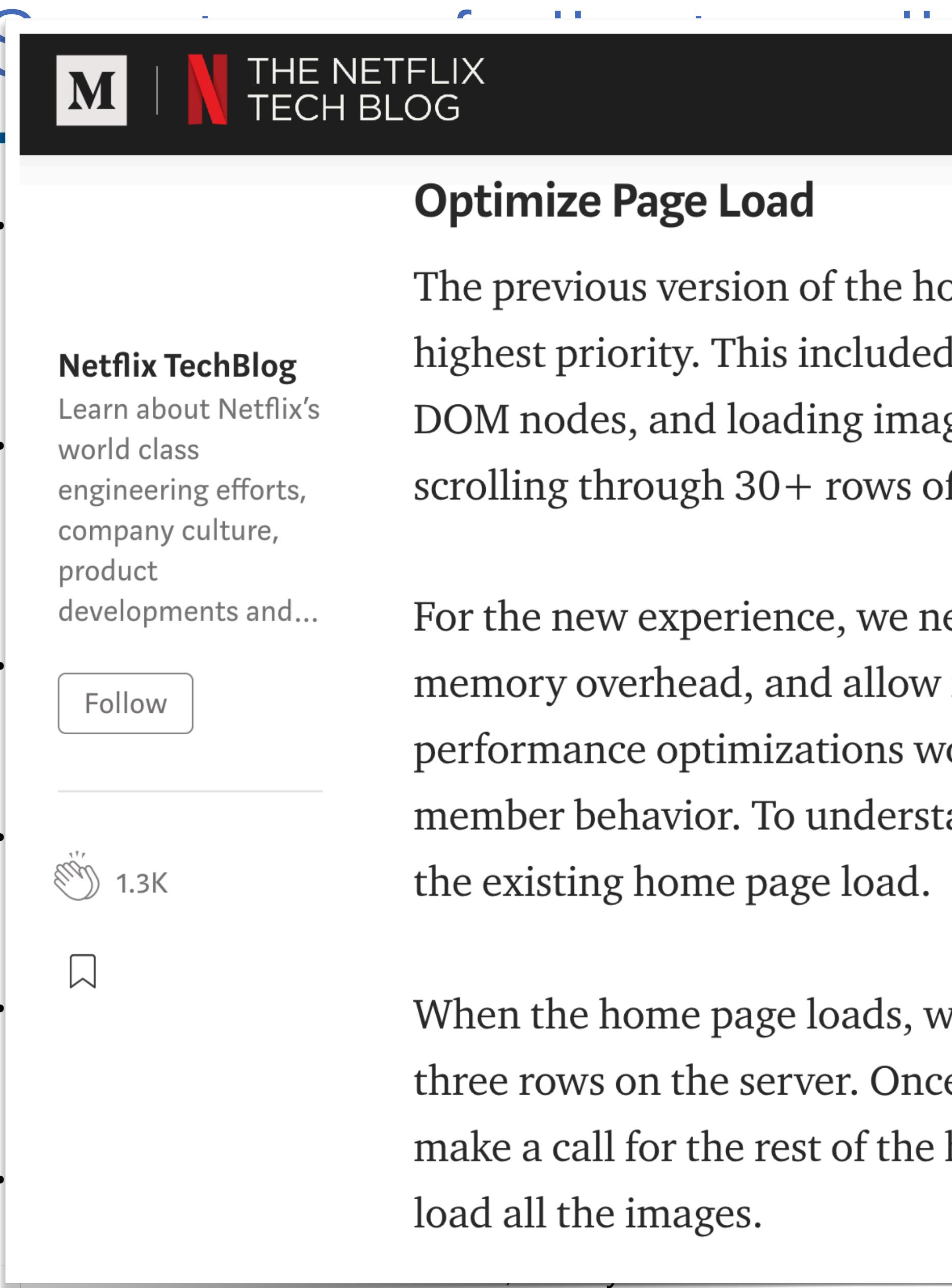


amic websites can be

, high usage of templating

testing conditions.

fications, etc.)



Client (web / mobile) Applications

- Running on a Browser
 - Cross-platform compatibility (HTML, CSS, Javascript)
 - Slow interpreted code
 - Limited capabilities (no camera, no gyro, no resources, sandboxed)
- Native code (maybe except Flutter)
 - All device capabilities available
 - Fast and efficient applications
 - Proprietary languages and APIs (Java/Android ADT, Swift, C#/C++ UWP)
- Running on a shell (PhoneGap, ReactNative, Electron, etc.)
 - Cross-platform compatibility (HTML, CSS, Javascript)
 - All device capabilities available
 - Precompiled and packaged code (fast)
 - Look and feel is almost right on latest approaches



Internet Applications Design and Implementation

(Lecture 8 - Part 2: HTML5)

**MIEI - Integrated Master in Computer Science and Informatics
Specialization block**

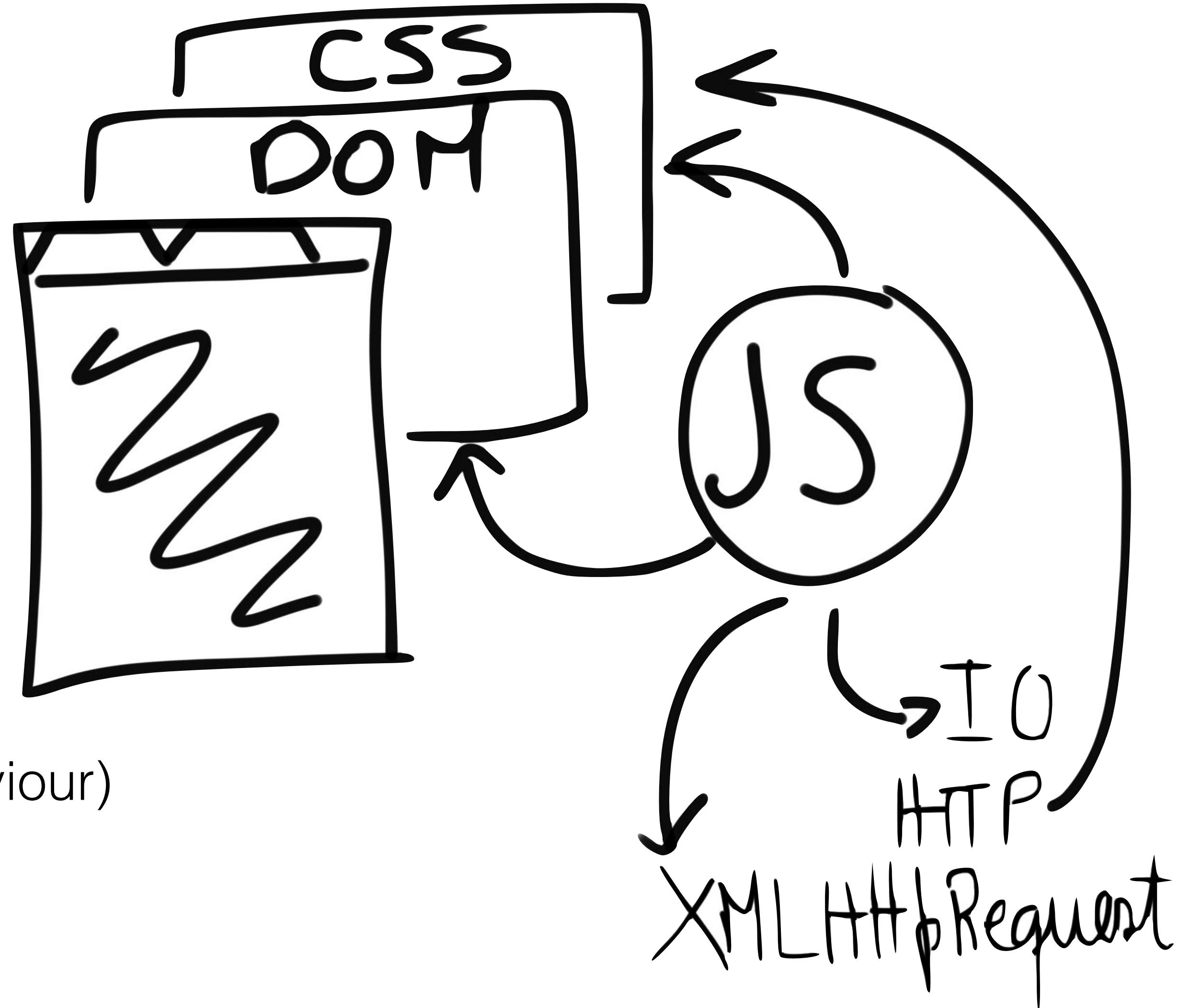
João Costa Seco (joao.seco@fct.unl.pt)

Jácome Cunha (jacome@fct.unl.pt)

João Leitão (jc.leitao@fct.unl.pt)

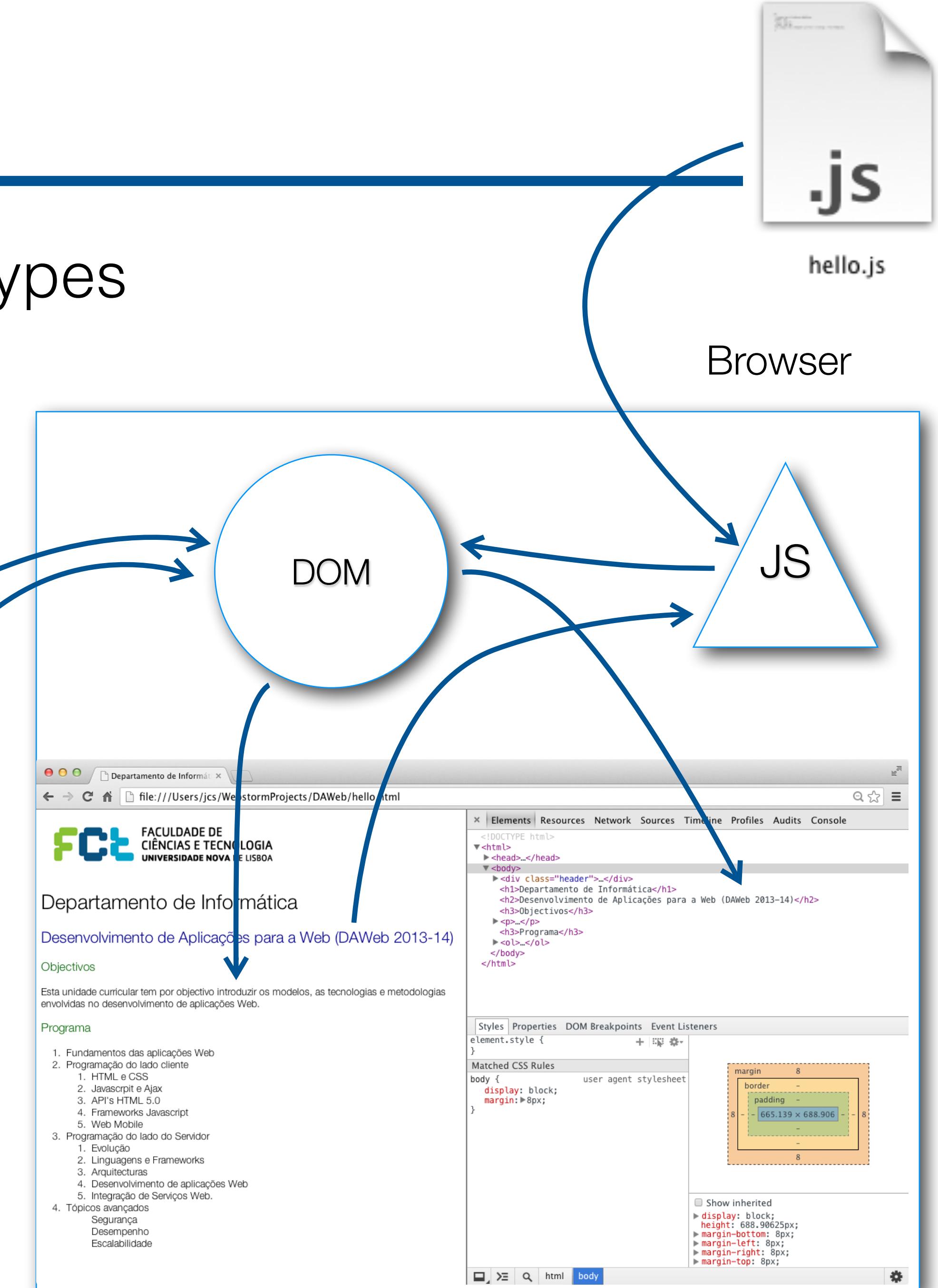
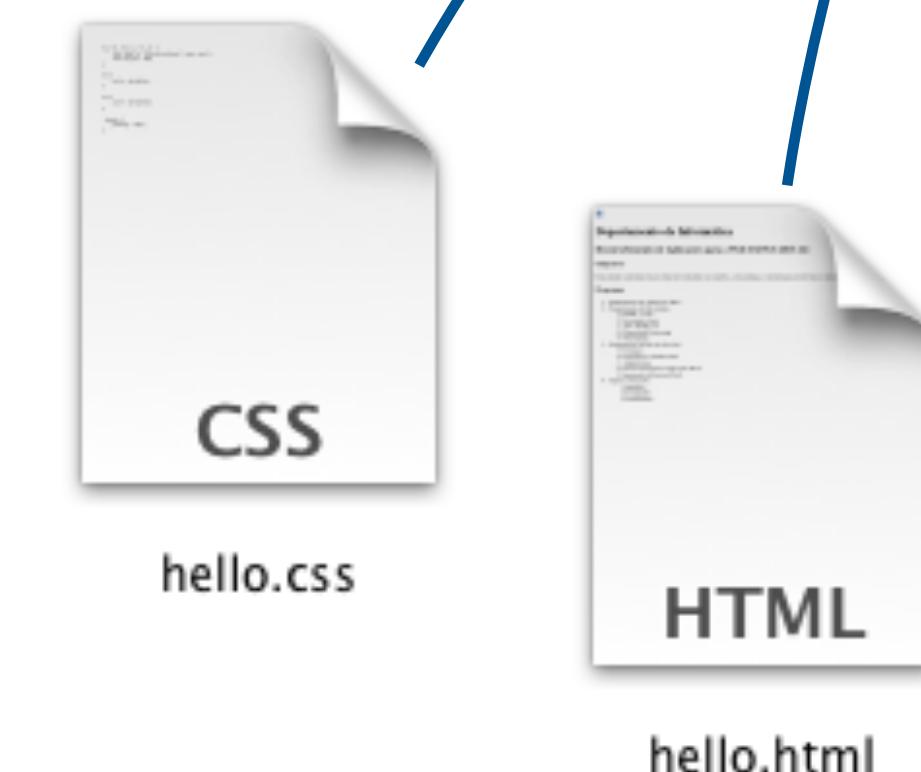
Web client architecture - Virtual Machine

- Browser (HTML5)
 - HTML (structure and semantics)
 - CSS (style and UI behaviour)
 - JS + AJAX,
Socket interfaces (behaviour)
 - DOM
(the supporting data structure)
 - UI Events & callbacks
(mechanism for dynamic structuring of behaviour)



Browser logic architecture

- Source files with static content: HTML / mime-types
- DOM abstract representation (dynamic)
 - Elements
 - Style annotations
 - Event handlers
- User-interface (visible elements)
- JavaScript behaviour



What's HTML5

- Adds meaningful semantic markup
- Separates design from content
- Promotes accessibility and design responsiveness
- Reduces overlap between HTML, CSS, and JavaScript
- Supports rich media contents without the need for plugins (Flash, Java)

<https://html.com/html5/>

HTML5 comes as a package

- HTML5 is divided into:
 - HTML code to define structure and basic content to web pages
 - new tags like `<video>` `<audio>` `<svg>` `<header>`
 - CSS (Cascading Style Sheets) to define the appearance, layout, and some behaviour
 - JavaScript defines behaviour associated to the webpage elements (including dynamic construction of pages)
- The supporting structure for all these elements is the DOM

What's HTML5 - in more detail

- Deprecated elements like `center`, `font`, and `strike` have been dropped
- Improved parsing rules allow for more flexible parsing and compatibility
- New elements including `video`, `time`, `nav`, `section`, `progress`, `meter`, `aside` and `canvas`
- New input attributes including `email`, `URL`, dates and times
- New attributes including `charset`, `async` and `ping`
- New APIs that offer offline caching, drag-and-drop support and more
- Support for vector graphics (SVG) without the aid of programs like Silverlight, Flash, or Java
- Support for MathML to allow better display of mathematical notations
- JavaScript can now run in the background thanks to the JS Web worker API
- Global attributes such as `tabindex`, `repeat` and `id` can be applied for all elements

What Does HTML5 Do?

Key features of the next Web programming standard.



<STORAGE>

Data can be stored on a user's computer or mobile device, so Web apps work without an Internet connection.



<TYPE>

Web pages can have flashier type with more fonts, shadows, colors and other effects.



< MOTION >

Objects move on Web pages and react to the movements of a cursor.



<GAMES>

Interactive games can run with just a Web browser without installing other software or plug-ins.



<VIDEO>

Video can be embedded in a Web page without a plug-in. Browser makers have not agreed on formats.



<3D>

A technology called WebGL can create interactive 3-D effects using a computer's graphics processor.

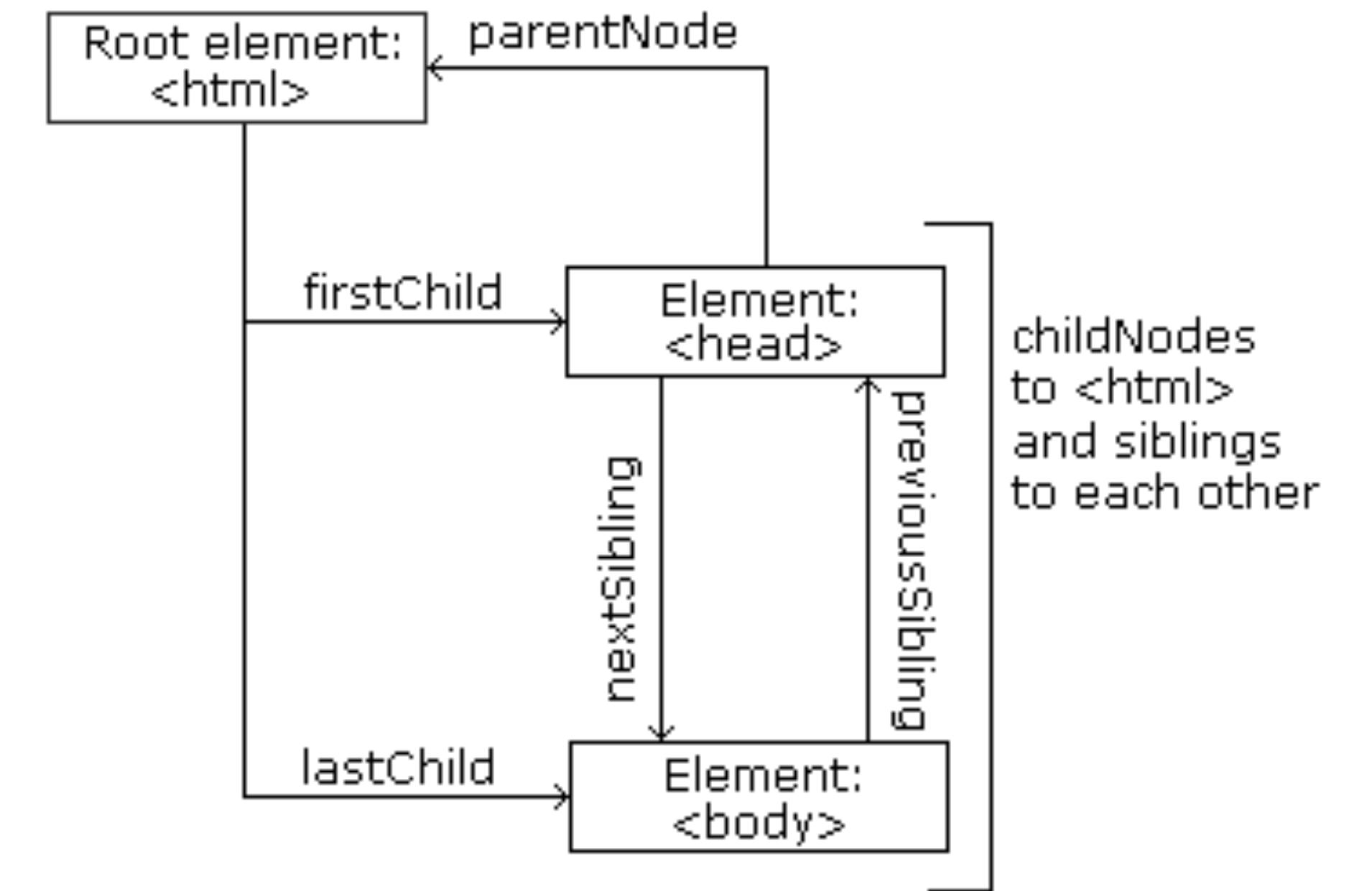
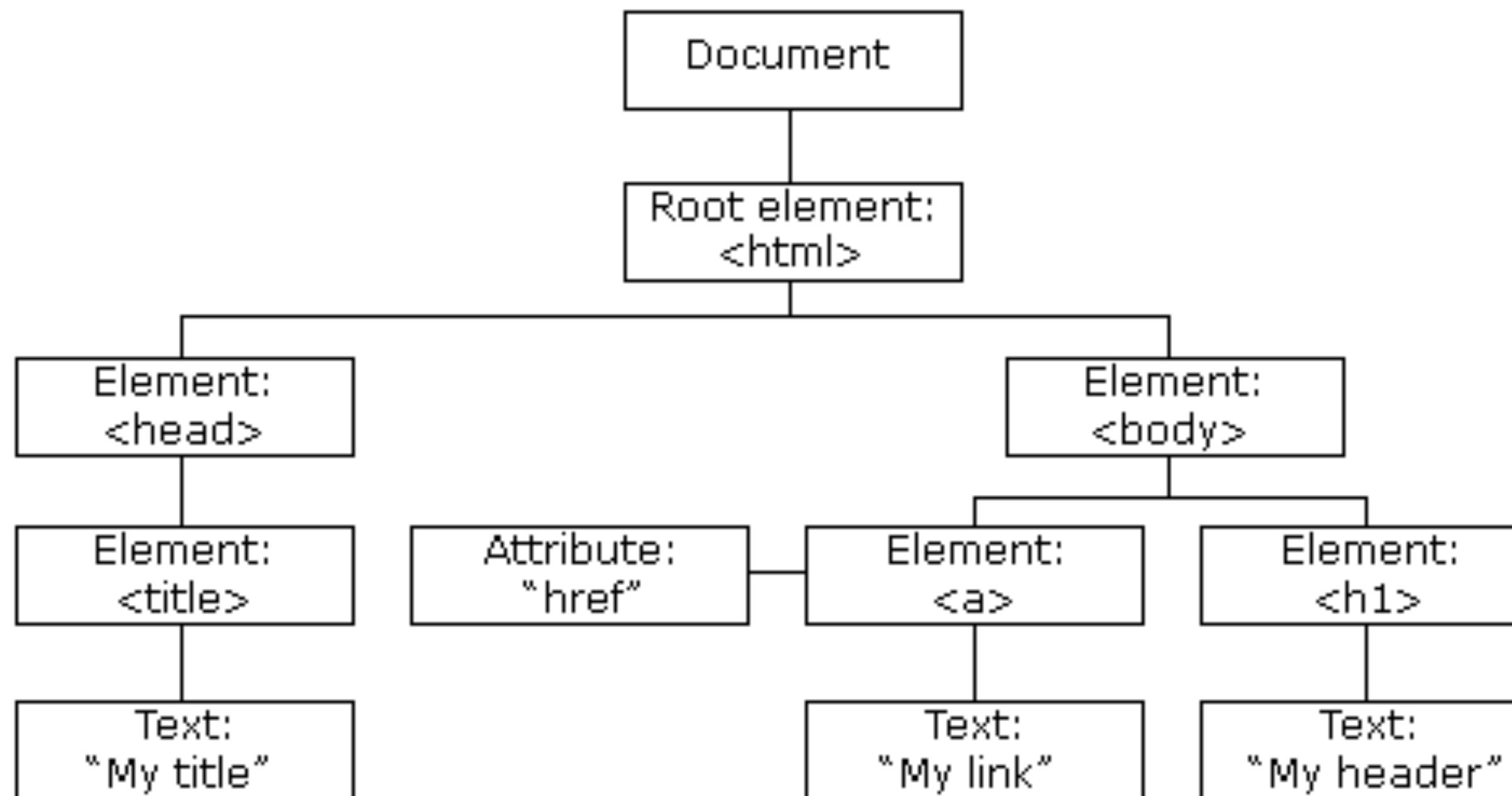


<AUDIO>

Audio is played without a plug-in. Browser makers have not agreed on formats.

DOM - Document Object Model

- Standard (W3C) specification of the API of the data structure representing a structured document (HTML, XML, etc.).
- Defines objects and properties for all elements of a page and methods to access and modify them.
- Allows the dynamic retrieval, constructions, and modification of HTML elements in a web page.



DOM - Document Object Model

- DOM is a convention to represent HTML (XML) documents in a tree of objects.
- It's the **dynamic** supporting structure of a web page.
- Each node of the DOM has a particular structure (attributes) and associated behaviour (methods).
- DOM objects can be created, accessed, and modified using:
 - HTML: the static structure of DOM objects
 - CSS: using (rich) object selectors
 - JavaScript: by traversing the DOM tree using the DOM API.

HTML5 is an assembly-like technology

- The underlying technology is HTML, CSS, JS
- Developing tools should ensure:
 - A higher level of abstraction
 - Tools to develop faster, safer, and more secure
- A simple and robust base to build an UI
- Electron and ReactNative are building a (portable) bridge to native platforms.

HTML



HTML

- Each HTML element has a tag
 - **<body> <p>** ...
- Content
 - **<p>This is a paragraph</p>**
- and a set of attributes:
 - Generic: set on any HTML element. (ex: **id**, **class**, **hidden**, ...)
 - Particular: img/**src**, option/**value**, etc.
 - Events: dependent on the kind of element
body / **onload**, button / **onclick**, etc.

HTML essentials in one slide

- <!DOCTYPE html>
- <html></html> root element
- <head></head> section to declare meta-information, stylesheets and scripts
- <body></body> section to define content
- <p> <h1>... <div> block elements
- <i> inline elements
- < > é escaped characters



HTML Tutorial

HTML Tag Reference

HTML 5 semantic elements



HTML 5 semantic elements (part of)

Tag	Description
<article>	Defines an article in the document
<figcaption>	Defines a caption for a <figure> element
<figure>	Defines self-contained content, like illustrations, diagrams, photos, code listings, etc.
<footer>	Defines a footer for the document or a section
<header>	Defines a header for the document or a section
<main>	Defines the main content of a document
<menuitem>	Defines a command/menu item that the user can invoke from a popup menu
<nav>	Defines navigation links in the document
<section>	Defines a section in the document

- What is structural?

- ...

- What is style?

- ...

- What is behaviour?

- ...

General structure - <html>

```
<!DOCTYPE html>
<html>
  <head>
    ...
  </head>

  <body>
    ...
  </body>
</html>
```

Invisible info - <head>

```
<head>
  <!-- head defines invisible information about the page -->
  <!-- Meta information (machine parseable) can also be defined -->
  <meta charset="UTF-8">
  <meta name="description" content="My Home Library Web Site">
  <meta name="keywords" content="HTML,CSS,XML,JavaScript">
  <meta name="author" content="João Costa Seco">
  <meta http-equiv="refresh" content="30">

  <!-- The title of the browser window (mandatory) -->
  <title>My home library</title>

  <!-- To define the base URL for all relative links -->
  <base href="ctp.di.fct.unl.pt/~jcs/daweb14-15">

  <!-- To define the style of the elements of the page -->
  <style>
    * { font-family: sans-serif; }
  </style>
  <!-- Or import an external file with the stylesheet -->
  <link href="screen.css" type="text/css" rel="stylesheet" media="screen"/>

  <!-- Custom behaviour can be defined using Javascript -->
  <!-- Directly in the HTML code -->
  <script>
    function Hello() { alert("Hello World."); }
  </script>
  <!-- Or by importing a script file -->
  <script src="books.js"></script>
</head>
```

Visible info - <body> - old style

```
<div id="header">
  <h1>Monday Times</h1>
</div>

<div id="menu">
  <ul>
    <li>News</li>
    <li>Sports</li>
    <li>Weather</li>
  </ul>
</div>

<div id="content">
  <h2>News Section</h2>
  <div class="article">
    <h2>News Article</h2>
    <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque in
porta lorem. Morbi condimentum est nibh, et consectetur tortor feugiat at.</p>
  </div>
  <div class="article">
    <h2>News Article</h2>
    <p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque in
porta lorem. Morbi condimentum est nibh, et consectetur tortor feugiat at.</p>
  </div>
</div>

<div id="footer">
  <p>&copy; 2016 Monday Times. All rights reserved.</p>
</div>
```

Visible info - <body> - new style

```
<header>
<h1>Monday Times</h1>
</header>

<nav>
<ul>
<li>News</li>
<li>Sports</li>
<li>Weather</li>
</ul>
</nav>

<section>
<h2>News Section</h2>
<article>
<h2>News Article</h2>
<p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque in porta
lorem. Morbi condimentum est nibh, et consectetur tortor feugiat at.</p>
</article>
<article>
<h2>News Article</h2>
<p>Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque in porta
lorem. Morbi condimentum est nibh, et consectetur tortor feugiat at.</p>
</article>
</section>

<footer>
<p>&copy; 2014 Monday Times. All rights reserved.</p>
</footer>
```

Textual block elements

```
<html>  
  
  <body>  
  
    <h1>This is a heading</h1>  
  
    <p>This is a paragraph.</p>  
  
    <p>This is another paragraph.</p>  
  
  </body>  
  
</html>
```

Textual inline elements

```
<html>

  <body>

    <h1>This is a heading</h1>

    <p>This is a paragraph. <span>This is a span</span> <b>This is a strong tag</b>
    <a>This is an anchor</a> </p>

    <p>This is another paragraph.</p>

  </body>

</html>
```

Structural block elements

```
<html>  
  
  <body>  
  
    <nav>This is a navigation section</nav>  
  
    <article>This is a document section.  
      <section>This is another section. </section>  
  
      <section>This is another section. </section>  
  
    </article>  
  
    <article>This is a document section.  
      <section>This is another section. </section>  
  
      <section>This is another section. </section>  
  
    </article>  
  
  </body>
```

Block elements

```
<div>This is a block element. </div>
```

```
<div>This is a block element. </div>
```

```
<div>This is a block element. </div>
```

Inline elements

This is an inline element.
 This is an inline
element. This is an inline
 element.

Attributes

- HTML elements can be modified through attributes

```
<a href="http://www.w3schools.com">This is a link</a>
```

```

```

```
<div style="border:1px">This is a section.</div>
```

HTML <button> Tag

[« Previous](#)[Complete HTML Reference](#)[Next »](#)

Example

A clickable button is marked up as follows:

```
<button type="button">Click Me!</button>
```

[Try it Yourself »](#)

Attributes

 = New in HTML5.

Attribute	Value	Description
<u>autofocus</u>	 autofocus	Specifies that a button should automatically get focus when the page loads
<u>disabled</u>	disabled	Specifies that a button should be disabled
<u>form</u>	 form_id	Specifies one or more forms the button belongs to

HTML - Basic Interaction

- Links
 - Produce a GET request to the given URL and replace the entire content of the DOM
- Forms
 - Pre-defined controls (buttons)
 - Produce a request and expects a response document (HTML)
 - replaces the entire content of the DOM (depends on _target)
 - method attribute defines the request type (GET/POST)
 - called URL format depends on the used method (body/query string)

HTML - FORMS

```
<form action="/my-handling-form-page" method="post">
  <div>
    <label for="name">Name:</label>
    <input type="text" id="name" />
  </div>
  <div>
    <label for="mail">E-mail:</label>
    <input type="email" id="mail" />
  </div>
  <div>
    <label for="msg">Message:</label>
    <textarea id="msg"></textarea>
  </div>

  <div class="button">
    <button type="submit">Send your message</button>
  </div>
</form>
```

HTML

- Inputs

```
<input type="text" name="input" value="Type here">
```

```
<button name="button">Click me</button>
```

```
<select name="select">
  <option value="value1">Value 1</option>
  <option value="value2" selected>Value 2</option>
  <option value="value3">Value 3</option>
</select>
```

- Other interface elements (output)

```
<p>Heat the oven to <meter min="200" max="500" value="350">350 degrees</meter>.</p>
```



```
<progress value="70" max="100">70 %</progress>
```



CSS

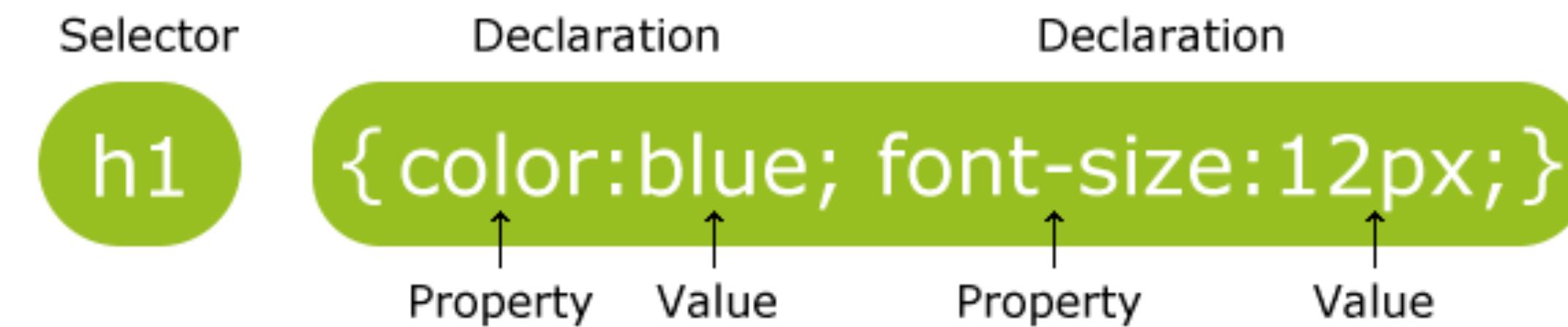


CSS - Cascading Style Sheets

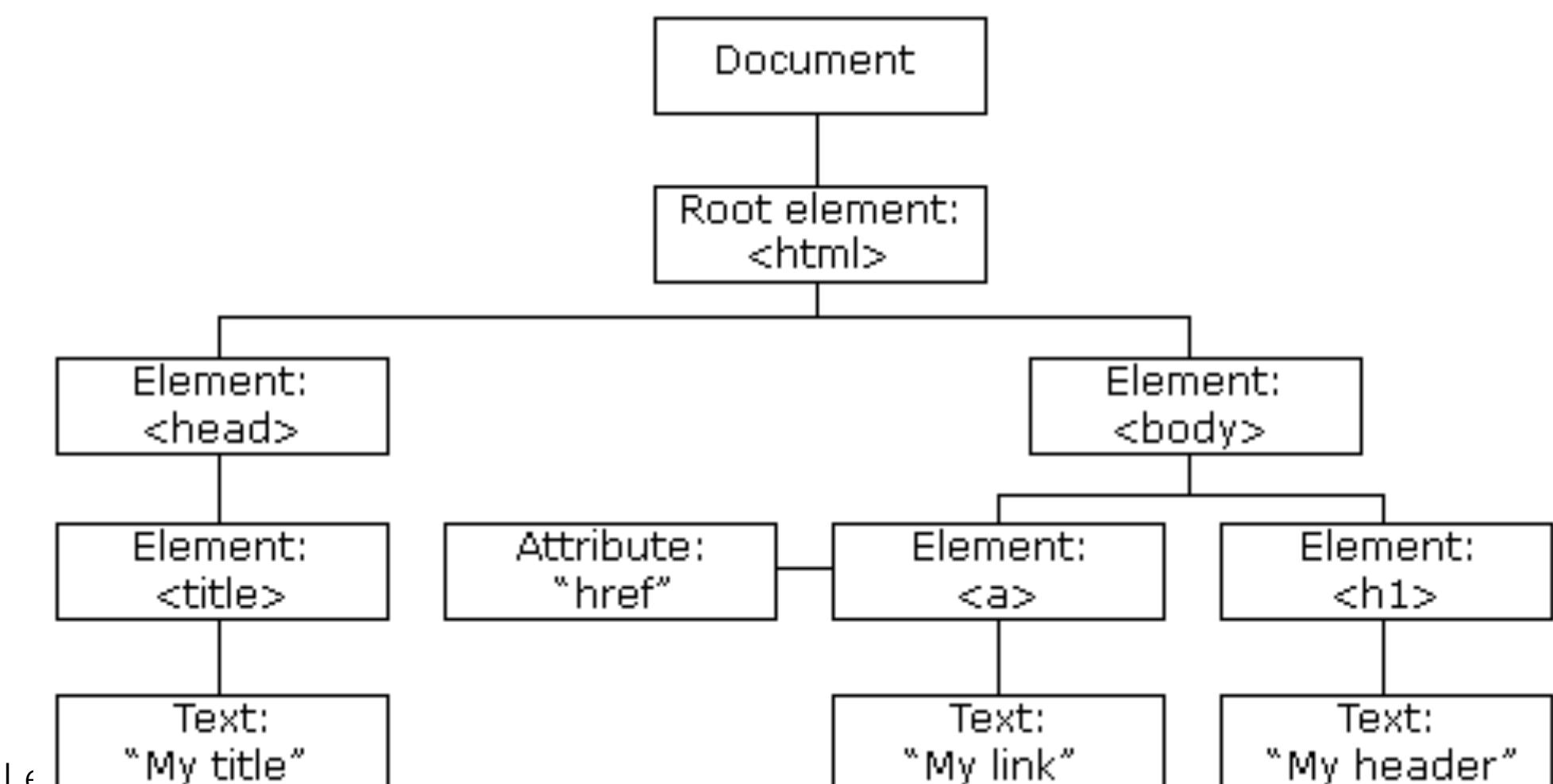
- Describes the presentation of a document defined using a markup language (HTML, XML)
- Decouples presentation from the document structure and behavior of a web application
- Based on declarative object descriptors and object attributes (and values) - Rules
- Based on general application priorities on conflicting cases
- Includes basic presentation behavior (animations)

Decorating the DOM

- A set of rules is applied to the DOM



- rule = selector + style definitions with the form **property:value**
- Rules are applied by the following order
 - Browser default
 - External and Internal Style Sheet
(following the order in the section <head>)
 - Inline Style (HTML element)
 - Propagate hierarchically through the DOM



CSS Selectors

from http://www.w3schools.com/cssref/css_selectors.asp

Selector	Example	Example description	CSS
<u>.class</u>	.intro	Selects all elements with class="intro"	1
<u>#id</u>	#firstname	Selects the element with id="firstname"	1
*	*	Selects all elements	2
<u>element</u>	p	Selects all <p> elements	1
<u>element,element</u>	div, p	Selects all <div> elements and all <p> elements	1
<u>element element</u>	div p	Selects all <p> elements inside <div> elements	1
<u>element>element</u>	div > p	Selects all <p> elements where the parent is a <div> element	2
<u>element+element</u>	div + p	Selects all <p> elements that are placed immediately after <div> elements	2
<u>element1~element2</u>	p ~ ul	Selects every element that are preceded by a <p> element	3
<u>[attribute]</u>	[target]	Selects all elements with a target attribute	2
<u>[attribute=value]</u>	[target=_blank]	Selects all elements with target="_blank"	2
<u>[attribute~=value]</u>	[title~=flower]	Selects all elements with a title attribute containing the word "flower"	2
<u>[attribute =value]</u>	[lang =en]	Selects all elements with a lang attribute value starting with "en"	2
<u>[attribute^=value]</u>	a[href^="https"]	Selects every <a> element whose href attribute value begins with "https"	3

CSS object selectors

- all elements:

```
* { font-family: sans-serif; }
```

- by HTML tag

```
h1, h2 { color: #f0f0f0; }
```

- by id

```
#form1 { border: solid 1px; }
```

- by class

```
.listitem { list-style: none; }
```

- composed selector

```
#booklist li { background-color: "rgb(100,80,10)"; }
```

- composed selector

```
ul.menu > li { margin: 10px; padding: 5px; }
```

- pseudo-classes

```
.menuitem:hover { background-color: blue; }
```

CSS Selectors

```
h1 {background-color: red;}
```

```
<section>
```

```
  <h1>Heading 1</h1>
```

```
  <h2>Heading 2</h2>
```

```
  <h3>Heading 3</h3>
```

```
  <h4>Heading 4</h4>
```

```
  <p>Lorem ipsum dolor sit amet, consectetur adipisicing elit,...</p>
```

```
  <p>Lorem ipsum dolor sit amet, consectetur adipisicing elit,...</p>
```

```
</section>
```

CSS Selectors

```
h1, h2, h4 {background-color: red;}
```

```
<section>

<h1>Heading 1</h1>

<h2>Heading 2</h2>

<h3>Heading 3</h3>

<h4>Heading 4</h4>

<p>Lorem ipsum dolor sit amet, consectetur adipisicing elit,...</p>

<p>Lorem ipsum dolor sit amet, consectetur...</p>

</section>
```

CSS Selectors

```
#comment {background-color: red;}
```

```
<section>

<h1>Heading 1</h1>

<h2>Heading 2</h2>

<h3>Heading 3</h3>

<h4>Heading 4</h4>

<p>Lorem ipsum dolor sit amet, consectetur adipisicing elit,...</p>

<p id="comment">Lorem ipsum dolor sit amet, consectetur...</p>

</section>
```

CSS Selectors

```
.text {background-color: red;}
```

```
<section>

<h1>Heading 1</h1>

<h2>Heading 2</h2>

<h3>Heading 3</h3>

<h4>Heading 4</h4>

<p class="text">Lorem ipsum dolor sit amet, consectetur...
<p class="text">Lorem ipsum dolor sit amet, consectetur...

</section>
```

CSS Selectors

```
div ul {background-color: red;}
```

```
<div>
```

```
    <ul>
```

-

```
        <p>Item 1</p>
```

```
    </li>
```

-

```
        <p>Item 2</p>
```

```
    </li>
```

-

```
        <ul>
```

-

CSS Selectors

```
div li {border: dashed red 2px;}
```

```
<div>
```

```
  <ul>
```

```
    • <li>
```

```
      <p>Item 1</p>
```

```
    </li>
```

```
    • <li>
```

```
      <p>Item 2</p>
```

```
    </li>
```

```
    • <li>
```

```
      <ul>
```

```
        • <li>
```

CSS Selectors

```
div > ul > li {border: dashed red 2px;}
```

```
<div>
```

```
  <ul>
```

-

```
    <p>Item 1</p>
```

```
  </li>
```

-

```
    <p>Item 2</p>
```

```
  </li>
```

-

```
    <ul>
```

-

CSS Selectors

```
section+div {border: dashed red 2px;}
```

```
<p class="text">Lorem ipsum dolor sit amet, consectetur...
```

```
<p class="text">Lorem ipsum dolor sit amet, consectetur...
```

```
</section>
```

```
<div>
```

```
  Lorem ipsum ...
```

```
</div>
```

```
<div>
```

```
    <ul>
```

```
        • <li>
```

CSS Selectors

```
div~div {border: dashed red 2px;}
```

```
<p class="text">Lorem ipsum dolor sit amet, consectetur...</p>
```

```
<p class="text">Lorem ipsum dolor sit amet, consectetur...</p>
```

```
</section>
```

```
<div>
```

```
    Lorem ipsum ...
```

```
</div>
```

```
<div>
```

```
    <ul>
```

-

```
        <p>Item 1</p>
```

CSS performance

- CSS selectors are read from right to left

```
div#nav ul.menu > li.menuitem
```

- Collect all menu items with CSS class .menuitem
- Narrow down to all menu items that are actually list items (LI)
- Narrow down to those that are under an element with CSS .menu
- Narrow down to those which CSS .menu class belongs to a UL element
- Narrow down to those items that fall under element of ID #nav
- Finally, narrow the above to those elements with ID nav that are indeed DIV elements
- Better > ID > tag > class > composition > Worst

<https://moduscreate.com/blog/efficient-dom-and-css/>

CSS Properties

CSS Properties

CSS Property Groups

- [Color](#)
 - [Background and Borders](#)
 - [Basic Box](#)
 - [Flexible Box](#)
 - [Text](#)
 - [Text Decoration](#)
 - [Fonts](#)
 - [Writing Modes](#)
-
- [Table](#)
 - [Lists and Counters](#)
 - [Animation](#)
 - [Transform](#)
 - [Transition](#)
 - [Basic User Interface](#)
 - [Multi-column](#)
-
- [Paged Media](#)
 - [Generated Content](#)
 - [Filter Effects](#)
 - [Image/Replaced Content](#)
 - [Masking](#)
 - [Speech](#)
 - [Marquee](#)

t

CSS Properties

Color Properties

Property	Description	CSS
<u>color</u>	Sets the color of text	1
<u>opacity</u>	Sets the opacity level for an element	3

Background and Border Properties

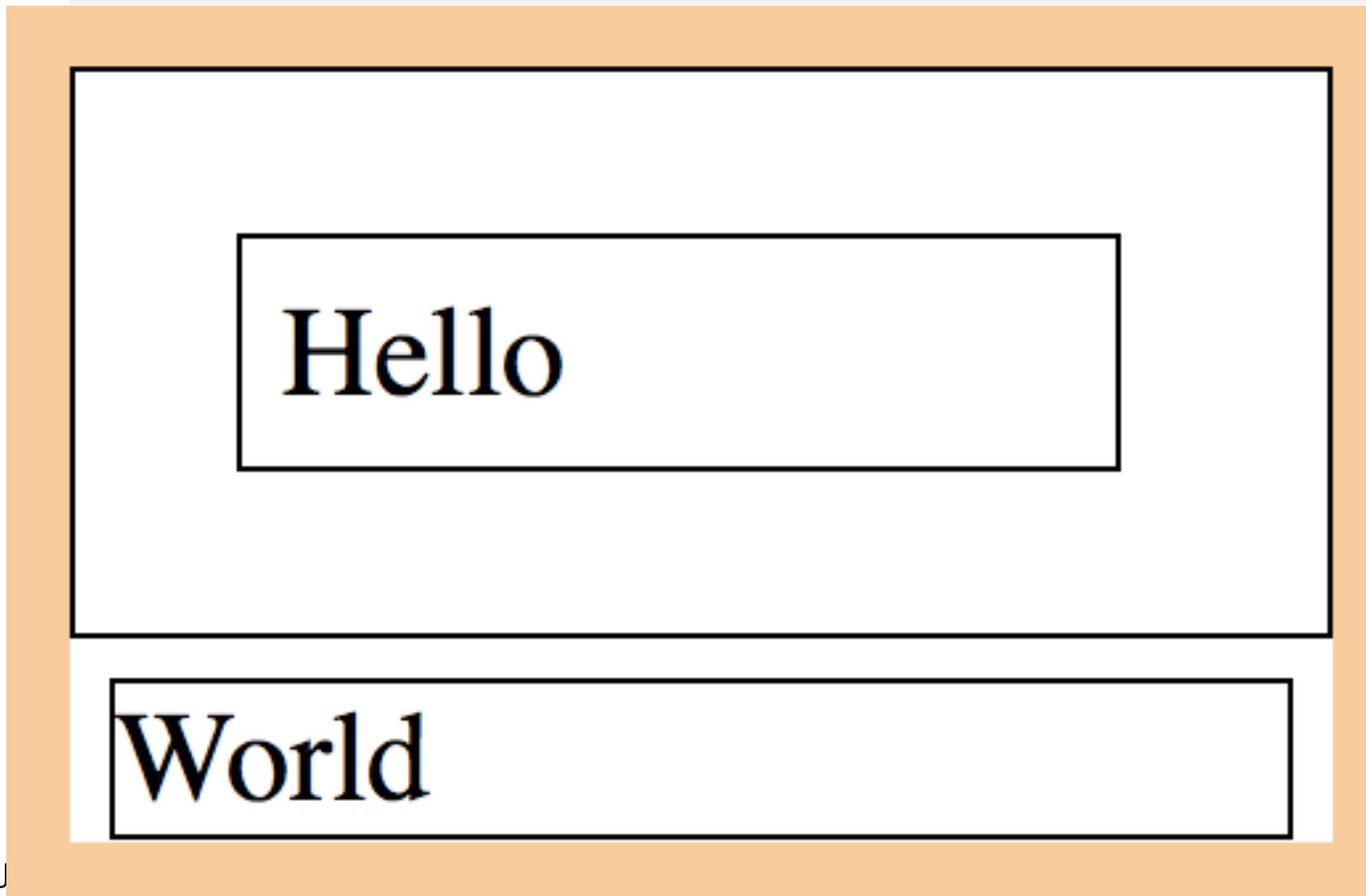
Property	Description	CSS
<u>background</u>	Sets all the background properties in one declaration	1
<u>background-attachment</u>	Sets whether a background image is fixed or scrolls with the rest of the page	1
<u>background-color</u>	Sets the background color of an element	1
<u>background-image</u>	Sets the background image for an element	1
<u>background-position</u>	Sets the starting position of a background image	1
<u>background-repeat</u>	Sets how a background image will be repeated	1
<u>background-clip</u>	Specifies the painting area of the background	3
<u>background-origin</u>	Specifies the positioning area of the background images	3
<u>background-size</u>	Specifies the size of the background images	3
<u>border</u>	Sets all the border properties in one declaration	1

The Box Model

- The layout of web pages is based on the setting of box dimensions, using 4 different measures
 - Width and height; padding; border; margin

```
#a1 { width:100px; margin:20px; padding: 5px; }

#a2 { margin: 5px; }
```



The Box Model



```
div {  
width: 300px;  
padding: 25px;  
border: 25px solid navy;  
margin: 25px;  
}
```

```
div {  
box-sizing: border-box;  
width: 50%;  
float: left;  
}
```

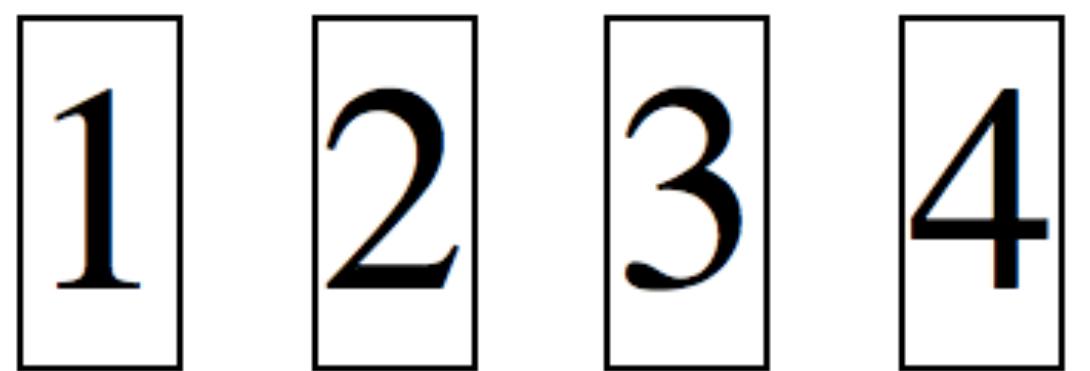
<http://css-tricks.com/box-sizing/>

Display, Visible, Float, and Position

- There are three ways (properties) that control the positioning of an H element in a rendered page.
- **display**: inline, block, inline-block, none, etc.
- **visibility**: visible, hidden, collapse (tables)
- **float**: left, right...
- **position**: static, absolute, fixed, relative
 - associated properties: left, right, top, bottom

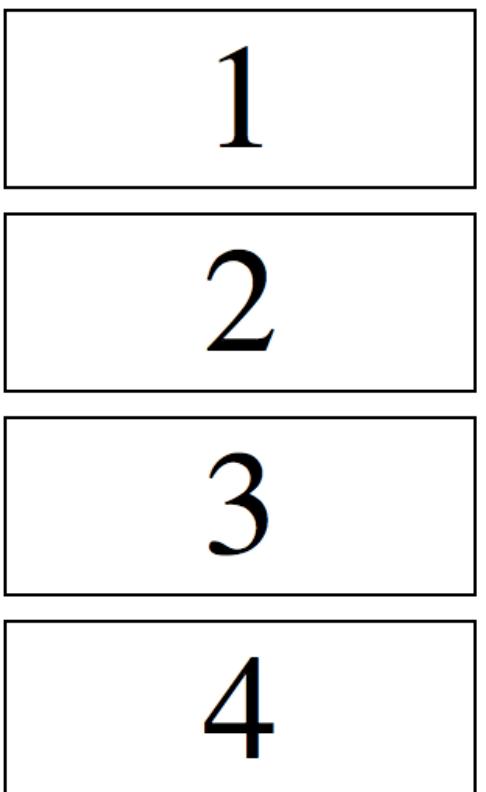
Display

- inline



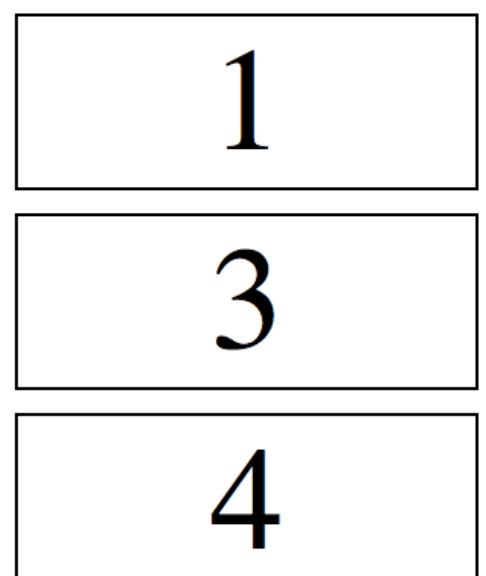
```
div { display: inline ; }
```

- block



```
div { display: block ; }
```

- none



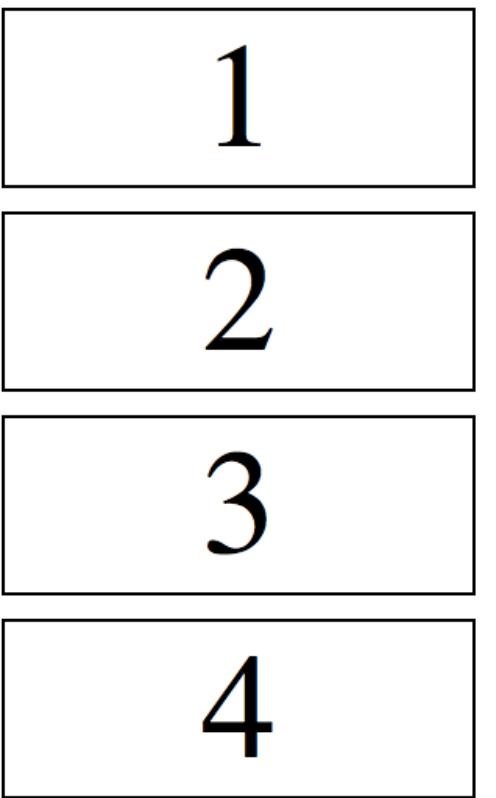
```
#a2 { display:none; }
```

```
<div id="a1">1</div>
<div id="a2">2</div>
<div id="a3">3</div>
<div id="a4">4</div>
```

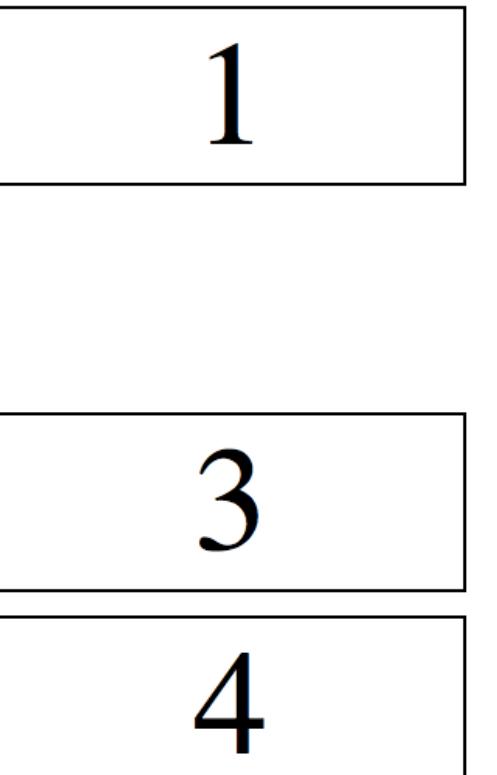
Visibility

```
<div id="a1">1</div>
<div id="a2">2</div>
<div id="a3">3</div>
<div id="a4">4</div>
```

- visible



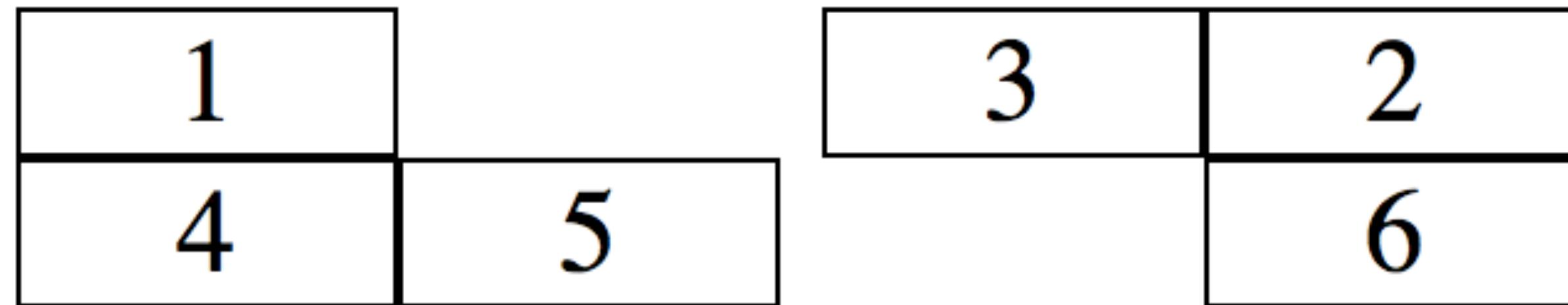
- hidden



```
#a2 { visibility:hidden; }
```

Float & Clear

- Property `float` lets the elements to be arranged freely and other elements wrap around them (e.g. text)
- Possible values: `left`, `right`



- `clear` resets wrapping of elements
- `overflow` may make the container extend to the borders of the floating elements.

```
<div class="left">1</div>
<div class="right">2</div>
<div class="right">3</div>
<div class="left clear">4</div>
<div class="left">5</div>
<div class="right">6</div>
```

The Box Model

Basic Box Properties

Property	Description	CSS
<u>bottom</u>	Specifies the bottom position of a positioned element	2
<u>clear</u>	Specifies which sides of an element where other floating elements are not allowed	1
<u>clip</u>	Clips an absolutely positioned element	2
<u>display</u>	Specifies how a certain HTML element should be displayed	1
<u>float</u>	Specifies whether or not a box should float	1
<u>height</u>	Sets the height of an element	1
<u>left</u>	Specifies the left position of a positioned element	2
<u>overflow</u>	Specifies what happens if content overflows an element's box	2
<u>overflow-x</u>	Specifies whether or not to clip the left/right edges of the content, if it overflows the element's content area	3
<u>overflow-y</u>	Specifies whether or not to clip the top/bottom edges of the content, if it overflows the element's content area	3
<u>padding</u>	Sets all the padding properties in one declaration	1
<u>padding-bottom</u>	Sets the bottom padding of an element	1
<u>padding-left</u>	Sets the left padding of an element	1
<u>padding-right</u>	Sets the right padding of an element	1

```
<!DOCTYPE html>
<html>
<head>
<style type="text/css">
    div { border: solid 1px; width: 50px; text-align: center; }

    .left { float: left; }

    .right { float:right; }

    .clear { clear: left; }

    .container { width: 100%; }

    p { margin: 0px; text-align: left; }
</style>
</head>
<body>

<div class="container">
<div class="left">1</div>
<div class="right">2</div>
<div class="right">3</div>
<div class="right">4</div>
<p>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod
tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam,
quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo
consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse
cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non
proident, sunt in culpa qui officia deserunt mollit anim id est laborum.
</p>
<div class="left">5</div>
<div class="right">6</div>
</div>
</body>
</html>
```

1	Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.			4	3	2
5	6					

```
<!DOCTYPE html>
<html>
<head>
<style type="text/css">
    div { border: solid 1px; width: 50px; text-align: center; }

    .left { float: left; }

    .right { float:right; }

    .clear { clear: left; }

    .container { width: 100%; overflow: auto; }

    p { margin: 0px; text-align: left; }
</style>
</head>
<body>

<div class="container">
<div class="left">1</div>
<div class="right">2</div>
<div class="right clear">3</div>
<div class="right">4</div>
<p>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod
tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam,
quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo
consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse
cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non
proident, sunt in culpa qui officia deserunt mollit anim id est laborum.
</p>
<div class="left">5</div>
<div class="right">6</div>
</div>
</body>
</html>
```

1	<p>1 Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.</p>	2
		4 3
5	6	

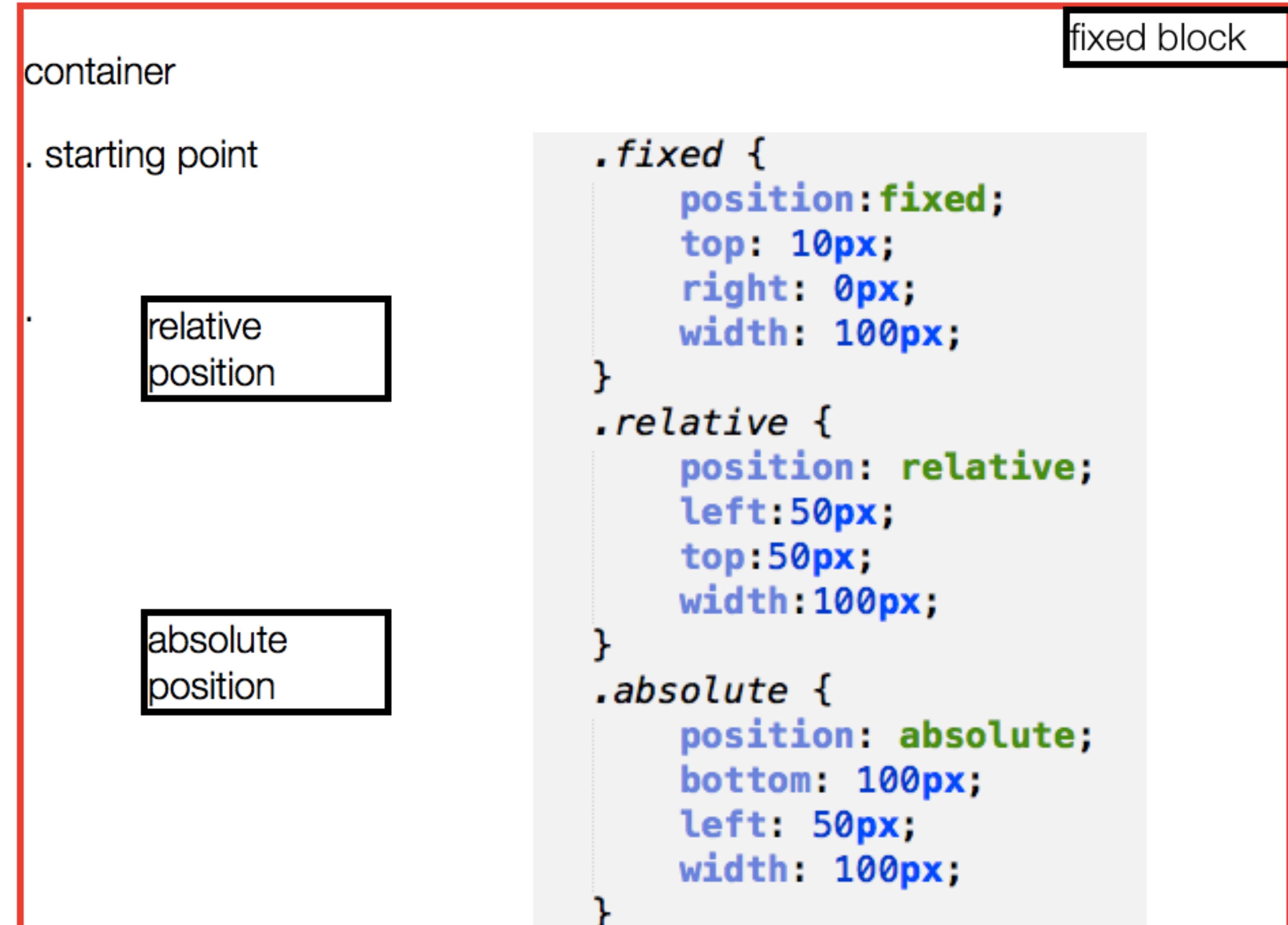
http://www.w3schools.com/css/css_float.asp

<https://developer.mozilla.org/en-US/docs/Web/CSS/float>

Position

- Position property defines the position of an element (independent of the flow layout).
- static (initial value, in the flow)
- absolute (with relation to the container element)
- fixed (with relation to the window)
- relative (with relation to the position in the flow)
- sticky (“normal” until the constraints are triggered, then changes to fixed position (see <http://jsfiddle.net/daker/ecpTw/light/>)).

Position



Responsive design

- Sets of methods and techniques to optimize reading and navigation of a certain web design to a myriad of devices and displays.
- Usually achieved by gracious resizing, hiding, and rearrangement of page sections.
 - Media queries (CSS @media rule)
 - Flexible (flow and grid) layouts (e.g. bootstrap)
 - JavaScript reactive interfaces

Media queries

- The @media rule is used to define different style rules for different media types/devices.

```
<!-- CSS media query on a link element -->
<link rel="stylesheet" media="(max-width: 800px)" href="example.css" />

<!-- CSS media query within a stylesheet -->
<style>
  @media (max-width: 600px) {
    .facet_sidebar {
      display: none;
    }
  }
</style>
```

Media queries

- @media <media type> and <media features>

```
@media (min-width: 700px) { ... }
```

```
@media (min-width: 700px) and (orientation: landscape) { ... }
```

```
@media tv and (min-width: 700px) and (orientation: landscape) { ... }
```

```
@media (min-width: 700px), handheld and (orientation: landscape) { ... }
```

Media queries

Pseudo-BNF (for those of you that like that kind of thing)

```
1 media_query_list: <media_query> [, <media_query> ]*
2 media_query: [[only | not]? <media_type> [ and <expression> ]*]
| <expression> [ and <expression> ]*
3 expression: ( <media_feature> [: <value>]? )
4 media_type: all | aural | braille | handheld | print |
| projection | screen | tty | tv | embossed
5 media_feature: width | min-width | max-width
| height | min-height | max-height
| device-width | min-device-width | max-device-width
| device-height | min-device-height | max-device-height
| aspect-ratio | min-aspect-ratio | max-aspect-ratio
| device-aspect-ratio | min-device-aspect-ratio | max-device-aspect-ratio
| color | min-color | max-color
| color-index | min-color-index | max-color-index
| monochrome | min-monochrome | max-monochrome
| resolution | min-resolution | max-resolution
| scan | grid
17
```



Sass & Less

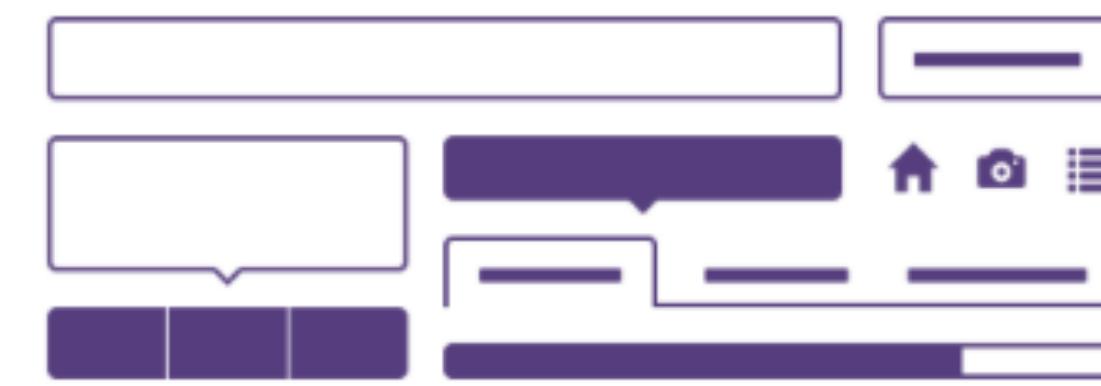
Preprocessors

Bootstrap ships with vanilla CSS, but its source code utilizes the two most popular CSS preprocessors, [Less](#) and [Sass](#). Quickly get started with precompiled CSS or build on the source.



One framework, every device.

Bootstrap easily and efficiently scales your websites and applications with a single code base, from phones to tablets to desktops with CSS media queries.



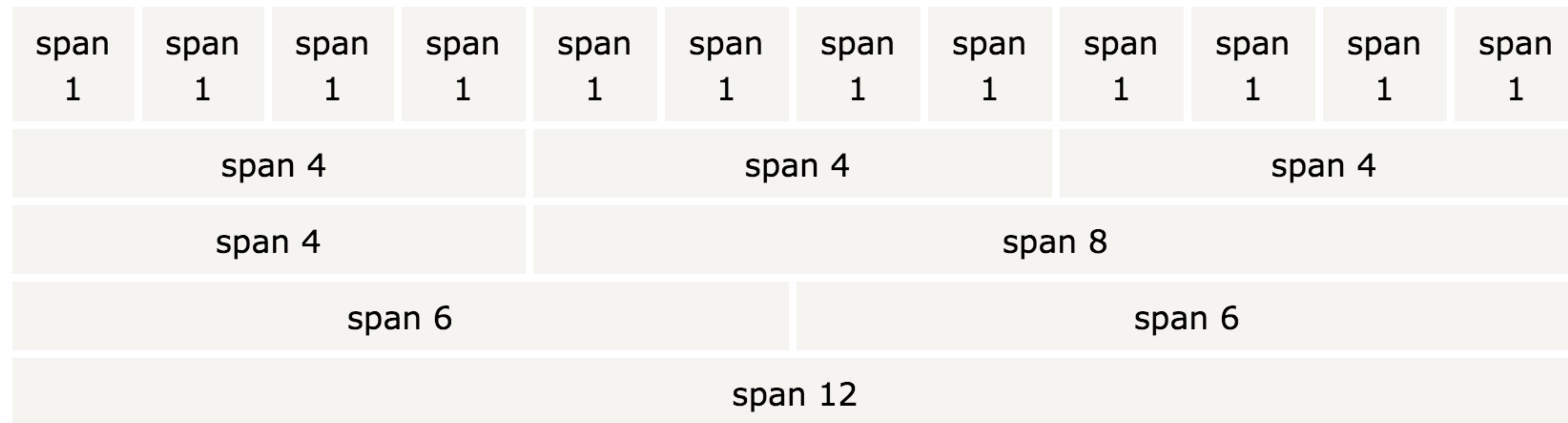
Full of features

With Bootstrap, you get extensive and beautiful documentation for common HTML elements, dozens of custom HTML and CSS components, and awesome jQuery plugins.

Bootstrap Grid System

- Bootstrap is a CSS/Javascript client framework that provides simpler and effective layout tools.
- Bootstrap divides a page into 12 columns and provides classes for rows and columns:
 - `container`, `row`, `col-X-Y`, etc.
 - X: **xs** (phones), **sm** (tablets), **md** (desktops), and **lg** (larger desktops)
 - Y: 1 .. 12
 - Explore bootstrap grids at: <http://getbootstrap.com/examples/grid/>

Bootstrap Grid System



Internet Applications Design and Implementation

(Lecture 8 - Part 3: Client-side frameworks)

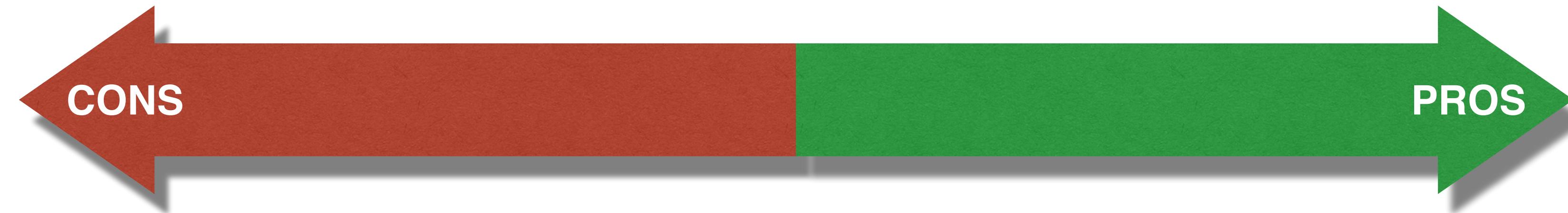
**MIEI - Integrated Master in Computer Science and Informatics
Specialization block**

João Costa Seco (joao.seco@fct.unl.pt)

Jácome Cunha (jacome@fct.unl.pt)

João Leitão (jc.leitao@fct.unl.pt)

Client-side Frameworks and Languages



Many cooperating languages

Weak binding mechanisms

Untyped development environment

Weak execution guarantees

Low-level DOM manipulation

Sequential programming language



A dynamic computational platform

Uniform across browsers (almost)

portable to mobile and desktop

Internet ready low-level interface

Low-level support for concurrency

Equipped with many libraries (node)

Client-side Frameworks and Languages



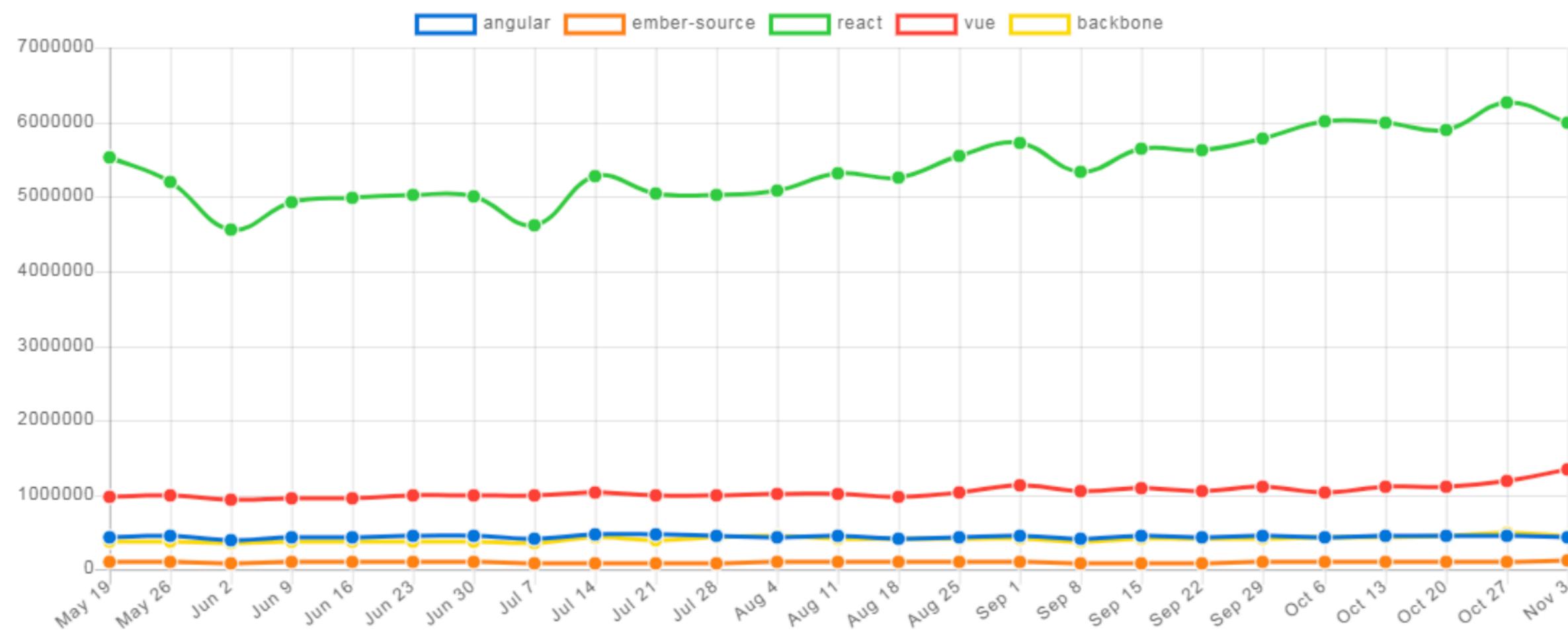
+ Abstractions + Patterns + Languages + Tools = Frameworks

The Big 5 JavaScript Frameworks

The five JavaScript frameworks that currently dominate the market in terms of popularity and usage are:

- React
- Vue
- Angular
- Ember
- Backbone.js.

They each have large communities. If you are a front-end developer or are going to start your new project on front-end technologies, these five are your best bets. Here's a look at the npm trends over the last six months.



Sample Features

Often more than a client MVC

Join HTMLCSSJS in one place

Offer abstractions of the DOM

Composition mechanisms

Out of the box reactivity

Transparency across network

Compare Frameworks



TodoMVC

Helping you **select** an MV* framework

[Download](#)[View on GitHub](#)[Blog](#)

Introduction

Developers these days are spoiled with choice when it comes to **selecting** an **MV* framework** for structuring and organizing their JavaScript web apps.

Backbone, Ember, AngularJS... the list of new and stable solutions continues to grow, but just how do you decide on which to use in a sea of so many options?

To help solve this problem, we created **TodoMVC** - a project which offers the same Todo application implemented using MV* concepts in most of the popular JavaScript MV* frameworks of today.

[Follow](#) [Tweet](#) [G+](#)

Examples

[JavaScript](#)[Compile-to-JS](#)[Labs](#)

These are examples written in pure JavaScript.

[Backbone.js](#)[AngularJS](#)[Ember.js](#)[KnockoutJS](#)[Dojo](#)[Knockback.js](#)[CanJS](#)[Polymer](#)[React](#)[Mithril](#)[Vue.js](#)[Marionette.js](#)

These are applications written in programming languages that compile to JavaScript.

[Kotlin + React](#)[Spine](#)[Dart](#)[GWT](#)[Closure](#)[Elm](#)[AngularDart](#)[TypeScript + Backbone.js](#)[TypeScript + AngularJS](#)[TypeScript + React](#)[Reagent](#)[Scala.js + React](#)[Scala.js + Binding.scala](#)[js_of_ocaml](#)[Humble + GopherJS](#)

<http://todomvc.com>

Compare Framework



Helping you select

Download

View on GitHub

Introduction

Developers these days are spoiled it comes to **selecting** an **MV*** framework for structuring and organizing their Java apps.

Backbone, Ember, AngularJS... the stable solutions continues to grow, you decide on which to use in a sea of so many options?

To help solve this problem, we created a project which offers the same Todo application implemented using MV* concepts in most of the popular JavaScript MV* frameworks of today.

Follow Tweet G+

just how do you decide on which to use in a sea of so many options?

To help solve this problem, we created **TodoMVC** - a project which offers the same Todo application implemented using MV* concepts in most of the popular JavaScript MV* frameworks of today.

Follow Tweet G+

Dojo

Knockback.js

CanJS

Polymer

React

Mithril

Vue.js

Marionette.js

Kotlin + React

Spine

Dart

GWT

Closure

Elm

AngularDart

TypeScript + Backbone.js

TypeScript + AngularJS

TypeScript + React

Reagent

Scala.js + React

Scala.js + Binding.scala

js_of_ocaml

Humble + GopherJS

These are examples written in JavaScript that we are still evaluating.

Backbone.js + RequireJS

KnockoutJS + RequireJS

AngularJS + RequireJS

CanJS + RequireJS

Lavaca + RequireJS

cujoJS

Sammy.js

soma.js

DUEL

Kendo UI

Dijon

Enyo + Backbone.js

SAPUI5

Exoskeleton

Ractive.js

React + Alt

React + Backbone.js

Aurelia

Angular 2.0

Riot

JSBlocks

R = App also demonstrates routing

Real-time

SocketStream

Firebase + AngularJS

Node.js

Express + gcloud-node

Compare these to a non-framework implementation

Vanilla JS

Vanilla ES6

jQuery

Angular

lines (75 sloc) | 3.27 KB

```
<!doctype html>
<html lang="en" data-framework="angularjs">
  <head>
    <meta charset="utf-8">
    <title>AngularJS • TodoMVC</title>
    <link rel="stylesheet" href="node_modules/todomvc-common/base.css">
    <link rel="stylesheet" href="node_modules/todomvc-app-css/index.css">
    <style>[ng-cloak] { display: none; }</style>
  </head>
  <body ng-app="todomvc">
    <ng-view></ng-view>

    <script type="text/ng-template" id="todomvc-index.html">
      <section class="todoapp">
        <header class="header">
          <h1>todos</h1>
          <form class="todo-form" ng-submit="addTodo()">
            <input class="new-todo" placeholder="What needs to be done?" ng-model="todo.title">
          </form>
        </header>
        <section class="main" ng-show="todos.length" ng-cloak>
          <input id="toggle-all" class="toggle-all" type="checkbox" ng-model="allChecked">
          <label for="toggle-all">Mark all as complete</label>
          <ul class="todo-list">
            <li ng-repeat="todo in todos | filter:statusFilter track by $index" ng-class="{'completed': todo.completed, 'editing': todo.isEditing}">
              <div class="view">
                <input class="toggle" type="checkbox" ng-model="todo.completed">
                <label ng-dblclick="editTodo(todo)">{{todo.title}}</label>
                <button class="destroy" ng-click="removeTodo(todo)"></button>
              </div>
              <form ng-submit="saveEdits(todo, 'submit')">
                <input class="edit" ng-trim="false" ng-model="todo.title" type="text">
              </form>
            </li>
          </ul>
        </section>
      </section>
    </script>
  </body>
</html>
```

```
8 angular.module('todomvc', ['ngRoute', 'ngResource'])
  .config(function ($routeProvider) {
    'use strict';

    var routeConfig = {
      controller: 'TodoCtrl',
      templateUrl: 'todomvc-index.html',
      resolve: {
        store: function (todoStorage) {
          // Get the correct module (API or localStorage).
          return todoStorage.then(function (module) {
            module.get(); // Fetch the todo records in the background
            return module;
          });
        }
      }
    };
  });

;
```

```
7 angular.module('todomvc')
  .directive('todoFocus', function todoFocus($timeout) {
    'use strict';

    return function (scope, elem, attrs) {
      scope.$watch(attrs.todoFocus, function (newValue) {
        if (newValue) {
          $timeout(function () {
            elem[0].focus();
          }, 0, false);
        }
      });
    };
  });

```

Vue

57 lines (56 sloc) | 2.43 KB

```
1  <!doctype html>
2  <html data-framework="vue">
3      <head>
4          <meta charset="utf-8">
5          <title>Vue.js • TodoMVC</title>
6          <link rel="stylesheet" href="node_modules/todomvc-common/base.css">
7          <link rel="stylesheet" href="node_modules/todomvc-app-css/index.css">
8          <style> [v-cloak] { display: none; } </style>
9      </head>
10     <body>
11         <section class="todoapp" v-cloak>
12             <header class="header">
13                 <h1>todos</h1>
14                 <input class="new-todo" autofocus autocomplete="off" p
15             </header>
16             <section class="main" v-show="todos.length">
17                 <input id="toggle-all" class="toggle-all" type="checkbox"
18                 <label for="toggle-all">Mark all as complete</label>
19                 <ul class="todo-list">
20                     <li class="todo" v-for="todo in filteredTodos">
21                         <div class="view">
22                             <input class="toggle" type="checkbox"
23                             <label @dblclick="editTodo(todo)">
24                             <button class="destroy" @click="removeTodo(todo)">
25                         </div>
26                         <input class="edit" type="text" v-mode
27                         </li>
28                     </ul>
29                 </section>
30                 <footer class="footer" v-show="todos.length">
```

```
23         exports.app = new Vue({
24
25             // the root element that will be compiled
26             el: '.todoapp',
27
28             // app initial state
29             data: {
30                 todos: todoStorage.fetch(),
31                 newTodo: '',
32                 editedTodo: null,
33                 visibility: 'all'
34             },
35
36             // watch todos change for localStorage persistence
37             watch: {
38                 todos: {
39                     deep: true,
40                     handler: todoStorage.save
41                 }
42             },
43
44             // computed properties
45             // http://vuejs.org/guide/computed.html
46             computed: {
47                 filteredTodos: function () {
48                     return filters[this.visibility](this.todos);
49                 },
50                 remaining: function () {
51                     return filters.active(this.todos).length;
52                 },
53                 allDone: {
54                     get: function () {
55                         return this.remaining === 0;
56                     },
57                     set: function (value) {
58                         this.todos.forEach(function (todo) {
59                             todo.completed = value;
```

React

33 lines (30 sloc) | 1.29 KB

```
1  <!doctype html>
2  <html lang="en" data-framework="react">
3      <head>
4          <meta charset="utf-8">
5          <title>React • TodoMVC</title>
6          <link rel="stylesheet" href="node_modules/todomvc-common/base.css">
7          <link rel="stylesheet" href="node_modules/todomvc-app-css/index.css">
8      </head>
9      <body>
10         <section class="todoapp"></section>
11         <footer class="info">
12             <p>Double-click to edit a todo</p>
13             <p>Created by <a href="http://github.com/petehunt/">petehunt</a></p>
14             <p>Part of <a href="http://todomvc.com">TodoMVC</a></p>
15         </footer>
16
17         <script src="node_modules/todomvc-common/base.js"></script>
18         <script src="node_modules/react/dist/react-with-addons.js"></script>
19         <script src="node_modules/classnames/index.js"></script>
20         <script src="node_modules/react/dist/JSXTransformer.js"></script>
21         <script src="node_modules/director/build/director.js"></script>
22
23         <script src="js/utils.js"></script>
24         <script src="js/todoModel.js"></script>
25         <!-- jsx is an optional syntactic sugar that transforms methods in React's
26             `render` into an HTML-looking format. Since the two models above are
27             unrelated to React, we didn't need those transforms. -->
28         <script type="text/jsx" src="js/todoItem.jsx"></script>
29         <script type="text/jsx" src="js/footer.jsx"></script>
30         <script type="text/jsx" src="js/app.jsx"></script>
31     </body>
32 </html>
```

```
function render() {
    React.render(
        <TodoApp model={model}/>,
        document.getElementsByClassName('todoapp')[0]
    );
}

return (
    <div>
        <header className="header">
            <h1>todos</h1>
            <input
                className="new-todo"
                placeholder="What needs to be done?"
                value={this.state.newTodo}
                onKeyDown={this.handleNewTodoKeyDown}
                onChange={this.handleChange}
                autoFocus={true}>
        />
        </header>
        {main}
        {footer}
    </div>
);
```

React and Kotlin/JS



```
import kotlinx.html.*
import kotlinx.html.js.*
import org.jetbrains.common.*
import org.jetbrains.demo.thinkter.model.*
import react.*
import react.dom.*
import kotlin.browser.*
import kotlinx.coroutines.experimental.async

class LoginComponent : ReactDOMComponent<UserProps, LoginFormState>
    companion object : ReactComponentSpec<LoginComponent, UserProps>

    init {
        state = LoginFormState("", "", false, "")
    }

    override fun ReactDOMBuilder.render() {
        div {
            form(classes = "pure-form pure-form-stacked") {
                legend { +"Login" }

                fieldSet(classes = "pure-group") {
                    input(type = InputType.text, name = "login")
                        value = state.login
                        placeholder = "Login"
                        disabled = state.disabled

                    onChangeFunction = {
                        setState {
                            login = it.inputValue
                        }
                    }
                }
                input(type = InputType.password, name = "password")
                    value = state.password
                    placeholder = "Password"
            }
        }
    }
}
```

```
1 package org.jetbrains.demo.thinkter
2
3 import kotlinx.html.*
4 import kotlinx.html.js.*
5 import org.jetbrains.demo.thinkter.model.*
6 import react.*
7 import react.dom.*
8 import kotlin.browser.*
9 import kotlinx.coroutines.experimental.async
10
11 fun main(args: Array<String>) {
12     runtime.wrappers.require("pure-blog.css")
13
14     ReactDOM.render(document.getElementById("content")) {
15         div {
16             Application {}
17         }
18     }
19 }
20
21 class Application : ReactDOMComponent<ReactComponentNoProps, ApplicationPageState>() {
22     companion object : ReactComponentSpec<Application, ReactComponentNoProps, ApplicationPageState>
23     val polling = Polling()
24
25     init {
26         state = ApplicationPageState(MainView.Home)
27         checkUserSession()
28     }
29
30     override fun componentWillUnmount() {
31         polling.stop()
32         super.componentWillUnmount()
33     }
34
35     override fun ReactDOMBuilder.render() {
36         div("pure-g") {

```

Elm Language (elm-lang.org)

Why a *functional* language?

- No runtime errors in practice. No `null`. No `undefined` is not a function.
- Friendly error messages that help you add features more quickly.
- Well-architected code that *stays* well-architected as your app grows.
- Automatically enforced semantic versioning for all Elm packages.

<https://ellie-app.com/new>

```
module Main exposing (main)

import Browser
import Html exposing (Html, button, div, text)
import Html.Events exposing (onClick)

type alias Model = { count : Int }

initialModel : Model
initialModel = { count = 0 }

type Msg = Increment
          | Decrement

update : Msg -> Model -> Model
update msg model =
    case msg of
        Increment ->
            { model | count = model.count + 1 }

        Decrement ->
            { model | count = model.count - 1 }

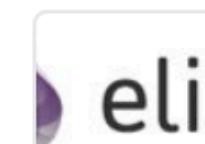
view : Model -> Html Msg
view model =
    div []
        [ button [ onClick Increment ] [ text "+1" ]
        , div [] [ text <| String.fromInt model.count ]
        , button [ onClick Decrement ] [ text "-1" ]
        ]

main : Program () Model Msg
main =
    Browser.sandbox
        { init = initialModel
        , view = view
        , update = update
        }
```

Elm Lang

Why a functional language?

- No runtime errors
- Friendly error messages
- Well-architected code
- Automatically enforces type safety

BEST FUNCTIONAL LANGUAGES TO LEARN FOR WEB-FRONTEND DEVELOPMENT		PRICE	SITE	PRICE	< >
90	 Elm	-	http://elm-lang.org/	Open Source	x)
--	 Reason ML	-	-	Free, Open source	
71	 ClojureScript	OPEN SOURCE	https://clojurescript.org/	Open Source	
--	 OCaml	-	http://ocaml.org	Open source	
--	 F#	-	http://www.fsharp.org	-	
--	 Purescript	-	-	-	1 }
58	 Scala	-	scala-lang.org	Open Source	1 }
--	 JavaScript	-	-	-	
--	 Haste	-	-	-	
--	 Haskell	-	https://www.haskell.org/	-	
--	 Elixir	-	https://elixir-lang.org	Open source	
--	 Kotlin	-	http://kotlinlang.org	Free, Open Source	

<https://ellie-app.com>

Loom Language

- By Nuno Castro Martins, MSc FCT UNL 2017

<https://loom-lang.gitlab.io/loom-playground/>

<https://gitlab.com/loom-lang/loom>

```
// Tasks counter
var id = 0

// Mutable list of tasks
var tasks = mut [createTask("Sleep"), createTask("Eat"), createTask("Play")]

// Creates a new task object (with a mutable "done" value)
function createTask(text)
  ({id: id++, text: text, done: mut false})

// Adds a task to the list of tasks when "Enter" is pressed
function addTaskOnEnter(e)
  if (e.key == "Enter") {
    *tasks = [...*tasks, createTask(e.target.value)]
    e.target.value = ""
  }

// CSS of a task
function taskCSS(task)
  css {
    | .text:if(task.done) | {
      textDecoration: "line-through"
    }
  }
```

Loom Language

- By Nuno Castro Martins, MSc FCT UNL 2017

<https://loom-lang.gitlab.io/loom-playground/>

<https://gitlab.com/loom-lang/loom>

```
// HTML representation of a task
function taskHtml(task)
  <li.task {key: task.id, css: taskCSS(task)}> [
    <input.done {type: "checkbox", checked: task.done} />
    <span.text> task.text
  ]

// Number of tasks left to do
var nLeft = sig *tasks.reduce((n, task) => n + if (*(task.done)) 0 else 1, 0)

// Page to show
export default <div> [
  <input {onKeyDown: addTaskOnEnter} />
  <span> [nLeft, " left"]
  <ul>
    sig for (var task in *tasks) taskHtml(task)
]
```

Live Programming

- By João Costa Seco, Miguel Domingues, João Mateus, Tiago Lopes, Gil Alves

Live Programming About

Code CSS JS

Workspace xOeyz
@ root / Public

Input command to create or edit a name and press Ctrl/Cmd+Enter.

Actions

- Go to
- Open
- Delete

Module Public parameters

g4t1hmgnv42sstzquibuzgyq

Fetch for all names

Fetch for selected name

Tools

Open Console

Reset Workspace

QRCode

```
import authenticate
import authenticated
from user in authenticatedUsers where user.token == usid import first user.name as currentUser default {name: "", token: ""}

import logout

def page = <html>
```

Family

What needs to be done?

Welcome to group Family

1 item left

All Active Completed

Logged as: Alice

Log out

Created by Tiago Lopes

To be part of TodoMVC

Interested in research?

Internet Applications Design and Implementation

(Lecture 8 - Part 4: Front-end languages)

**MIEI - Integrated Master in Computer Science and Informatics
Specialization block**

João Costa Seco (joao.seco@fct.unl.pt)

Jácome Cunha (jacome@fct.unl.pt)

João Leitão (jc.leitao@fct.unl.pt)

JS



JavaScript in the browser

```
<h1>JavaScript Can Validate Input</h1>

<p>Please input a number between 1 and 10:</p>

<input id="numb" type="number">

<button type="button" onclick="myFunction()">Submit</button>

<p id="demo"></p>

<script>
function myFunction() {
    var x, text;

    // Get the value of the input field with id="numb"
    x = document.getElementById("numb").value;

    // If x is Not a Number or less than one or greater than 10
    if (isNaN(x) || x < 1 || x > 10) {
        text = "Input not valid";
    } else {
        text = "Input OK";
    }
    document.getElementById("demo").innerHTML = text;
}
</script>
```

JavaScript - events

```
<some-HTML-element some-event='some JavaScript'>
```

```
<button onclick='document.getElementById("demo").innerHTML=Date () '>  
The time is?  
</button>
```

```
<button onclick="displayDate () ">The time is?</button>
```

JavaScript + AJAX

- Asynchronous requests

```
<div id="demo"><h2>Let AJAX change this text</h2></div>

<button type="button" onclick="loadDoc()">Change Content</button>

<script>
function loadDoc() {
    var xhttp = new XMLHttpRequest();
    xhttp.onreadystatechange = function() {
        if (xhttp.readyState == 4 && xhttp.status == 200) {
            document.getElementById("demo").innerHTML = xhttp.responseText;
        }
    }
    xhttp.open("GET", "ajax_info.txt", true);
    xhttp.send();
}
</script>
```

JavaScript Frameworks



{less}



<angular/>

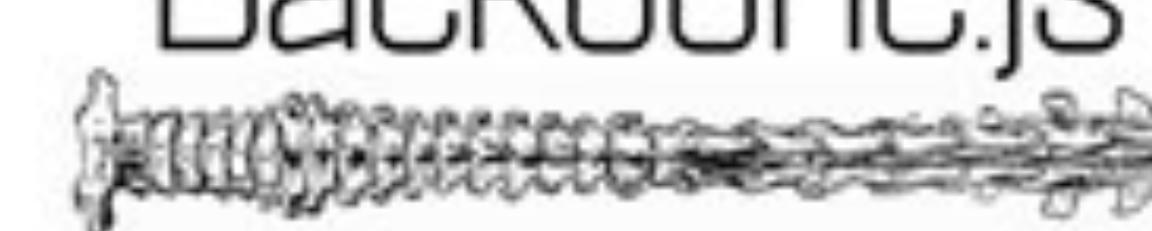


xui

jQuery
mobile framework.
jQuery
write less, do more.
jQuery
user interface



MODERNIZR



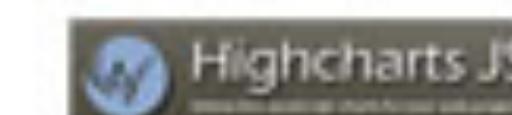
Underscore.js

HTML5 ★ BOILERPLATE



Knockout.

Bootstrap, from Twitter



ZingChart

appMobi{!}

JavaScript Frameworks

- Abstraction of browser related details
(No, they are not the same as the standard!).
- Higher abstraction level in browser related operations.
 - Searching the DOM and iterating elements (jQuery)
 - Updating values of elements in the DOM (React)
- Inversion of control
 - Basic event model already provide it
 - Frameworks extend it further

jQuery

The screenshot shows the official jQuery website. At the top is a blue header bar with the jQuery logo and the tagline "write less, do more.". Below the header is a navigation bar with links for "Download", "API Documentation", "Blog", "Plugins", and "Browser Support". The main content area has a dark grey background. It features three icons: a cube icon for "Lightweight Footprint", a stylized 'S' icon for "CSS3 Compliant", and a globe with arrows for "Cross-Browser". Below each icon is a brief description. A large, semi-transparent callout box with a grey gradient at the bottom contains the heading "What is jQuery?".

- Lightweight Footprint**
Only 32kB minified and gzipped. Can also be included as an AMD module
- CSS3 Compliant**
Supports CSS3 selectors to find elements as well as in style property manipulation
- Cross-Browser**
IE, Firefox, Safari, Opera, Chrome, and more

What is jQuery?

jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers. With a combination of versatility and extensibility, jQuery has changed the way that millions of people write JavaScript.

`$(selector).action()`

- A \$ sign to define/access jQuery
- A (*selector*) to "query (or find)" HTML elements
- A jQuery *action*() to be performed on the element(s)

jQuery - examples

`$(this).hide()` - hides the current element.

`$("p").hide()` - hides all `<p>` elements.

`$(".test").hide()` - hides all elements with `class="test"`.

`$("#test").hide()` - hides the element with `id="test"`.

```
$ (document) . ready (function () {
```

```
    // jQuery methods go here...
```

```
} ) ;
```

jQuery - selectors

Syntax	Description	Example
<code>\$("*")</code>	Selects all elements	<code>\$(*)</code>
<code>\$(this)</code>	Selects the current HTML element	<code>\$(this).css("color", "red")</code>
<code>\$(".p.intro")</code>	Selects all <code><p></code> elements with class="intro"	<code>\$(".p.intro").css("background-color", "yellow")</code>
<code>\$("p:first")</code>	Selects the first <code><p></code> element	<code> \$("p:first").css("font-size", "2em")</code>
<code>\$("ul li:first")</code>	Selects the first <code></code> element of the first <code></code>	<code> \$("ul li:first").css("border", "2px solid red")</code>
<code>\$("ul li:first-child")</code>	Selects the first <code></code> element of every <code></code>	<code> \$("ul li:first-child").css("border", "2px solid red")</code>
<code>\$("[href]")</code>	Selects all elements with an href attribute	<code> \$('[href]').css("outline", "1px solid blue")</code>
<code>\$("a[target='_blank']")</code>	Selects all <code><a></code> elements with a target attribute value equal to "_blank"	<code> \$("a[target='_blank']").css("border", "2px solid red")</code>
<code>\$("a[target!='_blank']")</code>	Selects all <code><a></code> elements with a target attribute value NOT equal to "_blank"	<code> \$("a[target!='_blank']").css("border", "2px solid red")</code>
<code>\$(":button")</code>	Selects all <code><button></code> elements and <code><input></code> elements of type="button"	<code> \$(":button").css("border", "2px solid red")</code>
<code>\$("tr:even")</code>	Selects all even <code><tr></code> elements	<code> \$("tr:even").css("background-color", "lightgray")</code>
<code>\$("tr:odd")</code>	Selects all odd <code><tr></code> elements	<code> \$("tr:odd").css("background-color", "whiteSmoke")</code>

jQuery - events

```
$("p").click(function() {  
    $(this).hide();  
} );
```

```
$("#p1").hover(function() {  
    alert("You entered p1!");  
},  
    function() {  
        alert("Bye! You now leave p1!");  
} );
```

jQuery - AJAX

```
$ajax({  
    method: "POST",  
    url: "some.php",  
    data: { name: "John", location: "Boston" }  
})  
.done(function( msg ) {  
    alert( "Data Saved: " + msg );  
});
```

```
$ajax({  
    url: "test.html",  
    cache: false  
})  
.done(function( html ) {  
    $( "#results" ).append( html );  
});
```

Languages - TypeScript

- type annotations
- interfaces
- classes (now in ES6),
- Mixins
- any type, Generics
- Type inference,
- Namespaces and modules
- JSX

```
class Student {
    fullName: string;
    constructor(public firstName: string,
               public middleInitial: string,
               public lastName: string) {
        this.fullName = firstName + " " +
                      middleInitial + " " +
                      lastName;
    }
}

interface Person {
    firstName: string;
    lastName: string;
}

function greeter(person : Person) {
    return "Hello, " +
           person.firstName + " " +
           person.lastName;
}

var user = new Student("Jane", "M.", "User");

document.body.innerHTML = greeter(user);
```

Roadmap (again)

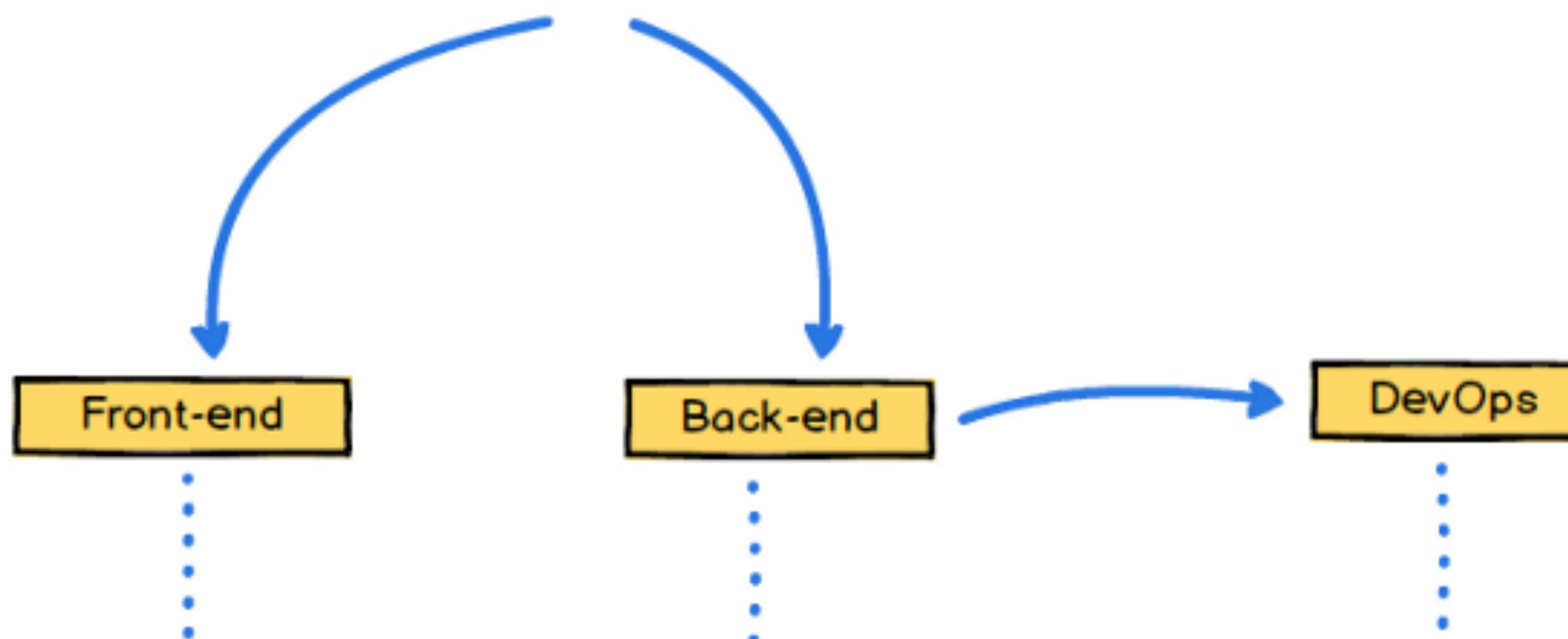
Tools for Internet Applications

Required for any path

- Git - Version Control
- Basic Terminal Usage
- Data Structures & Algorithms
- SOLID, KISS, YAGNI
- GitHub
- Licenses
- Semantic Versioning
- SSH
- HTTP/HTTPS and APIs
- Design Patterns
- Character Encodings

Web Developer in 2019

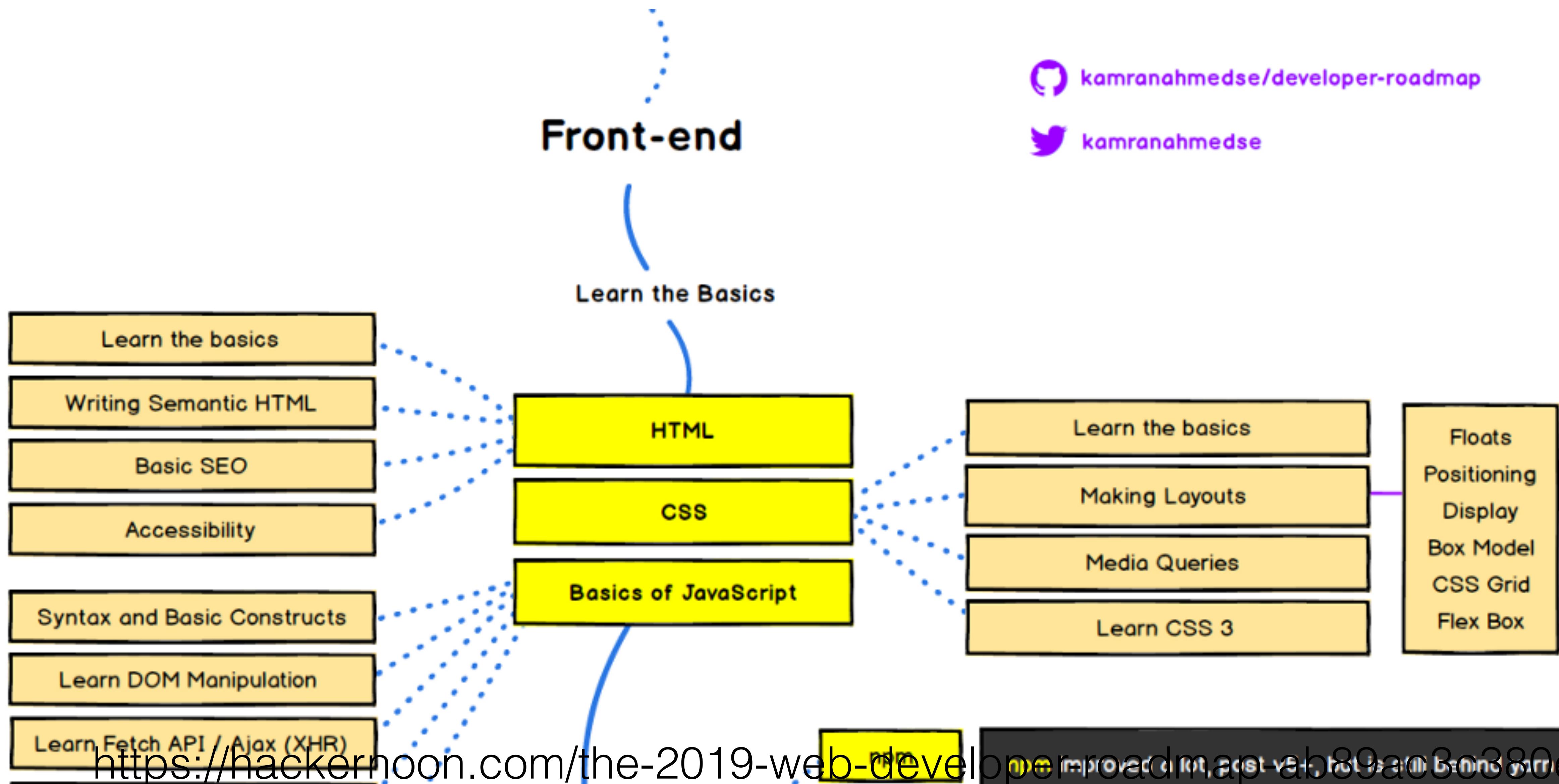
Choose your path



Legends

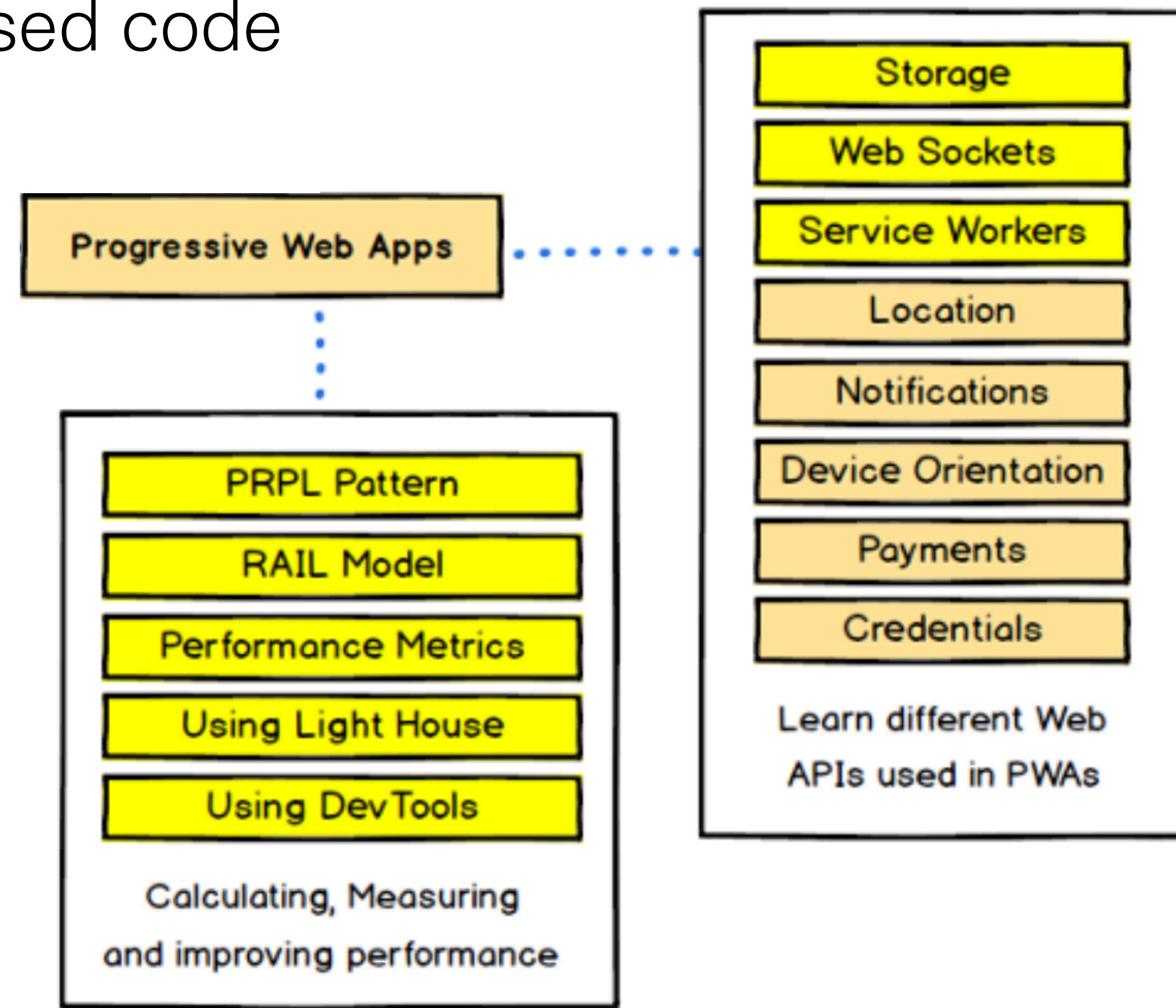
- Personal Recommendation!
- Available Options

Programming Languages for Internet Applications



Client-side frameworks (a case for React and Typescript)

- Client applications include many standardised code for many common situations
- Frameworks and libraries provide support for those patterns
 - separation of concerns, reuse of code and inversion of control
- Strongly typed languages provide a safe usage of libraries and frameworks



Internet Applications Design and Implementation

(Lecture 8 - Part 5 - Front-end Libraries)

**MIEI - Integrated Master in Computer Science and Informatics
Specialization block**

João Costa Seco (joao.seco@fct.unl.pt)

Jácome Cunha (jacome@fct.unl.pt)

João Leitão (jc.leitao@fct.unl.pt)

Client Development (HTML5 - HTML, JS, CSS)

- Unobtrusive Javascript (and CSS)
 - Good and valid markup, easier to write without inline javascript
 - Loosely coupled structure, behaviour and presentation layers.
 - Name conventions and string based hooks hinder the development.
 - CSS lacks abstraction mechanisms, results in expanded and repetitive stylesheets
 - In practice, low code reuse and poor organisation.
 - Javascript is not friendly to manipulate DOM elements
 - Layouts are hard to get right and flexible in all devices and sizes

Development Tools

- **JQuery**

Solves dynamic manipulation of DOM structures. Does not add much to the native event based model of javascript.

- **Bootstrap** (and many other CSS frameworks)

Solves presentation and layout problems, still needs many string based conventions, tight coupling, which are hard to maintain.

- **Coffeescript**

Simplifies the syntax of JavaScript. compiles down to Javascript.

- **Sass**

Adds nested rules (less repetition), variables (abstraction, less literal repetition), mixins (composition/extension), file organization (imports). compiles to basic CSS.

Libraries - example: JQuery

- Provides shortcuts for the dynamic DOM manipulation
- Follows the *well-known* style of css selectors

```
$( selector ).action( arguments )
```

- Abstraction layer for DOM events
- Functional style in event handlers and operations
- The “*de facto*” Javascript library

Libraries - example: JQuery

- Abstraction layer for AJAX requests

```
$.get("/serverurl/path/?querystring",
      function(data, status) {...})
```

```
$.post("/serverurl/path/?querystring",
       { arg1: val1, arg2: val2, ... },
       function(data, status) {...})
```

```
$.ajax({type:"POST", ...
        success: function() {...},
        error: function() {...}})
```

Libraries - example: JQuery

```
$( selector ).action( arguments )
```

- Returns a list of (wrapped) elements matching selector
- Wraps all resulting elements with JQuery DOM objects.
- Chains operations on results (fmap functional style)

```
$(“div p.cell”).click(handleClick)
    .filter(“.hidden”)
    .addClass(“done”)
    .hide()
```

messages

```
.map((msg)->$(“ul.todo”)
        .append($(“li”).text(msg)))
```



Libraries - example: JQuery

- Still based on Javascript code patterns
- Chains of operations are ok, but wrappers are annoying...
- It's still “stringly typed” and error prone



Frameworks - NodeJS

- Cross-platform environment (server and client)
- Node provides a modular environment for Javascript (and a package manager, NPM)
- `require('fs')`,
- `exports.a = 1`
- `import` is part of ES2015, but... not really in browsers and node 6, but only using transpilers (babel) or bundlers (webpack).



Library - Bootstrap (CSS, HTML, and JS)

- Based on JQuery, developed using Sass
- Distributed in compiled and minified files
- Abstracts browser differences
- Responsive design from scratch, mobile centred
- Uniform look (the modern default)
- Grid system that makes layout construction easy and adaptable
- Javascript plugins (e.g. modals) that include behaviour and custom events.
- Configuration using Sass & NPM build scripts

Frameworks - Babel

- Babel is a javascript compiler
- Provides tools to build new languages and DSLs over javascript (and generate javascript target code)
- Solves the issues of ES6 and Node.JS on module loading time, by translating them to `require` operations.

Languages - Coffeescript

- compiles down to Javascript.
- based on npm and babel.
- Simplifies the syntax of JavaScript.

```
square = (x) -> x * x
cube   = (x) -> square(x) * x
```

```
var cube, square;
square = function(x) {
    return x * x;
};

cube = function(x) {
    return square(x) * x;
};
```

Languages - Coffeescript

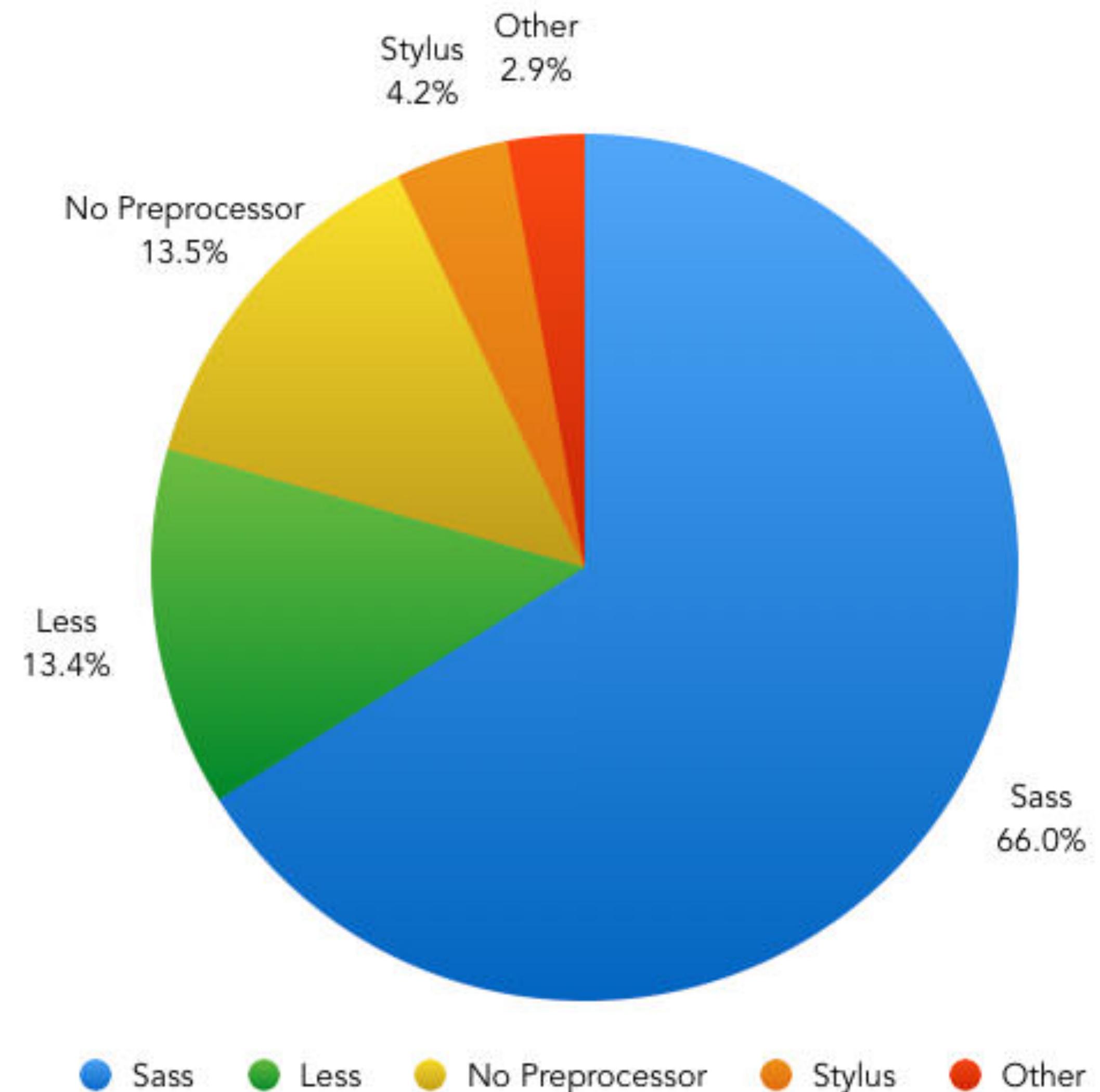
- compiles down to Javascript.
- based on npm and babel.
- Simplifies the syntax of JavaScript.

```
kids =  
  brother:  
    name: "Max"  
    age: 11  
  sister:  
    name: "Ida"  
    age: 9
```

```
  kids = {  
    brother: {  
      name: "Max",  
      age: 11  
    },  
    sister: {  
      name: "Ida",  
      age: 9  
    }  
  };
```

Languages - Preprocessors: Sass, Less

- modularity, abstraction and extension mechanisms



<https://www.keycdn.com/blog/sass-vs-less/>

Client Development (HTML5 - HTML, JS, CSS)

- Unobtrusive Javascript (and CSS)
 - Good and valid markup, easier to write without inline javascript
 - Loosely coupled structure, behaviour and presentation layers.
 - Name conventions and string based hooks hinder the development.
 - ~~CSS lacks abstraction mechanisms, hence expanded and repetitive stylesheets are frequent.~~
 - ~~In practice, low code reuse and poor organisation.~~
 - ~~Javascript is not friendly to manipulate DOM elements~~
 - ~~Layouts are hard to get right and flexible in all devices and sizes~~

Frameworks - AngularJS

- Two way binding between view and model
- Reactive, valid HTML with custom attributes

```
1. <!doctype html>
2. <html ng-app="todoApp">
3.   <head>
4.     <script src="https://ajax.googleapis.com/ajax/libs/angularjs/1.6.6/angular.min.js"></script>
5.     <script src="todo.js"></script>
6.     <link rel="stylesheet" href="todo.css">
7.   </head>
8.   <body>
9.     <h2>Todo</h2>
10.    <div ng-controller="TodoListController as todoList">
11.      <span>{{todoList.remaining()}} of {{todoList.todos.length}} remaining</span>
12.      [ <a href="" ng-click="todoList.archive()">archive</a> ]
13.      <ul class="unstyled">
14.        <li ng-repeat="todo in todoList.todos">
15.          <label class="checkbox">
16.            <input type="checkbox" ng-model="todo.done">
17.            <span class="done-{{todo.done}}">{{todo.text}}</span>
18.          </label>
19.        </li>
20.      </ul>
21.      <form ng-submit="todoList.addTodo()">
22.        <input type="text" ng-model="todoList.todoText" size="30"
23.               placeholder="add new todo here">
24.        <input class="btn-primary" type="submit" value="add">
25.      </form>
26.    </div>
27.  </body>
28. </html>
```

Frameworks - React

- Structure building of UI
 - Components
 - Parameters
 - State
- Reactive refreshing
- JSX syntax
- Routing
- State management with Redux/MobX

```
class TodoApp extends React.Component {  
  constructor(props) {  
    super(props);  
    this.state = { items: [], text: '' };  
    this.handleChange = this.handleChange.bind(this);  
    this.handleSubmit = this.handleSubmit.bind(this);  
  }  
  render() {  
    return (  
      <div>  
        <h3>TODO</h3>  
        <TodoList items={this.state.items} />  
        <form onSubmit={this.handleSubmit}>  
          <input  
            onChange={this.handleChange}  
            value={this.state.text}  
          />  
          <button>  
            Add #{this.state.items.length + 1}  
          </button>  
        </form>  
      </div>  
    );  
  }  
  handleChange(e) {  
    this.setState({ text: e.target.value });  
  }  
  handleSubmit(e) {  
    e.preventDefault();  
    const newItem = {  
      text: this.state.text,  
      id: Date.now()  
    };  
    this.setState((prevState) => ({  
      items: prevState.items.concat(newItem),  
      text: ''  
    }));  
  }  
}  
class TodoList extends React.Component {  
  render() {  
    return (  
      <ul>  
        {this.props.items.map(item => (  
          <li key={item.id}>{item.text}</li>  
        ))}  
      </ul>  
    );  
  }  
}  
ReactDOM.render(<TodoApp />, mountNode);
```

Languages - TypeScript

- type annotations
- interfaces
- classes (now in ES6),
- Mixins
- any type, Generics
- Type inference,
- Namespaces and modules
- JSX

```
class Student {  
    fullName: string;  
    constructor(public firstName: string,  
                public middleInitial: string,  
                public lastName: string) {  
        this.fullName = firstName + " " +  
                      middleInitial + " " +  
                      lastName;  
    }  
}  
  
interface Person {  
    firstName: string;  
    lastName: string;  
}  
  
function greeter(person : Person) {  
    return "Hello, " +  
          person.firstName + " " +  
          person.lastName;  
}  
  
var user = new Student("Jane", "M.", "User");  
  
document.body.innerHTML = greeter(user);
```

Internet Applications Design and Implementation

(Lecture 8 - Part 6 - React)

**MIEI - Integrated Master in Computer Science and Informatics
Specialization block**

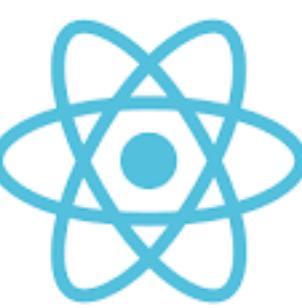
João Costa Seco (joao.seco@fct.unl.pt)

Jácome Cunha (jacome@fct.unl.pt)

João Leitão (jc.leitao@fct.unl.pt)

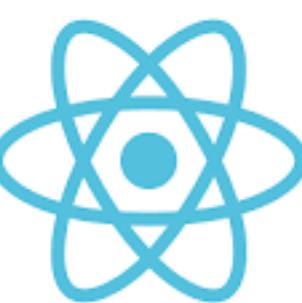


<https://facebook.github.io/react/>



React is component-based

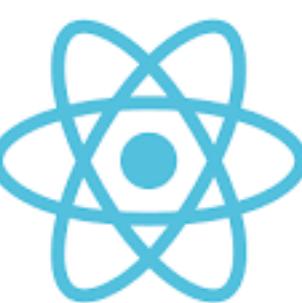
- The user interface is a composition of predefined building blocks
- It allows to build encapsulated components that manage their own state
- Components can be assembled/composed to make more elaborate UIs
- Hierarchical structures are easily instantiated in many different contexts



React is declarative, reactive and responsive

- Component logic is written in JavaScript instead of HTML templates
- Design simple views for each state in the app
- Combine and configure the active view using simple dynamic decisions
- React efficiently updates and renders components when data changes

The Key Ingredients

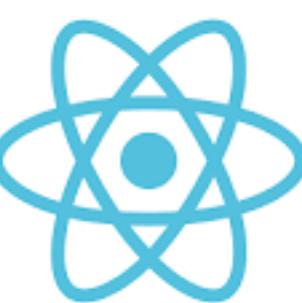


React components

- React components are classes that implement a `render()` method that **takes input data** and **returns what to display**
- The next example uses an XML-like syntax called JSX to represent html elements
- Input data that is passed hierarchically to the component can be accessed by `render()` via `this.props`
- JSX is optional and is not required to be used in React.

```
class HelloMessage extends React.Component<{name:String}> {
  render() {
    return <div>Hello {this.props.name}</div>;
  }
}
```

```
ReactDOM.render(<HelloMessage name="Jane" />,
  document.getElementById("root"));
```



A react component with state

- A component can maintain internal state
- Accessed via `this.state` and changed by `setState()`
- When a component's state data changes, the rendered markup will be updated by re-invoking `render()`

```
interface TimerInterface { secondsElapsed: number }

class Timer extends React.Component<{},TimerInterface> {
  ...
  render() {
    return (
      <div>
        Seconds elapsed since you arrived: {this.state.secondsElapsed}
      </div>
    )
  }
}

ReactDOM.render(<Timer />, document.getElementById("react_content"));
```

```
interface TimerInterface { secondsElapsed: number }

class Timer extends React.Component<{},TimerInterface> {

  constructor(props:any) {
    super(props)
    this.state = { secondsElapsed: 0 };
  }
  ...
  render() {
    return (<div>
      Seconds elapsed since you arrived: {this.state.secondsElapsed}
    </div>)
  }
}

ReactDOM.render(<Timer />, document.getElementById("react_content"));
```

A red arrow points from the text "initial state" to the value "0" in the state assignment. Another red arrow points from the text "getter" to the expression "{this.state.secondsElapsed}" in the render method.

```
class Timer extends React.Component<{},TimerInterface> {  
  interval:any  
  
  constructor(props:any) {  
    super(props)  
    this.state = { secondsElapsed: 0 };  
    this.interval = null;  
  }  
  tick() { this.setState(({secondsElapsed}) => {secondsElapsed: secondsElapsed + 1}) }  
  arrow pointing to this.setState  
  componentDidMount() { this.interval = setInterval(() => this.tick(), 1000); }  
  componentWillUnmount() { clearInterval(this.interval); }  
  render() {...}  
}
```

```
interface TimerInterface { secondsElapsed: number }

class Timer extends React.Component<{},TimerInterface> {
  interval:any

  constructor(props:any) {
    super(props)
    this.state = { secondsElapsed: 0 };
    this.interval = null;
  }

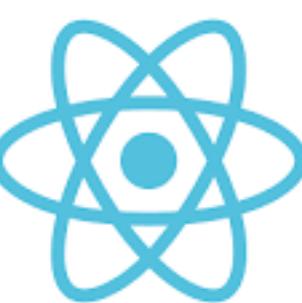
  tick() { this.setState(({secondsElapsed}) => {secondsElapsed: secondsElapsed + 1}) }

  componentDidMount() { this.interval = setInterval(() => this.tick(), 1000); }

  componentWillUnmount() { clearInterval(this.interval); }

  render() {
    return (<div>
      Seconds elapsed since you arrived: {this.state.secondsElapsed}
    </div>)
  }
}

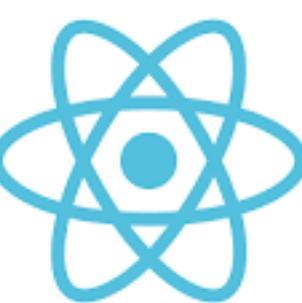
ReactDOM.render(<Timer />, document.getElementById("react_content"));
```



React components

- React components can be defined as **stateless components**, functions that implement the `render()` function directly and **take input data and return what to display**
- Input data that is passed into the component can be accessed by `render()` via parameters for **props**
- Light-weight components are faster to render and take less memory

```
const HelloMessage =  
  (props:{name:string}) => <div>Hello {props.name}</div>;  
  
ReactDOM.render(<HelloMessage name="Jane" />,  
  document.getElementById("root"));
```



A react component with state

- A component can maintain internal state data
- Accessed via “hooks” (`useState`)
- When a component's state data changes, the rendered markup will be updated by re-evaluating the stateless component function.
- Other effects are achieved with other (specialised) hooks (`useEffect`)

<https://react-hooks-cheatsheet.com/useeffect>

```
const Timer = () => {
  const [ seconds, setSeconds ] = useState(0)

  let tick = () => { setSeconds((seconds) => seconds+1) }

  let interval = null;

  useEffect(() => { interval = setInterval(() => tick(), 1000); });

  return (
    <div>
      Seconds elapsed since you arrived: {seconds}
    </div>
  )
};
```

```
ReactDOM.render(<Timer />, document.getElementById("react_content"));
```

```
const Timer = () => {
  const [ seconds, setSeconds ] = useState(0)

  let tick = () => { setSeconds((seconds)=>seconds+1) }

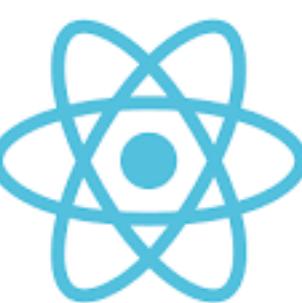
  let interval = null;

  useEffect(() => { interval = setInterval(() => tick(), 1000); });

  return (
    <div>
      Seconds elapsed since you arrived: {seconds}
    </div>
  )
};
```

```
ReactDOM.render(<Timer />, document.getElementById("react_content"));
```

A complete example

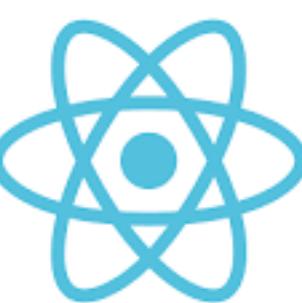


Example: A complete reactive TODO app

TO DO

- CIAI midterm test
- CIAI final test

CIAI Project Add #3: CIAI Project

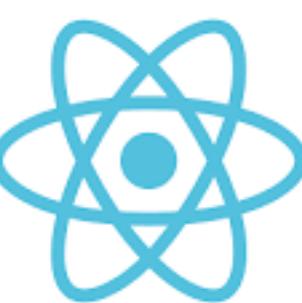


Example: A complete reactive TODO app

- How to render a list of items?
- Use a stateless component that receives the list (as props) and renders it:

```
interface Item { id:number, text:string }

const TodoList = (props:{items:Item[]}) => {
  return (
    <ul>
      {props.items.map(item => (
        <li key={item.id}>{item.text}</li>
      ))}
    </ul>
  );
};
```



Example: A complete reactive TODO app

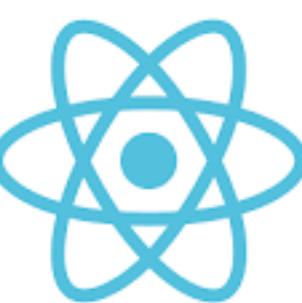
- Where to store the list of items? and the text of new tasks?

```
interface ToDoState { items:Item[], text:string }
```

```
class ToDo extends React.Component<{},ToDoState> {
```

```
    constructor(props:{}) {
        super(props);
        this.state = { items: [], text:"" }
    }
}
```

```
...
```



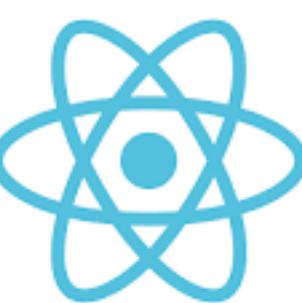
Example: A complete reactive TODO app

- How to render the list of tasks, and accept new ones? (with a list and a form)

```
class ToDo extends React.Component<{},ToDoState> {  
  ...  
  render() {  
    return (  
      <div>  
        <h3>TO DO</h3>  
        <TodoList items={this.state.items}/>  
        <form onSubmit={this.handleSubmit}>  
          <input onChange={this.handleChange} value={this.state.text}/>  
          <button> Add </button>  
        </form>  
      </div>  
    );  
  }  
}
```

In this case, every time the item text changes, the button label also changes





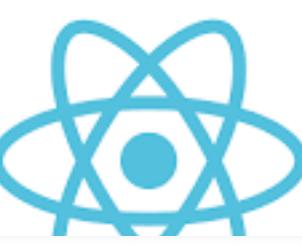
Example: A complete reactive TODO app

- How to react to user interaction events? using event handlers that change the state...

```
class ToDo extends React.Component<{},ToDoState> {  
  ...  
  handleSubmit = (e:any) => {  
    e.preventDefault();  
    var newItem = { text: this.state.text, id: Date.now() };  
    this.setState((prevState) => ({  
      items: [...prevState.items, newItem],  
      text: ""  
    }));  
  };  
  
  handleChange = (e:any) => { this.setState({text: e.target.value}); };  
  ...  
}
```

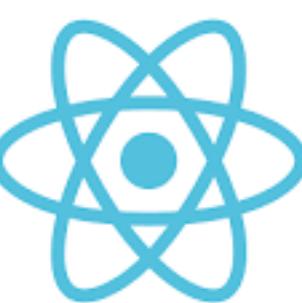
In this case, every time the item text changes, the button label also changes





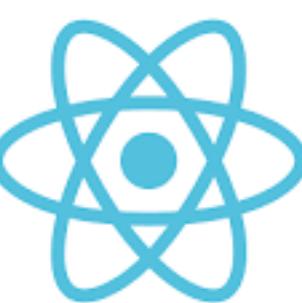
with hooks

```
const ToDo = () => {  
  
    const [ state, setState ] = useState({ items: [] as Item[], text:"" });  
  
    let handleSubmit = (e:any) => {  
        e.preventDefault();  
        let newItem = { text: state.text, id: Date.now() }  
        setState({ items: [...state.items, newItem], text: '' });  
    };  
  
    let handleChange = (e:any) => { setState({...state, text: e.target.value}); };  
  
    return (<div> <h3>T0 D0</h3>  
            <TodoList items={state.items}>/>  
            <form onSubmit={handleSubmit}>  
                <input onChange={handleChange} value={state.text}/>  
                <button>  
                    {'Add #' + (state.items.length + 1) + ': ' + state.text}  
                </button>  
            </form>  
        </div>);  
};
```



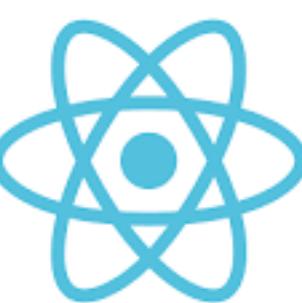
Ownership of components

- In React, an owner is the component that sets the **props** of other components
- More formally, if a component X is created in component Y's render() method, it is said that X is owned by Y
- Note that a component cannot mutate its **props**
- **props** are always consistent with what its owner sets them to
- This fundamental invariant leads to UIs that are guaranteed to be consistent
- In the todo example, TodoApp is the owner of TodoList



Ownership vs. Parenting

- There is a difference between the **owner-ownee** relationship and the **parent-child** relationship
- The owner-ownee relationship is specific to React
- The parent-child relationship is simply the one you know from the DOM
- In the todo example TodoApp is the **owner** of h3, and TodoList and form is the **parent** of input



Inverse data flow or Two-way binding

- Components can only update their own state
- Ownees can only call owners update functions
- So how to do this?

TODO - done: 1

- ciai test 1
- ciai test 2

Add #3:

```
const TodoList = (props:{items:Item[], completeItem:(value:boolean)=>void }) => {  
  
  let check = (e:any) => {  
    if(e.target.checked)  
      props.completeItem(true);  
    else  
      props.completeItem(false);  
  };  
  
  return (  
    <ul>  
      {props.items.map(item => (  
        <li key={item.id}>  
          <input type="checkbox" key={"done"+item.id} onClick={check} />  
          {item.text}  
        </li>  
      ))}  
    </ul>  
  );  
};
```

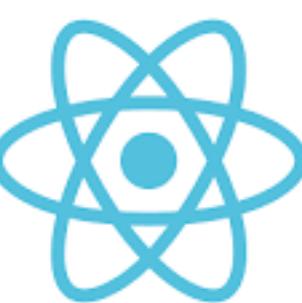
```
const ToDo = () => {
  const [ state, setState ] = useState({ items: [] as Item[], text:"", done:0 });

  let handleSubmit = ...

  let handleChange = ...

  let completeItem = (value:boolean) => {
    if(value) setState({...state, done:state.done+1 });
    else      setState({...state, done:state.done-1 });
  };

  return (<div>
    <h3>T0 D0</h3>
    <TodoList items={state.items} completeItem={completeItem}/>
    <form onSubmit={handleSubmit}>
      <input onChange={handleChange} value={state.text}/>
      <button>
        {'Add #' + (state.items.length + 1) + ': ' + state.text}
      </button>
      <p>{ "Tasks done "+ state.done }</p>
    </form>
  </div>);
};
```

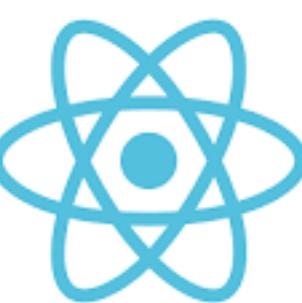


Routing - setup

- In the React application:

```
var Link = ReactRouter.Link;  
var Router = ReactRouter.Router;  
var Route = ReactRouter.Route;
```

<https://css-tricks.com/learning-react-router/>



Routing

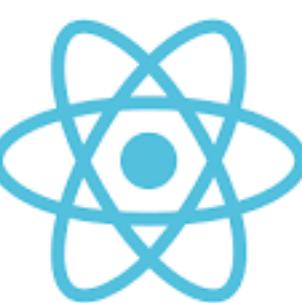
```
var HelloMessageRouted = React.createClass ({  
  render: function() {  
    return (<div>Hello {this.props.params.name}</div>)  
  }});
```

```
var SomeComponent = React.createClass ({  
  render: function() {  
    return (...  
      <Link to={`/timer`}>Click to go to timer app</Link>  
    ...)  
  }});
```

```
ReactDOM.render(  
  <Router>  
    <Route path="/" component={TodoApp}/>  
    <Route path="/timer" component={Timer}/>  
    <Route path="/hello/:name" component={HelloMessage}/>  
  </Router>  
, document.getElementById('react_content'))
```

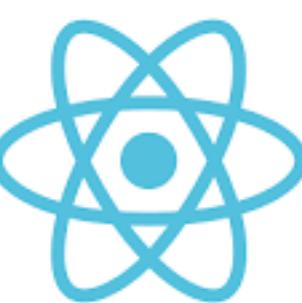
React Thinking

<https://facebook.github.io/react/docs/thinking-in-react.html>



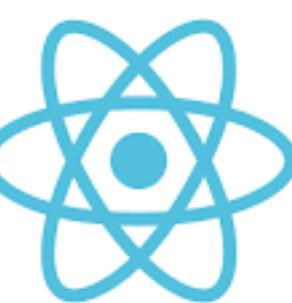
Break the UI into a component hierarchy





Identify the UI minimal complete state

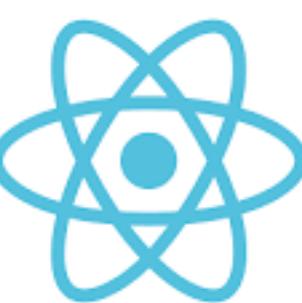
1. Is it passed in from a parent via props? If so, it probably isn't state.
2. Does it remain unchanged over time? If so, it probably isn't state.
3. Can you compute it based on any other state or props in your component? If so, it isn't state.



State example

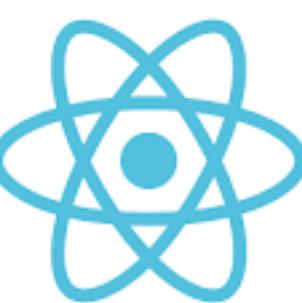
- Pieces of data:
 - The original list of products
 - The search text the user has entered
 - The value of the checkbox
 - The filtered list of products
- Actual state:
 - The search text the user has entered
 - The value of the checkbox

<input type="text" value="Search..."/>	
<input type="checkbox"/> Only show products in stock	
Name	Price
Sporting Goods	
Football	\$49.99
Baseball	\$9.99
Basketball	\$29.99
Electronics	
iPod Touch	\$99.99
iPhone 5	\$399.99
Nexus 7	\$199.99



Where should the state live?

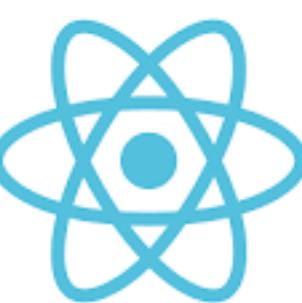
- Probably not in the place you think...
- Form component? Think again...
- React is all about **one-way** data flow **down the component hierarchy**
- It may not be immediately clear which component should own what state



Find the state component by Q&A

For each piece of state in your application:

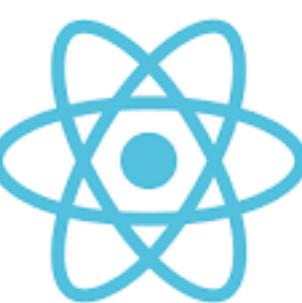
- Identify every component that renders something based on that state.
- Find a common owner component (a single component above all the components that need the state in the hierarchy).
- Either the common owner or another component higher up in the hierarchy should own the state.
- If you can't find a component where it makes sense to own the state, create a new component simply for holding the state and add it somewhere in the hierarchy above the common owner component.



So, where should the state be?

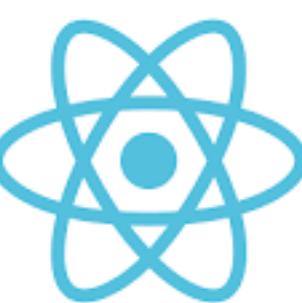
- Pieces of data:
 - The original list of products
 - The search text the user has entered
 - The value of the checkbox
 - The filtered list of products
- Actual state:
 - checkbox value: yellow component, complete app
 - search text: yellow component, complete app

<input type="text" value="Search..."/>	
<input type="checkbox"/> Only show products in stock	
Name	Price
Sporting Goods	
Football	\$49.99
Baseball	\$9.99
Basketball	\$29.99
Electronics	
iPod Touch	\$99.99
iPhone 5	\$399.99
Nexus 7	\$199.99



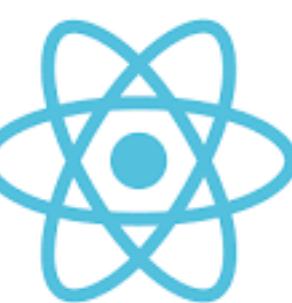
Summary

- Create a component for each “part” of your app
- A component receives input (optional)
- And defines how it should be rendered (mandatory) in the `render` method
- Use `this.props` to access the inputs



Summary

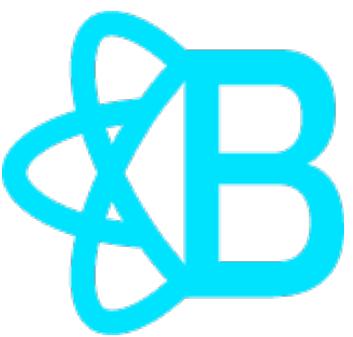
- Optionally define a state to your component as a record (in `getInitialState`)
- Every time the component state changes the React runs the `render` method
- **Never** update the state directly!!
- Use `setState` to update it so React can properly propagate changes
- You can access the previous state just before updating it
- Just define as input for `setState` a function that receives the previous state and use it inside the function in any way you need



Summary

- Recall that React is all about one-way data flow
- To make it two-way you need to explicitly state that in your code
- Owner components send a call-back function to ownees (through **props**) so they can update the owner state by calling the function

React and Bootstrap

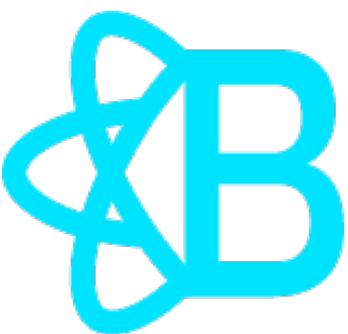


Bootstrap and React

- Bootstrap provides css and javascript that can be linked to React output

```
import React from 'react';

const Example = () => {
  return (
    <div class="alert alert-danger alert-dismissible fade show" role="alert">
      <strong>Oh snap! You got an error!</strong>
      <p>
        Change this and that and try again.
      </p>
      <button type="button" class="close" data-dismiss="alert" aria-label="Close">
        <span aria-hidden="true">&times;</span>
      </button>
    </div>
  )
}
```



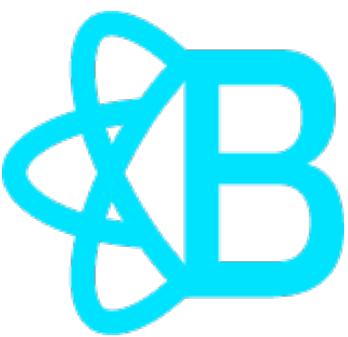
Bootstrap and React

- Bootstrap-react is a complete re-implementation of bootstrap to provide react components. Connection at the abstract level and not at the browser level.

```
import React, { Component } from 'react';
import Alert from 'react-bootstrap/Alert';

const Example = () => {
  return (
    <Alert dismissible variant="danger">
      <Alert.Heading>Oh snap! You got an error!</Alert.Heading>
      <p>
        Change this and that and try again.
      </p>
    </Alert>
  )
}

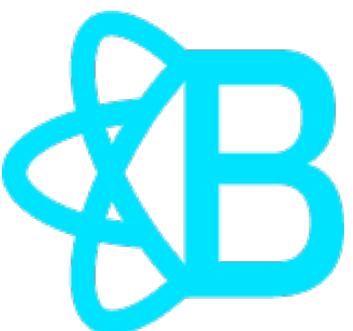

```



Bootstrap and React - also with state

```
const AlertDismissible = () => {
  const [show, setShow] = useState(true);

  return (
    <> <Alert show={show} variant="success">
      <Alert.Heading>How's it going?!</Alert.Heading>
      <p>
        Duis mollis, est non commodo luctus, nisi erat porttitor ligula, eget
        lacinia odio sem nec elit. Cras mattis consectetur purus sit amet
        fermentum.
      </p>
      <hr />
      <div className="d-flex justify-content-end">
        <Button onClick={() => setShow(false)} variant="outline-success">
          Close me ya'll!
        </Button>
      </div>
    </Alert>
    {!show && <Button onClick={() => setShow(true)}>Show Alert</Button>}
  </>)
}
```



Bootstrap and React

- Bootstrap-react provides the bootstrap grid system to be easily reused.

```
<Container>
  <Row>
    <Col>1 of 2</Col>
    <Col>2 of 2</Col>
  </Row>
  <Row>
    <Col>1 of 3</Col>
    <Col>2 of 3</Col>
    <Col>3 of 3</Col>
  </Row>
</Container>
```

- And all the components integrated in React

Home / Library / Data

Primary

Secondary

Success

Warning

Danger

Info

Light

Dark

```
<Container>
  <Row>
    <Col xs={12} md={8}>
      xs=12 md=8
    </Col>
    <Col xs={6} md={4}>
      xs=6 md=4
    </Col>
  </Row>
  <Row>
    <Col xs={6} md={4}>
      xs=6 md=4
    </Col>
    <Col xs={6} md={4}>
      xs=6 md=4
    </Col>
  </Row>
  <Row>
    <Col xs={6}>xs=6</Col>
    <Col xs={6}>xs=6</Col>
  </Row>
</Container>
```