# Comp 322/422 - Software Development for Wireless and Mobile Devices

Fall Semester 2017 - Week 14 - React & React Native Notes

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#### **Final Demo and Presentation**

### Presentation & demo: 8th December 2017 @ 2.45pm

### Course total = 40%

- continue to develop your app concept and prototypes
  - develop application using any of the technologies taught during the course
  - · again, combine technologies to best fit your mobile app
- if the app uses Apache Cordova
  - implement a custom Cordova plugin for a native mobile OS
  - · e.g. Android or iOS
- produce a working app
- as far as possible try to create a fully working app
- explain any parts of the app not working...
- explain choice of technologies for mobile app development
- e.g. data stores, APIs, modules, &c.
- explain design decisions
- outline what you chose and why?
- what else did you consider, and then omit? (again, why?)
- which concepts could you abstract for easy porting to other platform/OS?
- describe patterns used in design of UI and interaction

# **Final Report**

# Report due on 15th December 2017 by 2.45pm

- final report outline coursework section of website
  - PDF
  - group report
  - extra individual report

# **Group Updates**

- what is currently working?
- which data store?
- what is left to add or fix? features, UI elements, interactions...
- who is working on what? logic, design, testing, research...
- ...

### **React Native - Lifecycle methods**

#### mounting

- create stateful components in React and React Native
  - monitor and use various lifecycle hooks
- in addition to the setState() method...
- start by considering component rendering
- better known as **mounting**
- · various methods to cover each stage of component lifecycle
- componentWillMount
  - called immediately before component mounting
  - not recommended by Facebook's own documentation
  - better to use constructor for setting values &c.
  - calls to setState in this method will not trigger re-rendering
- componentDidMount
  - called after component mounting
  - use this method to initialise timers, any event listeners, fetch data, &c.
  - calls to setState will trigger re-render
- componentWillUnmount
  - called just before the component is unmounted and destrived
  - normally use this method for component cleanup &c.
  - e.g. removing timers, stopping data requests, API calls &c.

### **React Native - Lifecycle methods**

#### updating

- components in React will be updated as and when their state is changed
- or if the parent component passes different props
- we can take advantage of this data flow and pattern
  - executing any required logic before a component gets updated...
- React provides methods for such points in a components lifecycle
  - thereby allowing us to handle updates
- componentWillReceiveProps
- useful method to trigger a change in state due to a change in props
- may also use this method to help collate changes in props
- i.e. before and after updates, e.g.

```
componentWillReceiveProps(updatedProps) {
  if (updatedProps !== this.props) {
    ...
  }
}
```

- shouldComponentUpdate
- React will usually re-render a component for each change in state
- this method allows us to specify whether a component should update, how, &c.
- e.g. re-render a component only for a specific update
- return false from this method a component will not be re-rendered

### **React Native - Platform Structure**

#### cross-platform

- React Native gives us a default directory and script structure
- part of the structure for a newly initialised app
- modify stucture as app grows in complexity and scope
- React Native provides app initialisation files
  - index.js & App.js
- create a custom directory for app, e.g.
  - src or app &c.
  - add directories for UI components, assets, scripts for APIs...
- import App.js from src &c. directory

import App from './src/App';

### **React Native - Platform Structure**

#### **Android & iOS**

- then start to add platform specific requirements
- including components, styles, images...
- customisation is being encouraged with the Platform component. e.g.

```
import { Platform } from 'react-native';
```

add checks to the logic of our app to add platform specific customisations,

```
const titles = Platform.select({
  ios: 'ioS custom title...',
  android: 'Android custom title...',
});
```

- to use this in our app's code
  - do not need to specify iOS or Android
  - simply add the required output for titles. e.g.

```
...
<View>
    <Text>{titles}</Text>
</View>
...
```

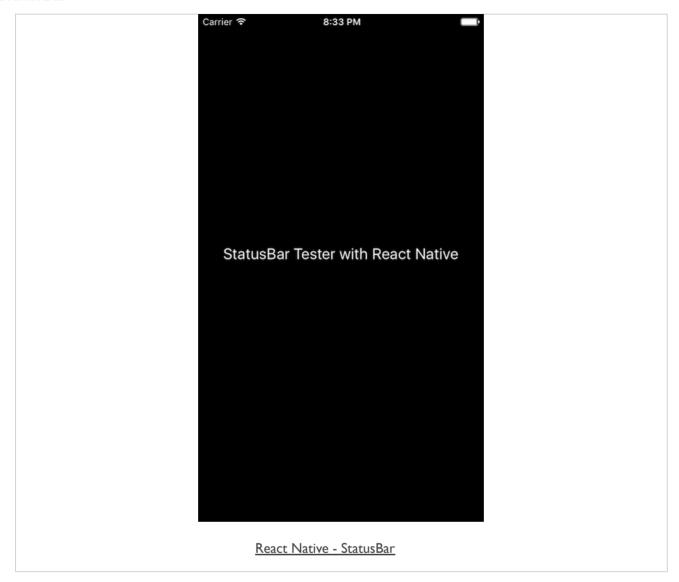
#### **StatusBar**

- add customisation to our app's Status Bar
- top bar with network icon, data, battery status, notification icons &c
- various customisation options for each platform
  - animate this bar
  - · modify its colour
  - add custom style to match the current mode or status within our app
- simple modification is to update the background colour
  - from light to dark, and vice versa...
- e.g. inform user of status change by animating the colour change and update
- need to import the StatusBar component
  - add an animated prop for the component
  - and specify a star for the bar itself
- e.g. set the background colour of the bar to white

<StatusBar animated barStyle="light-content" />

- we might also set the barStyle to dark using the value dark-content
  - sets colour of status bar text
- we can only use the barStyle prop with iOS
- for Android, we can set props for backgroundColor and translucent
- additional options for working with the StatusBar, including static functions
- StatusBar

#### StatusBar



#### images

- use Image component to add images
- and various static resources as well
- Image component works with local and remote sources
- able to fetch remote images from a specified URL or server address

```
...
<Image
    style={styles.image}
    resizeMode="contain"
    source={{
        uri: 'http://www.test.com/images/image.png'
    }}
/>
...
```

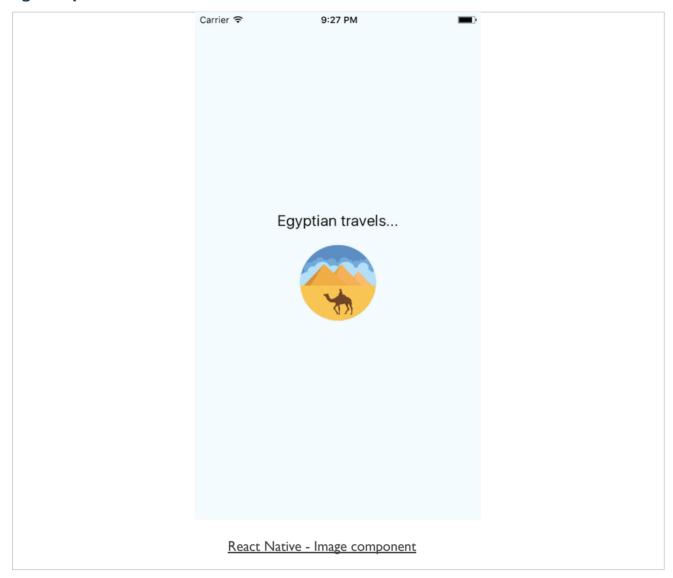
or

```
<Image
   style={styles.image}
   resizeMode="contain"
   source={require('./images/camel-icon.png')}
/>
```

- resizeMode prop may accept various values to help with layout and design
- cover, contain, stretch, repeat (only iOS), center
- also check and use additional lifecycle props with images, including
- onLoad
- onLoadEnd
- onLoadStart
- also get the size of a specifed image before rendering it to the View

```
Image.getSize
```

### Image component



activity indicator

#### activity indicator - example

- might want to use the ActivityIndicator to delay showing an image
- add a property to state use as a simple boolean check for loading of the image
- initial state set as follows,

```
state = {
   showImage: false,
   loading: false
}
```

- image is not shown by default
- and the ActivityIndicator is not visible or active either
- create a function to allow us to update the state
- will show the activity indicator and image
- we're using ES6 classes for these examples
- need to start binding our functions as we pass them as props
- e.g.

```
// instantiate object
constructor(props) {
   super(props);
   // bind function
   this.showImage = this.showImage.bind(this);
}
```

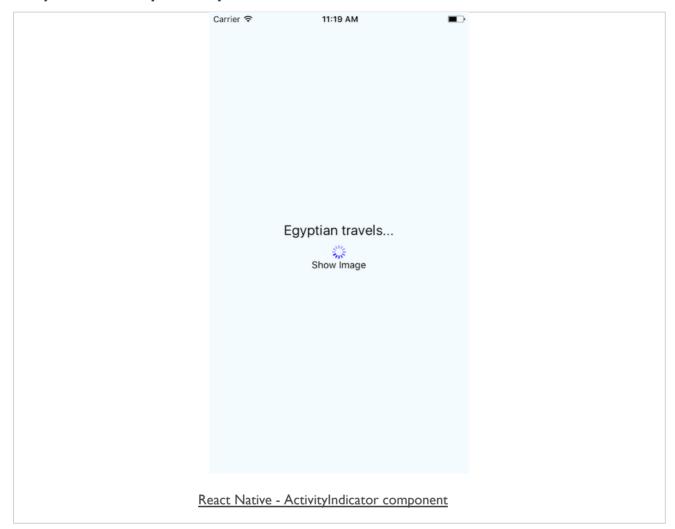
showImage function can now be added

```
showImage() {
    this.setState({
        loading: true
    });
    setTimeout(() => {
        this.setState({
            showImage: true,
            loading: false
        })
    }, 2500)
}
```

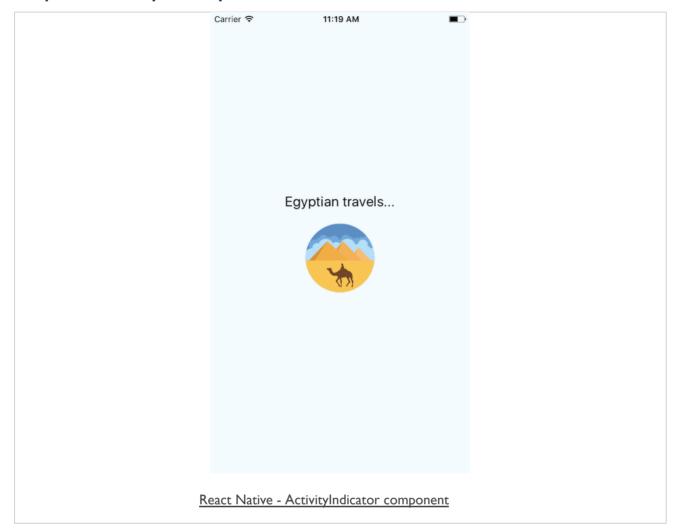
### ActivityIndicator component - part I



### ActivityIndicator component - part 2



### ActivityIndicator component - part 3



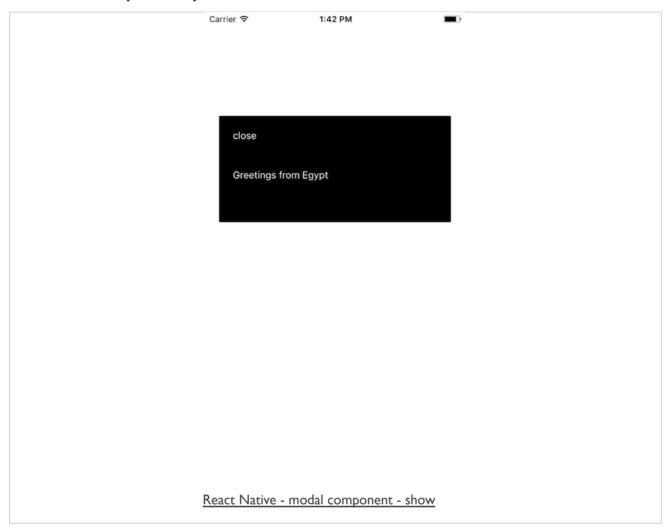
#### custom modal

- React Native also supports a Modal component by default
- use it for success messages, feedback or prompts to a user, &c.
- also nest various child components to create the necessary output
- Modal component will accept the following props
  - animationType
  - Transparent
  - Visible
  - onShow
- also some custom props for each mobile platform
  - e.g. presentationStyle for iOS

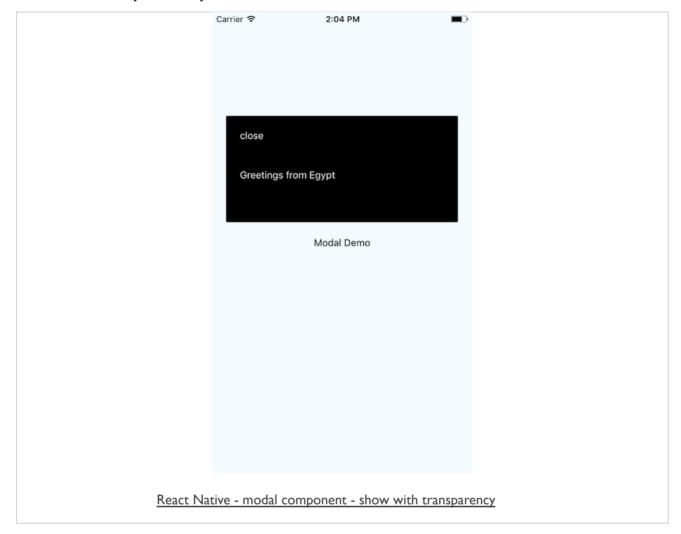
#### custom modal - example

```
state = {
 modalVisible: true,
setModalVisible(visible) {
 this.setState({modalVisible: visible});
<Modal
 animationType="slide"
 transparent={false}
 visible={this.state.modalVisible}
 <View style={styles.modal}>
   <TouchableHighlight onPress={() => {
   this.setModalVisible(!this.state.modalVisible)
     <Text style={styles.modalClose}>close</Text>
   </TouchableHighlight>
   <Text style={styles.modalText}>Greetings from Egypt</Text>
  </View>
</Modal>
```

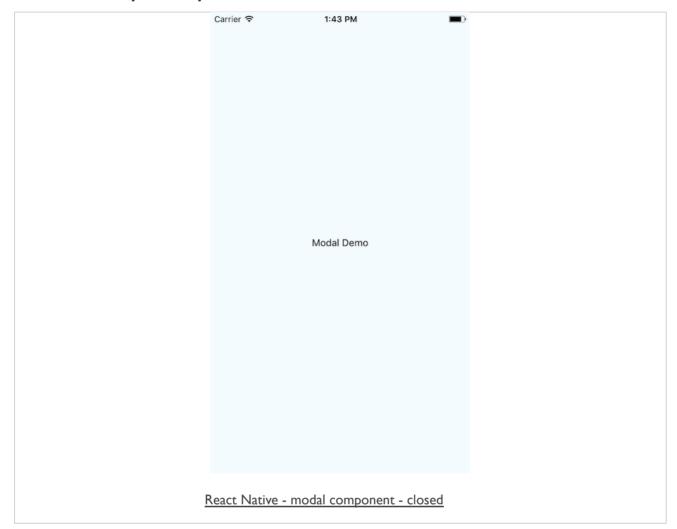
### custom modal component - part I



### custom modal component - part 2



### custom modal component - part 3



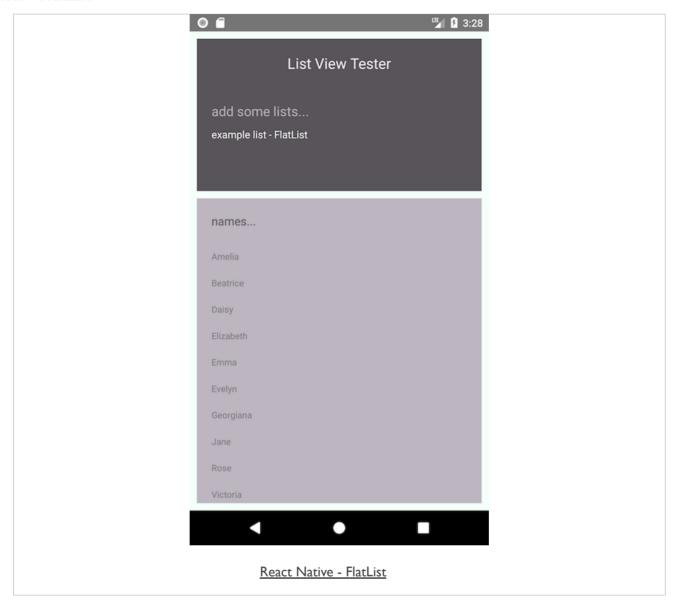
#### lists - FlatList

- React Native provides suggested view components for lists
- two primary examples include FlatList and SectionList
- FlatList is meant to be used for long lists of data
- in particular where data items may change during the lifecycle of an app
- FlatList will only render elements currently shown on screen
  - not all of the available elements at the same time

- component expects two props
- data for the list itself
- renderItem to define the output structure for each list item

```
renderItem={() => <Text></Text>}
```

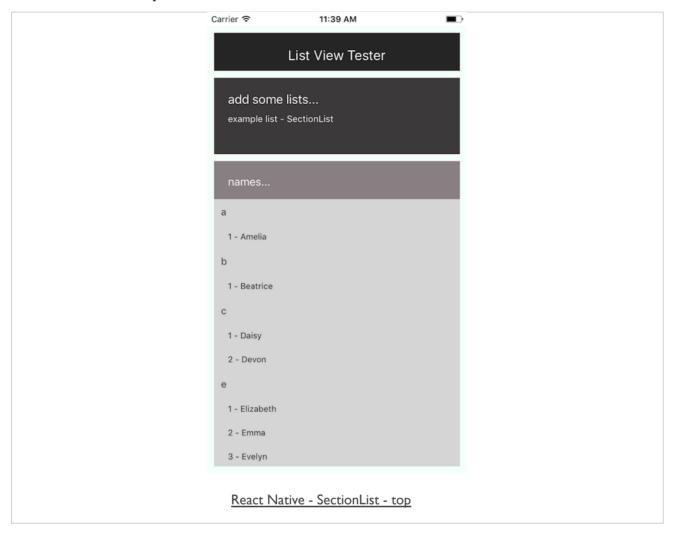
#### lists - FlatList



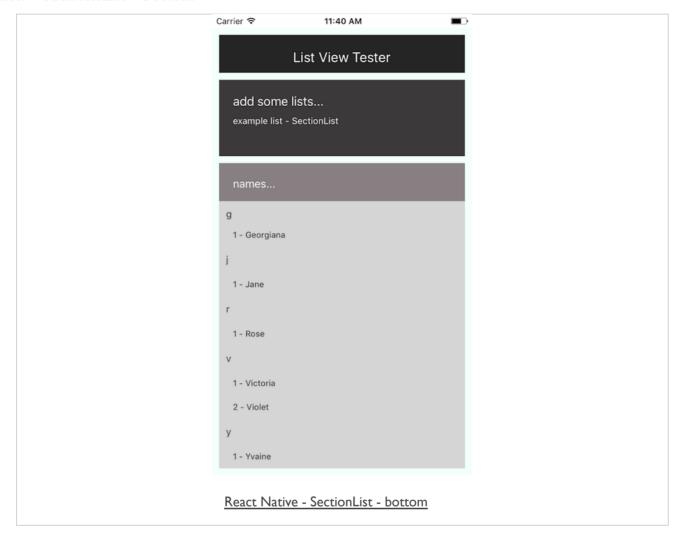
#### lists - SectionList

may also create section breaks in a list of data. e.g.

### lists - SectiontList - top



#### lists - SectiontList - bottom



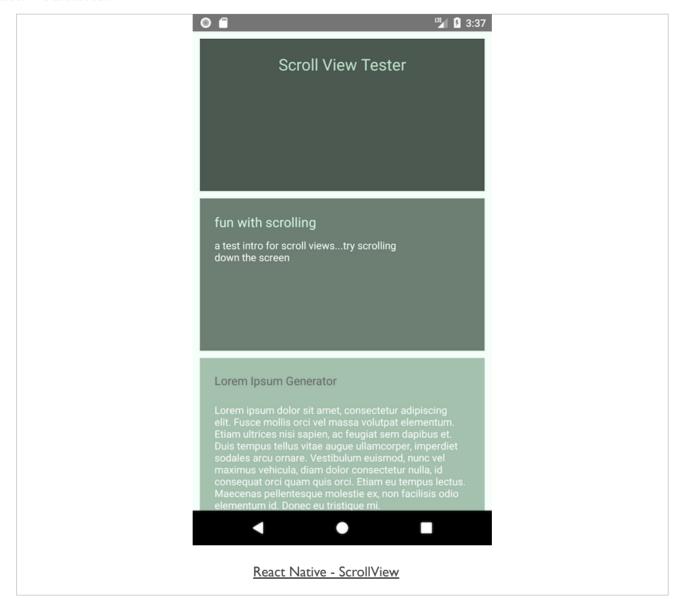
#### **ScrollView**

- scrolling in React Native apps is achieved with a generic scrolling container
- ScrollView
- specific view container can itself accept multiple child components and views
- scrollview container option to specify direction
  - either horizontal or vertical
- general usage
  - add a ScrollView using the same general pattern as a standard View component
  - return a ScrollView as eiher the primary container for a component
  - or a child of a standard View
  - an app's screen may either scroll top to bottom
  - or simply present a component with scroll features

#### ScrollView - example

```
export default class ScrollTester extends Component {
 render() {
   return (
               <View style={styles.container}>
                   <View style={styles.headingBox}>
           <Text style={styles.heading1}>
               Scroll View Tester
           </Text>
           </View>
           <View style={styles.subHeadingBox}>
           <Text style={styles.heading2}>
               {intro.heading}
           <Text style={styles.content}>
               {intro.description}
           </Text>
           </View>
                   <ScrollView>
                   <View style={styles.contentBox}>
           <Text style={styles.heading3}>
               Lorem Ipsum Generator
           <Text style={styles.content}>
                       </Text>
           </View>
                   </ScrollView>
       </View>
   );
 }
```

#### lists - ScrollView



#### text input

- a default component to handle user text input
- component TextInput is similar to a standard input field
- allowing a user to simply enter any required text content
- to use TextInput with an app
  - need to add the default module from React Native
  - add as part of the standard import statement
- TextInput component includes a useful prop, onChangeText
- accepts callback function for each time text is changed in input field
- also includes a complementary prop, onSubmitEditing
  - handles text as it is submitted
  - again using a defined callback function

#### text input - props usage

- might accept user text input for a given value
  - such as a name, place, &c.
- then dynamically update the view
- e.g.

```
<TextInput

style={styles.textInput}

placeholder={this.state.quoteInput}

onChangeText={(quoteText) => this.setState({quoteText})}

/>
```

#### text input - props and state

- example relies upon calling and setting state for the app
- relative to TextInput and various Text components
- simple constructor for this app
  - pass required props and define intial values for state

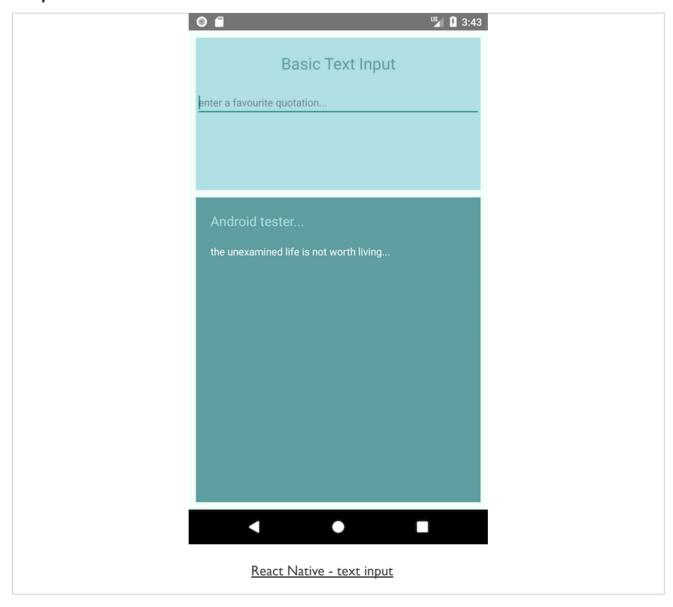
```
export default class TextUpdater extends Component {
   constructor(props) {
      super(props);
      this.state = {
        quoteInput: 'enter a favourite quotation...',
            quoteText: 'the unexamined life is not worth living...'
      };
   }
}
```

- then use the properties on state
- to set initial values for the text input field and the text output,

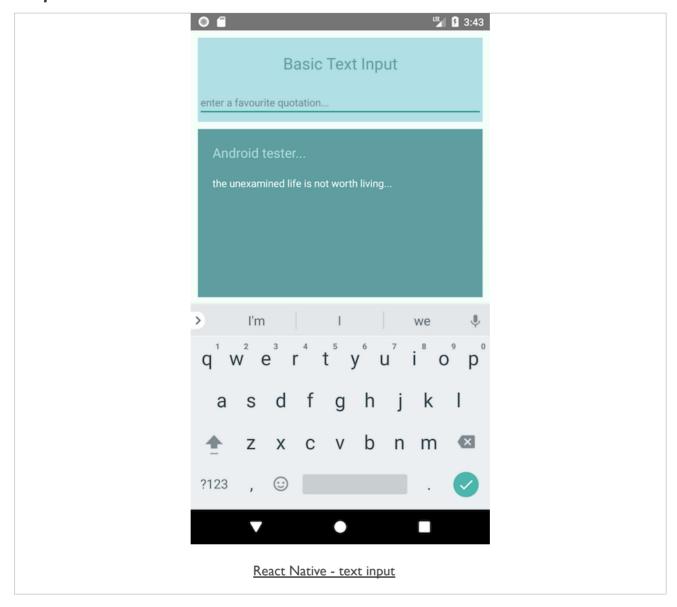
```
<TextInput
style={styles.textInput}
placeholder={this.state.quoteInput}
onChangeText={(quoteText) => this.setState({quoteText})}
/>
```

```
<Text style={styles.content}>
{this.state.quoteText}
</Text>
```

### text input

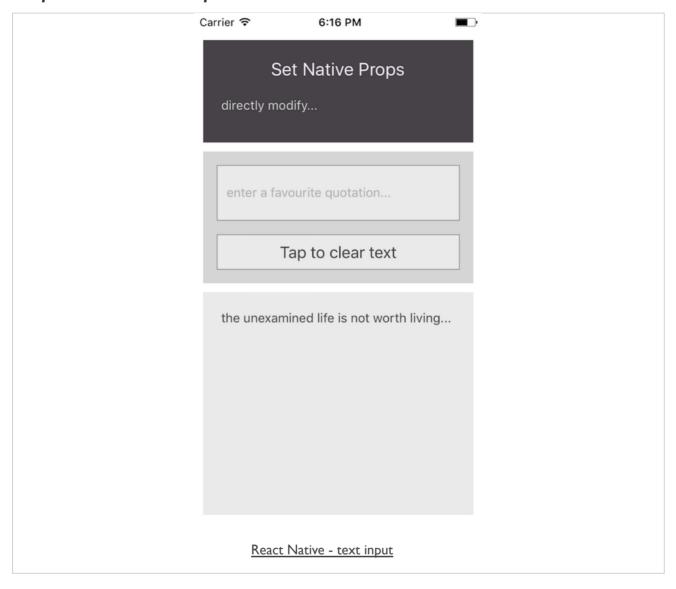


### text input



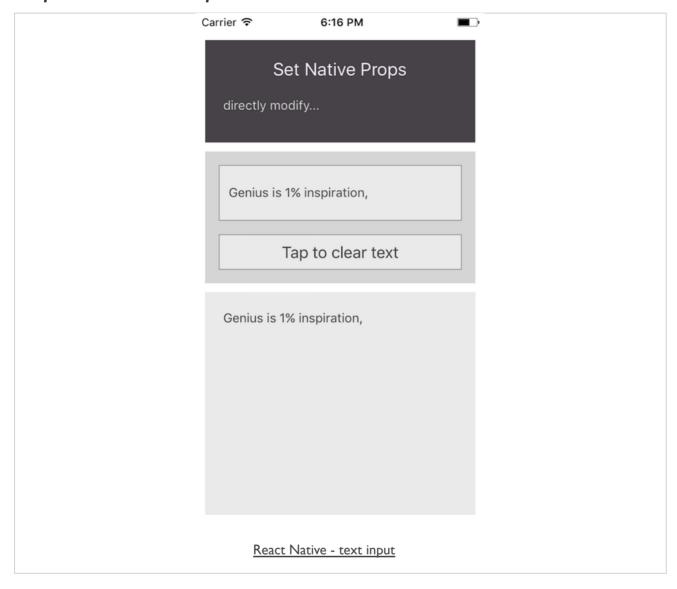
# **Image - React Native - Component Usage**

### text input - use setNativeProps



# **Image - React Native - Component Usage**

### text input - use setNativeProps



## **React Native - component usage**

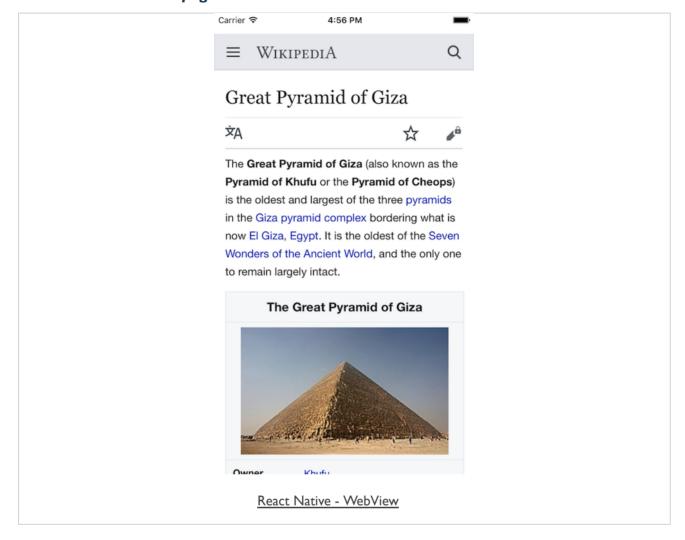
#### embed web content

- React Native offers a component solution for embedding web content
- embedded directly in a WebView
- as a child to an existing view &c.
- similar functionality to native WebView modules
- WebView component provides developers with a variety of props
- to help manipulate and structure a rendered web page
- also use various available callbacks
  - provide an option to register to specific events
  - e.g. error handling, message responses, navigation state change...

```
<WebView style={styles.web}
scalesPageToFit
automaticallyAdjustContentInsets
source={{
    uri: 'https://en.wikipedia.org/wiki/Great_Pyramid_of_Giza'
}} />
```

# **Image - React Native - Component Usage**

### WebView - load external page &c.



## **React Native - component usage**

### iOS - segmentedControllOS

- some components in React Native may be specific to a given mobile OS
- e.g. Segmented Control component is specific to iOS
- offers a simple split option to switch between two groupings of content
- e.g. we might use this component as follows

```
<SegmentedControlIOS
  values={['Giza', 'Luxor']}
  selectedIndex={this.state.selectedIndex}
  onChange={(event) => {
    this.setState({selectedIndex: event.nativeEvent.selectedSegmentIndex});
  }}
/>
```

- instead of passing expected on ValueChange props
  - we can pass a callback prop for onChange
- prop will receive an event argument
- e.g. from nativeEvent as shown in this example
- also abstract this usage to pass in required values for each segment

### intro to navigator

- React Native was initially released in 2015
- it came with a default navigator component to help structure internal navigation
- structured stack control and management
- community development and usage has moved towards various open project
- a popular option is the package react-navigation
- available from NPM
- basic navigator components are stack-based
- similar to OnsenUI, jQuery Mobile navigation &c.
- such components use a standard screen stack for navigating through an application
- as a user navigates to a new screen
- the navigator will push it onto the stack
- as they navigate back
  - a view &c. will simply be popped from the stack

### basic usage - part I

create a new app with React Native,

react-native init BasicAppNavigation

then install react-navigation community package

yarn add react-navigation

or

npm i react-navigation --save

### basic usage - part 2

- React Navigation designed to meet many different navigation requirements
- it uses a concept of different Navigators to setup apps
- start by importing package into App.js

```
import { StackNavigator } from 'react-navigation';
```

then set the required file for our configuration of the routing

```
import routes from './config/routes';
```

## basic usage - part 3

- in the config folder of our src directory
- add a routes. js file to store details of screens and routes

```
import Home from '../screens/Home';
import CardScreen from '../screens/CardScreen';

const routes = {
  home: { screen: Home },
    card: { screen: CardScreen }
}
```

- import equired screens and their content and structure
- use screens as part of the routes for the app's navigation
- export the routes for use within our app

## basic usage - part 4

- output a dynamic title for each screen navigation
  - define a static property, navigationOptions
  - add to class for each screen component

```
static navigationOptions = {
   title: "Home Screen"
}
```

might also set this as dynamic to accept a props for each navigation request

```
static navigationOptions = ({ navigation }) => ({
   title: `Chosen cards - ${navigation.state.params.cards}`
})
```

### basic usage - part 5

add a component, such as a button, to allow us to call the navigate function

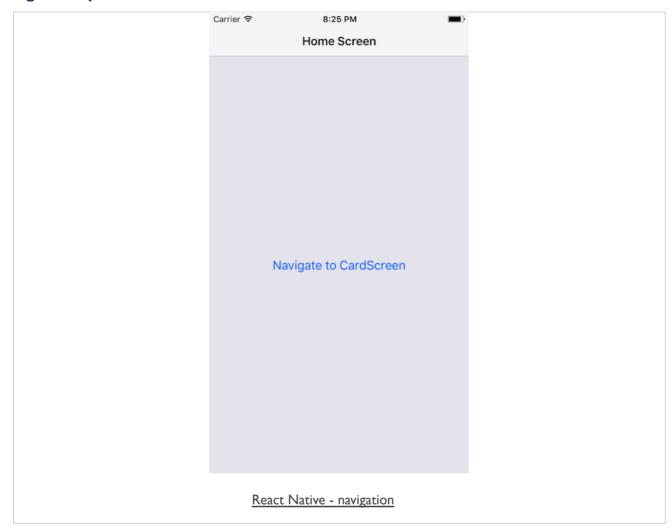
```
<Button onPress={() => this.props.navigation.navigate('card', { cards: 'Egypt' })}
title="Navigate to CardScreen" />
```

- pass an argument for the required screen name
  - defined in the config for the routes
- we might pass a parameter for name of screen &c. to next screen
- e.g. accessed and used for title of screen

```
static navigationOptions = ({ navigation }) => ({
   title: `Chosen cards - ${navigation.state.params.cards}`
})
```

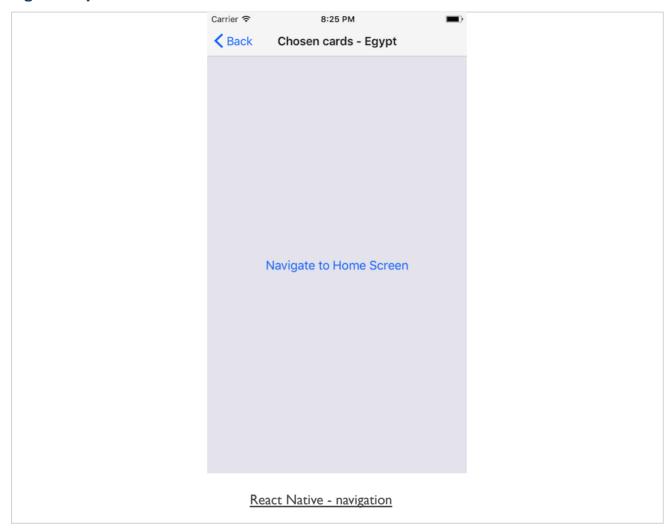
# Image - React Native

## navigation - part I



# Image - React Native

## navigation - part 2



### **React Native - Data**

#### intro

- already seen data examples for Cordova
- including IndexedDB, Native Storage, various APIs...
- React Native equally capable of accessing data stores
  - a popular option for object based data storage is Firebase
- useful to understand how React Native works
- with remote queries, fetching data, and authentication...
- setup and add our own login and authentication for an app
- leverage an existing social provider
  - e.g. Facebook, GitHub, Google, Microsoft, Twitter...
- similar patterns and usage to web apps

### **NoSQL** options

- other data store and management options now available to us as developers
- depending upon app requirements consider
  - Firebase
  - RethinkDB
- as a data store, Firebase offers a hosted NoSQL database
  - data store is |SON-based
  - offering quick, easy development from webview to data store
- syncs an app's data across multiple connected devices in milliseconds
  - available for offline usage as well
- provides an API for accessing these JSON data stores
- real-time for all connected users
- Firebase as a hosted option more than just data stores and real-time API access
- Firebase has grown a lot over the last year
  - many new features announced at Google I/O conference in May 2016
  - analytics, cloud-based messaging, app authentication
  - file storage, test options for Android
  - notifications, adverts...

#### Firebase - intro

- React Native, of course, does not limit data stores or queries to just Firebase
- Firebase is hosted platform, aquired by Google
- provides options for data starage, authentication, real-time database querying...
- authentication with Firebase provides various backend services and SDKs
  - help developers manage authentication for an app
  - service supports many different providers, including Facebook, Google, Twitter &c.
  - using industry standard **OAuth 2.0** and **OpenID Connect** protocols

### Cloud Storage used for uploading, storing, downloading files

- accessed by apps for file storage and usage...
- features a useful safety check if and when a user's connection is broken or lost
- files are usually stored in a Google Cloud Storage bucket
- files accessible using either Firebase or Google Cloud
- consider using Google Cloud platform for image filtering, processing, video editing...
- modified files may then become available to Firebase again, and connected apps
- · e.g. Google's Cloud Platform

### Real-time Database offers a hosted NoSQL data store

- ability to quickly and easily sync data
- data synchronisation is active across multiple devices, in real-time
- available as and when the data is updated in the cloud database

### other services and tools available with Firebase

- analytics
- advertising services such as adwords
- crash reporting
- notifications
- various testing options...

### Firebase - basic setup

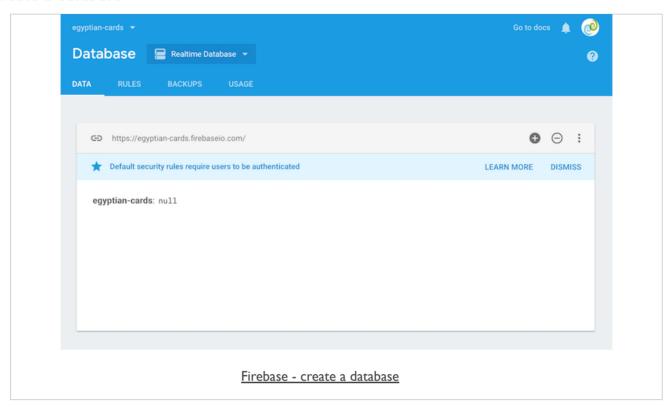
- start using Firebase by creating an account with the service
- using a standard Google account
- Firebase
- login to Firebase
  - choose either Get Started material or navigate to Firebase console
- at Console page, get started by creating a new project
  - click on the option to Add project
  - enter the name of this new project
  - and select a region
- then redirected to the console dashboard page for the new project
  - access project settings, config, maintenance...

#### Firebase - create real-time database

- now setup a database with Firebase for a test React Native app
- start by selecting Database option from left sidebar on the Console Dashboard
- available under the DEVELOP option
- then select Get Started for the real-time database
- presents an empty database with an appropriate name to match current project
- data will be stored in a JSON format in the real-time database
- working with Firebase is usually simple and straightforward for most apps
- get started quickly direct from the Firebase console
- or import some existing JSON...

# Image - Firebase

#### create a database



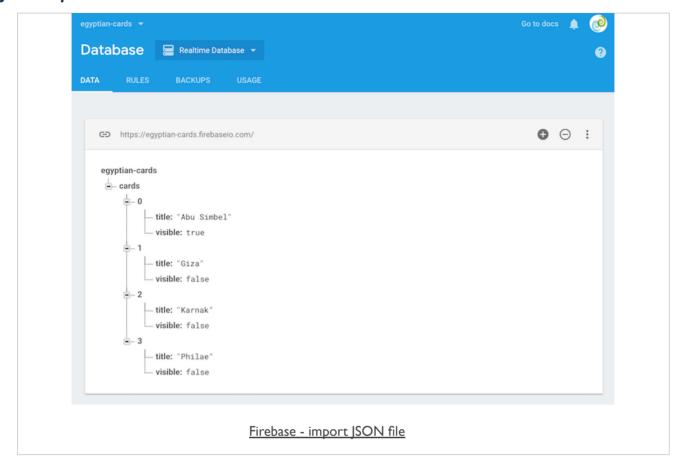
### Firebase - import JSON data

- start with some simple data to help testing Firebase with a React Native app
- import |SON into our test database
  - then query the data &c. from the app

```
"cards": [
   "visible": true,
   "title": "Abu Simbel",
   "card": "temple complex built by Ramesses II"
 },
    "visible": false,
   "title": "Amarna",
   "card": "capital city built by Akhenaten"
 },
    "visible": false,
   "title": "Giza",
   "card": "Khufu's pyramid on the Giza plateau outside Cairo"
 },
   "visible": false,
   "title": "Philae",
   "card": "temple complex built during the Ptolemaic period"
]
```

# Image - Firebase

### JSON import



### Firebase - permissions

- initial notification in Firebase console after creating a new database
- Default security rules require users to be authenticated
- permissions with Firebase database
  - select RULES tab for current database
- lots of options for database rules
  - Firebase database rules
- e.g. for testing initial React Native we might remove authentication rules
- change rules as follows

## from

```
{
    "rules": {
        ".read": "auth != null",
        ".write": "auth != null"
    }
}
```

to

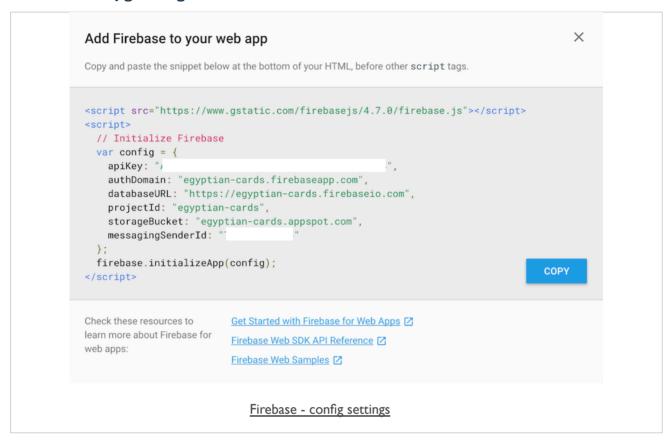
```
{
    "rules": {
        ".read": "true",
        ".write": "true"
    }
}
```

### add Firebase to React Native - part I

- we can now test our new Firebase database with a React Native app
- need to start by getting some useful information from Firebase
  - select the Project Overview link in the left sidebar
  - then click on the icon for Add Firebase to your web app
- we can take advantage of the provided JavaScript SDK with React Native
- Firebase console will show us a modal with initialisation settings
  - config settings for adding Firebase usage to our app

# Image - Firebase

### initialisation config settings



### add Firebase to React Native - part 2

- start by copying these config values for use with our React Native app
- Firebase runs on a JavaScript thread
- certain complex applications, e.g. detailed animations &c.
- may be adversely affected by this structure...
- might consider using a community package called react-native-Firebase
  - package acts as a wrapper around the Firebase SDK for Android and iOS
  - React Native Firebase
- for most React Native apps we simply integrate Firebase JavaScript SDK
  - install using NPM or Yarn

npm install firebase --save

or

yarn add firebase

### add Firebase to React Native - part 3

- after installing Firebase support for our app
- add a new file, firebase.js, to a services folder in the src directory
- firebase.js specify an initialisation function for working with Firebase services
- working with the initialisation config data provided by Firebase
  - for the JavaScript SDK for our app
- need to import the firebase module
  - then setup a function to handle the initialisation config

```
import * as firebase from "firebase";

export const initialize = () => firebase.initializeApp({
    apiKey: "__your-api-key__",
    authDomain: "egyptian-cards.firebaseapp.com",
    databaseURL: "https://egyptian-cards.firebaseio.com",
    projectId: "egyptian-cards",
    storageBucket: "egyptian-cards.appspot.com",
    messagingSenderId: "__your-sender-id__"
})
```

### add Firebase to React Native - part 4

- need to export the initialize function from firebase.js
- use in a central config file for API usage
- create a new file for API config management in the src/services directory
- config file helps manage multiple services and APis within a project's structure
- import the initialize function for Firebase

```
import { initialize } from './firebase';
```

then export the functionality for Firebase

```
export const initApi = () => initialize();
```

### add Firebase to React Native - part 5

- need to setup Firebase usage in our application root, App. js
- use the componentWillMount lifecycle hook to call the initApi() function
- ensure Firebase is ready and available for our app

#### add Firebase to React Native - part 6

- after setup and initialisation, we can start to consider working with our Firebase database
- benefits of Firebase is that the SDK allows our apps and database to be in sync
- as and when updates are registered
- we need to setup database listeners to ensure the state of our app is updated
  - whenever a database is modified on Firebase...
- add such listeners to our firebase.js file

```
// setup listener for firebase updates
export const setListener = (endpoint, updaterFn) => {
    firebase.database().ref(endpoint).on('value', updaterFn);
    return () => firebase.database().ref(endpoint).off();
}
```

- using this function to perform two key tasks
- after passing arguments for endpoint and updateFn
  - get reference to endpoint for our Firebase database

```
firebase.database().ref(endpoint)
```

- we can send other required endpoints for our app and Firebase database
- such as cards in our current example
- then call the on() function allowing us to pass udpaterFn
  - passed as we call the setListener function in our app
- then return a function to allow us to remove the attached listener later in our app

### add Firebase to React Native - part 7

- start to use such listeners and functionality in our app
- create a getCards() function in api.js file
- use the setListener we created in firebase.js

```
// get cards from current firebase database
export const getCards = (updaterFn) => setListener('cards', updaterFn);
```

• then import this function for a given screen in our app, such as the Card screen,

```
import { getCards } from '../services/api';
```

• then set our state to use this function, and the cards from the database

```
componentDidMount() {
  this.unsubscribeGetCards = getCards((snapshot) => {
    this.setState({
      messages: Object.values(snapshot.val())
    })
  })
}
```

### add Firebase to React Native - part 8

- in componentDidMount() lifecycle hook
- use Object.values on Firebase snapshot.val()
- FlatList component we're using for rendering expects an array
- Firebase returns an object for the values
- getCards is calling setListener
- returns a function for a remove listener

```
firebase.database().ref(endpoint).off();
```

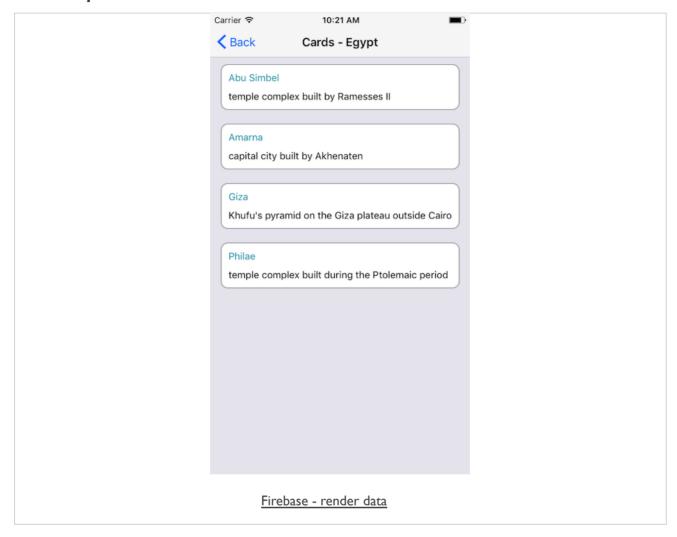
- set the result for getCards to this.unsubscribeGetCards
- then later call it as necessary in the lifecycle hook for componentWillUnmount
- might also add a single call, instead of constantly checking for updates

```
firebase.database().ref(endpoint).once('value')
```

- returns a promise
- we can use in a standard manner, or chain with then ()...

# Image - Firebase

### render data from database



# React Native - fetching data

#### HTML5 Fetch API - intro

- React Native also provides support for the developing HTML5 Fetch API
- also use other JS libraries such as axios or standard XMLHttpRequest
- no CORS (cross-origin resource sharing) issues with React Native
- use for network based queries, API requests, and so on...
- start with a simple query structure with fetch

```
fetch('https://your-server/api/getnotes.json')
```

- Fetch API with return a promise
- we can then chain to then ()
- or perhaps use with async or await using ES6 JavaScript
- might also add a second paremeter to this fetch query

```
fetch('https://your-server/api/getnotes.json', {
  method: 'POST',
  headers: {
    ...
  },
  body: JSON.stringify({
    ...
  })
})
```

# React Native - fetching data

### HTML5 Fetch API - working with the data

- response from a Fetch request will return a Blob
- response contains metadata
- access return data using a promise chain &c.

```
fetch('https://your-server/api/getnotes.json')
   .then(result => result.json())
   .then(yourData => this.setState({
     yourData
     })
   )
   .catch(error => {
     console.error(error);
});
```

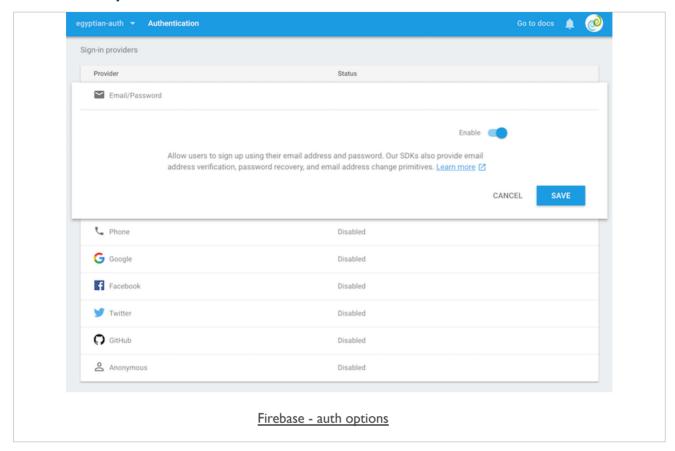
## **React Native - Authentication**

### Firebase - setup authentication

- part of using authentication with Firebase
  - need to explicitly configure this option in the Console Dashboard
- need to setup the sign-in method for a particular database
- select various options and providers, including
  - email and password
  - phone
  - Google
  - Facebook
  - Twitter
  - GitHub
  - and Anonymous

# Image - Firebase

### authentication options



# **React JavaScript Library**

## Additional reading, material, and samples

- design thoughts
- event handling
- more composing components
- DOM manipulation
- forms
- intro to flux
- animations
- lots of samples...

## References

- Axios JS library
- Firebase
- Firebase database rules
- Google's Cloud Platform
- MDN super
- React
- React Native
- React DevTools
- React Navigation
- React Native Layout Props
- React Native StatusBar
- XMLHttpRequest
- Yarn Firebase