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

Fall Semester 2019 - Week 12

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React Native - component usage

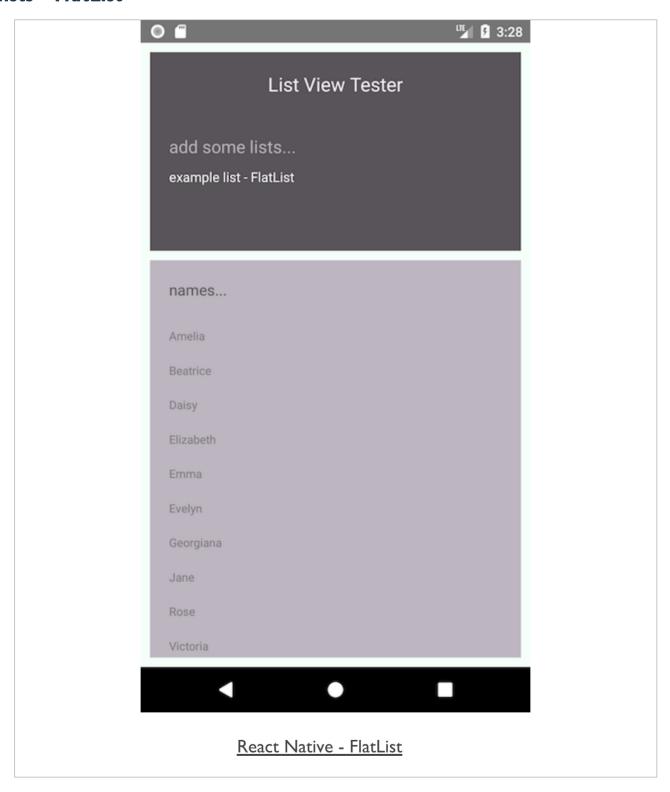
lists - FlatList

- 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

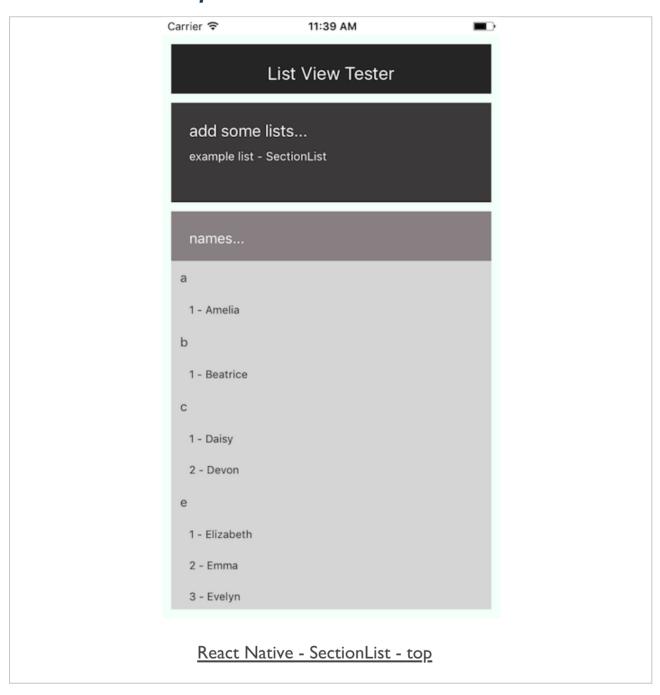


React Native - component usage

lists - SectionList

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

lists - SectiontList - top



lists - SectiontList - bottom



React Native - component usage

ScrollView

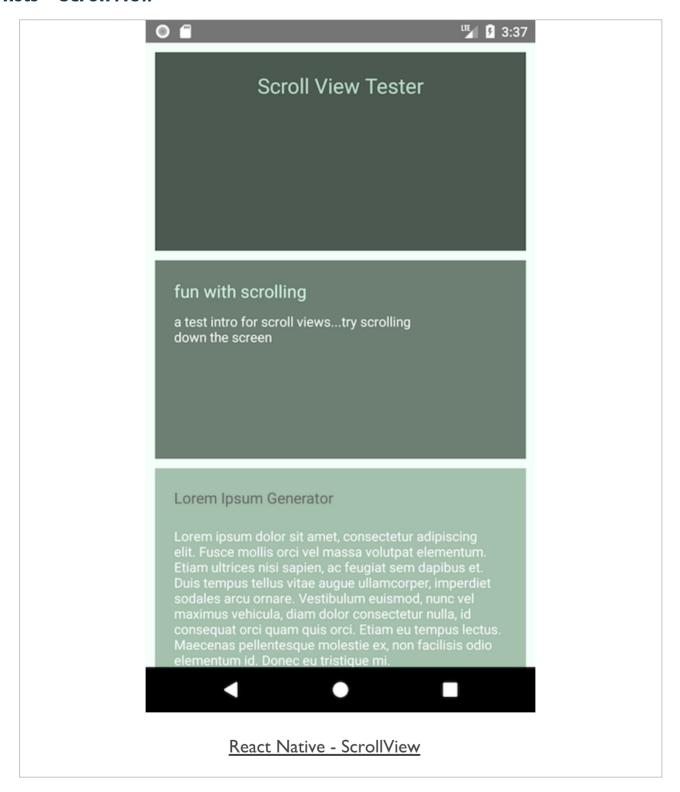
- scrolling in React Native apps is achieved with a generic scrolling container
 - ScrollView
- specific view container can itself accept multiple child components and views
- scrollview container option to specify direction
 - either horizontal or vertical
- general usage
 - add a ScrollView using the 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

React Native - component usage

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>
            <Text style={styles.content}>
                {intro.description}
            </Text>
            </View>
                    <ScrollView>
                    <View style={styles.contentBox}>
            <Text style={styles.heading3}>
                Lorem Ipsum Generator
            </Text>
            <Text style={styles.content}>
                        </Text>
            </View>
                    </ScrollView>
        </View>
    );
 }
```

lists - ScrollView



React Native - Component usage

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

React Native - Component usage

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}))}
//>
```

React Native - Component usage

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

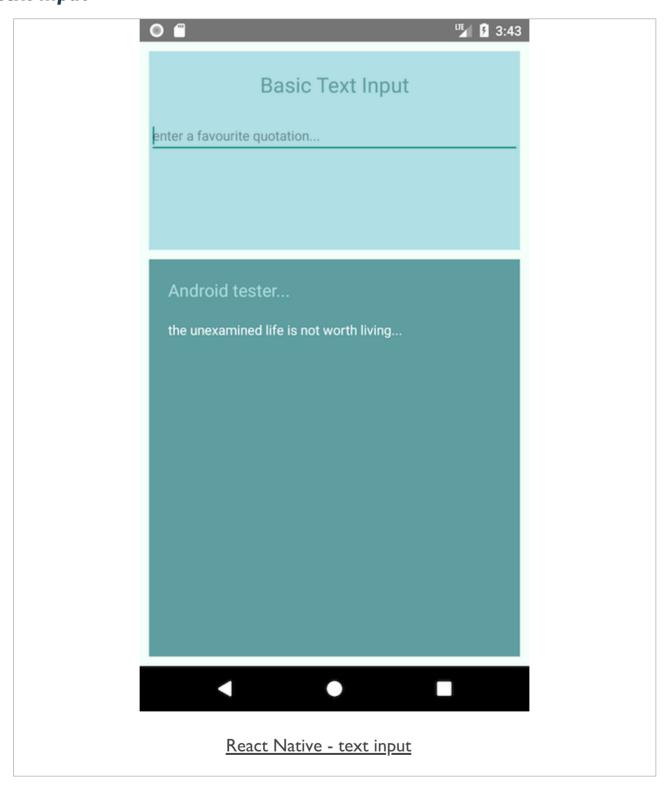
```
export default class TextUpdater extends Component {
   constructor(props) {
      super(props);
      this.state = {
        quoteInput: 'enter a favourite quotation...',
        quoteText: 'the unexamined life is not worth living...'
      };
   }
}
```

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

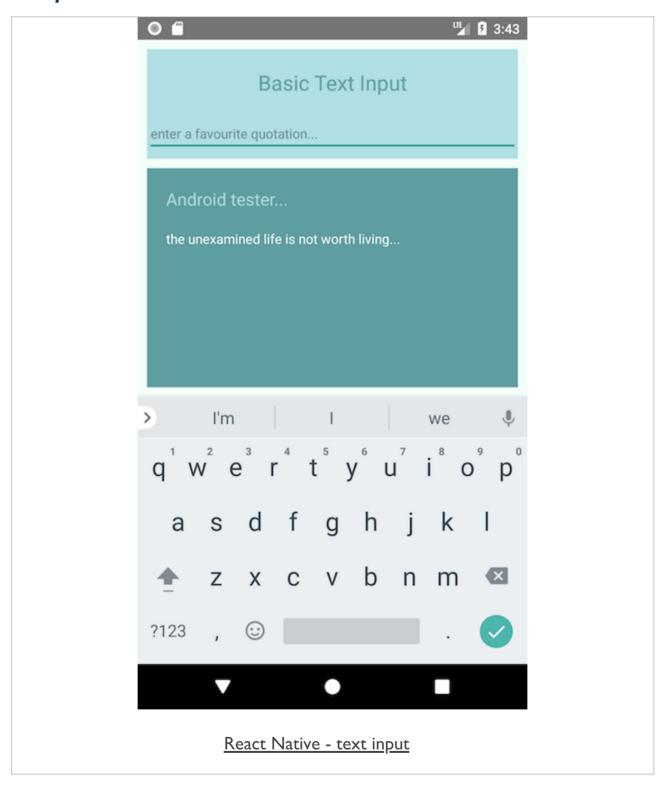
```
<TextInput
   style={styles.textInput}
   placeholder={this.state.quoteInput}
   onChangeText={(quoteText) => this.setState({quoteText})}
/>
```

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

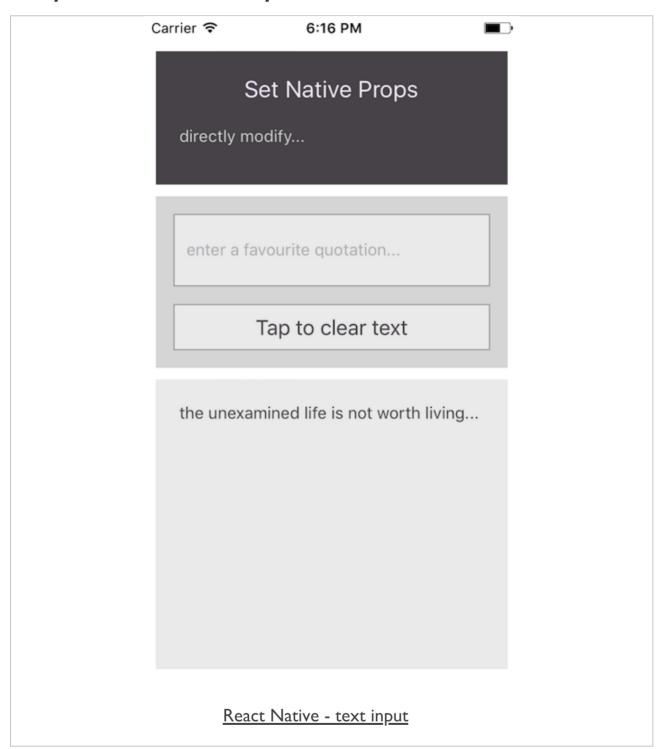
text input



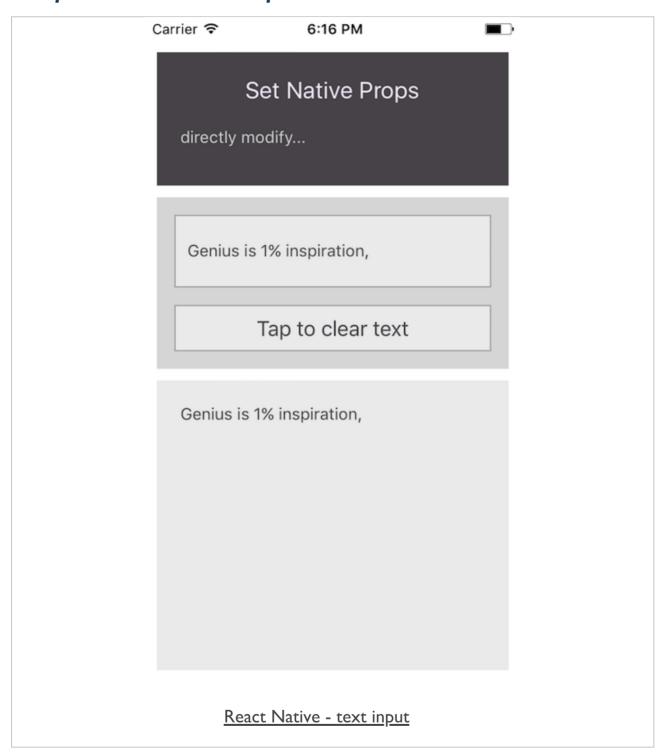
text input



text input - use setNativeProps



text input - use setNativeProps



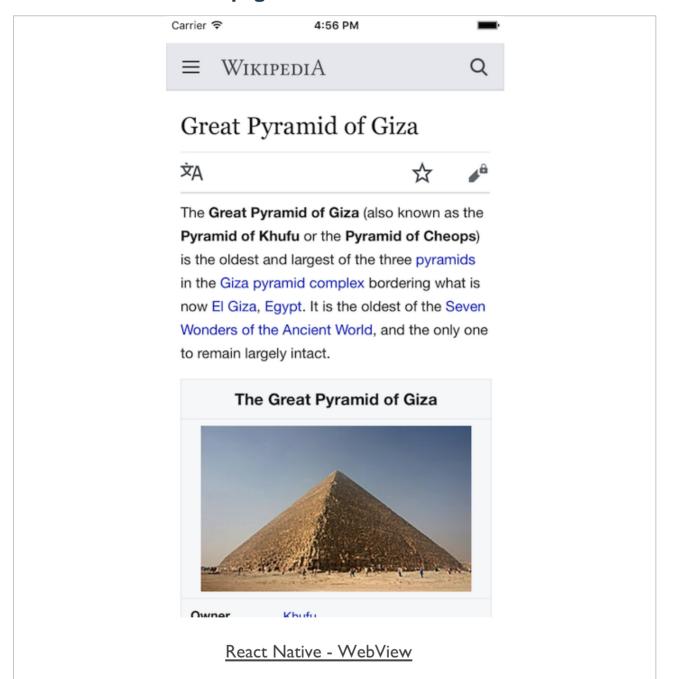
React Native - component usage

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'
    }} />
```

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

Mobile Design & Development - More UI Components & Usage

Fun Exercise

Four groups, two apps

- Music http://linode4.cs.luc.edu/teaching/cs/demos/422/gifs/music/
- Travel Booking http://linode4.cs.luc.edu/teaching/cs/demos/422/gifs/travelbooking/

For each app, consider the following

- define UI components for the app?
- how is the app using lists for various views?
- how is the app combining multiple components to create the required UI layout?
 - e.g. various list views, scrolling, text input &c.
- how are the UI components defining UX for the app?

~ 10 minutes

Cordova & 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
 - AWS including Amplify
 - MongoDB, Redis...
- as a data store, Firebase offers a hosted NoSQL database
 - data store is JSON-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 realtime 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

- Cordova & React Native do not limit data stores or queries to just
 Firebase
- Firebase is hosted platform, acquired by Google
 - provides options for data starage, authentication, real-time database querying...
- it provides and API for data access
 - access and query JavaScript object data stores
 - query in real-time
 - listeners available for all connected apps and users
 - synchronisation in milliseconds for most updates...
 - notifications

Firebase - Authentication

- 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
- custom solutions also available per app
 - email
 - telephone
 - messaging
 - ...

Firebase - Cloud Storage

- 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

Firebase - Real-time database

- 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

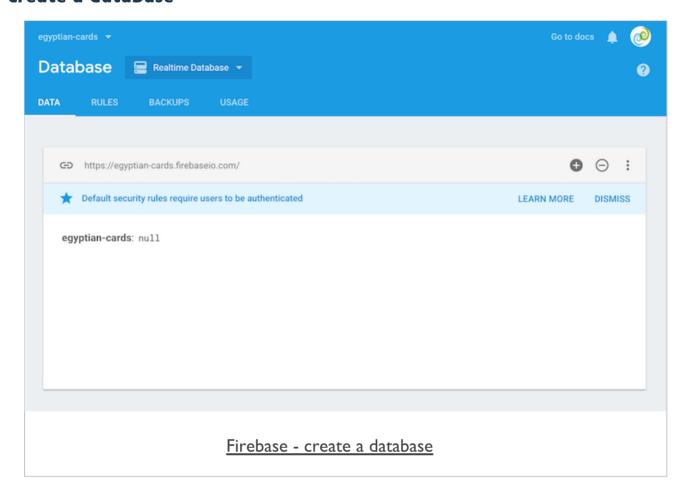
- start using Firebase by creating an account with the service
 - using a standard Google account
 - Firebase
- login to Firebase
 - choose either Get Started material or navigate to Firebase console
- at Console page, get started by creating a new project
 - click on the option to Add project
 - enter 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...
- reference documentation for the Firebase Real-Time database,
 - https://firebase.google.com/docs/reference/js/firebase.database

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



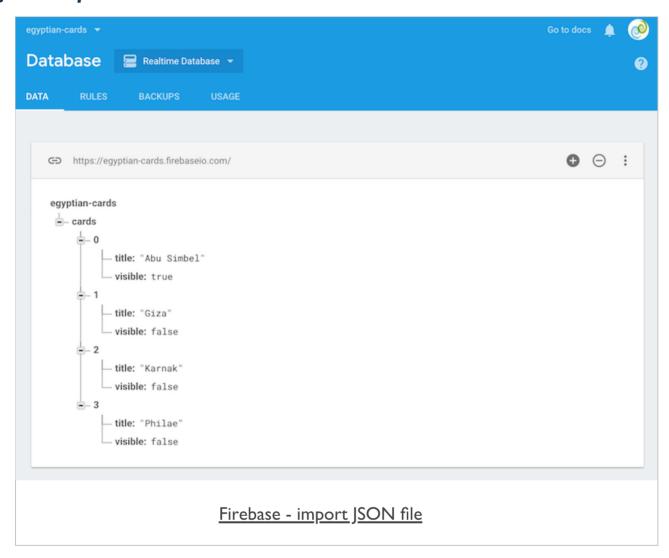
Firebase - import JSON data

- we might start with some simple data to help test Firebase
- import JSON 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"
    }
}
```

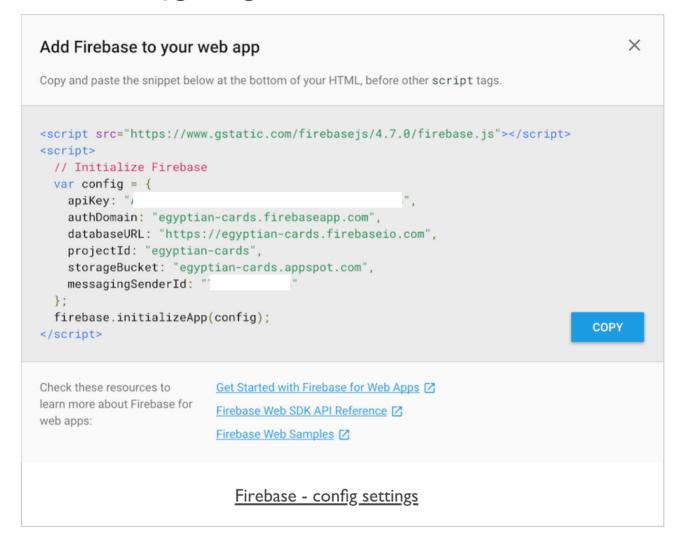
React Native - Data - Firebase

add Firebase to React Native - part I

- we can now test our new Firebase database with an 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 app
 - options for Android and iOS native, plus JavaScript
- 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



React Native - Data - Firebase

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

React Native - Data - 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 componentDidMount 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();
```

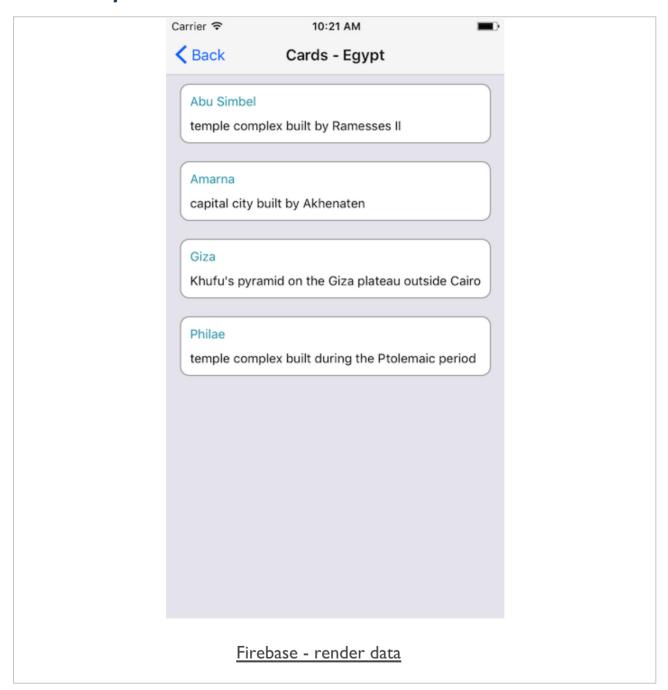
- set the result for getCards to this.unsubscribeGetCards
- then later call it as necessary in the lifecycle hook for componentWillUnmount
- might also add a single call, instead of constantly checking for updates

```
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



add data with plain JS objects

- plain objects as standard Firebase storage
 - helps with data updating
 - helps with auto-increment pushes of data...

```
{
  "egypt": {
    "code": "eq",
    "ancient_sites": {
      "abu simbel": {
        "title": "abu simbel",
        "kingdom": "upper",
        "location": "aswan governorate",
        "coords": {
          "lat": 22.336823,
          "long": 31.625532
        },
        "date": {
          "start": {
            "type": "bc",
            "precision": "approximate",
            "year": 1264
          },
          "end": {
            "type": "bc",
            "precision": "approximate",
            "year": 1244
          }
        }
      },
      "karnak": {
        "title": "karnak",
        "kingdom": "upper",
        "location": "luxor governorate",
        "coords": {
          "lat": 25.719595,
         "long": 32.655807
        },
        "date": {
          "start": {
            "type": "bc",
            "precision": "approximate",
```

```
"year": 2055
},
    "end": {
        "type": "ad",
        "precision": "approximate",
        "year": 100
      }
}
}
```

Image - Firebase

JSON import



add to app's index.html

- start testing Cordova setup with default config in app's index.html file
 - e.g.

```
<!-- JS - Firebase app -->
<script src="https://www.gstatic.com/firebasejs/5.5.8/firebase.js"></script>
<script>
    // Initialize Firebase
    var config = {
        apiKey: "YOUR_API_KEY",
        authDomain: "422cards.firebaseapp.com",
        databaseURL: "https://422cards.firebaseio.com",
        projectId: "422cards",
        storageBucket: "422cards.appspot.com",
        messagingSenderId: "282356174766"
    };
    firebase.initializeApp(config);
</script>
```

- example includes initialisation information so the SDK has access to
 - Authentication
 - Cloud storage
- Realtime Database
- Cloud Firestore

n.b. don't forget to modify the above values to match your own account and database...

customise API usage

- possible to customise required components per app
- allows us to include only features required for each app
- e.g. the only **required** component is
- firebase-app core Firebase client (required component)

```
<!-- Firebase App is always required and must be first -->
<script src="https://www.gstatic.com/firebasejs/5.5.8/firebase-app.js"></script>
```

- we may add a mix of the following optional components,
- firebase-auth various authentication options
- firebase-database realtime database
- firebase-firestore cloud Firestore
- firebase-functions cloud based function for Firebase
- firebase-storage cloud storage
- firebase-messaging Firebase cloud messaging

modify JS in app's index.html

```
<!-- Add additional services that you want to use -->
<script src="https://www.gstatic.com/firebasejs/5.5.3/firebase-auth.js"></script>
<script src="https://www.gstatic.com/firebasejs/5.5.3/firebase-database.js"></scr
<script src="https://www.gstatic.com/firebasejs/5.5.3/firebase-firestore.js"></scr
<script src="https://www.gstatic.com/firebasejs/5.5.3/firebase-messaging.js"></scr
<script src="https://www.gstatic.com/firebasejs/5.5.3/firebase-storage.js"></scr
<script src="https://www.gstatic.com/firebasejs/5.5.3/firebase-storage.js"></scr
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```

 then define an object for the config of the required services and options,

```
var config = {
   // add API key, services &c.
};
firebase.initializeApp(config);
```

initial app usage - DB connection

- after defining required config and initialisation
 - start to add required listeners and calls to app's JS

define DB connection

• we can establish a connection to our Firebase DB as follows,

```
const db = firebase.database();
```

then use this reference to connect and query our database

initial app usage - ref() method

- with the connection to the database
 - we may then call the ref(), or reference, method
 - use this method to read, write &c. data in the database
- by default, if we call ref() with no arguments
 - our query will be relative to the root of the database
 - e.g. reading, writing &c. relative to the whole database
- we may also request a specific reference in the database
 - pass a location path, e.g.

```
db.ref('egypt/ancient_sites/abu_simbel/title').set('Abydos');
```

- allows us to create multiple parts of the Firebase database
- such parts might include,
 - multiple objects, properties, and values &c.
- a quick and easy option for organising and distributing data

write data - intro

- also write data to the connected database
 - again from a JavaScript based application
- Firebase supports many different JavaScript datatypes, including
 - strings
 - numbers
 - booleans
 - objects
 - arrays
 - ...
- i.e. any values and data types we add to JSON
 - n.b. Firebase may not maintain the native structure upon import
 - e.g. arrays will be converted to plain JavaScript objects in Firebase

write data - set all data

- set data for the whole database by calling the ref() method at the root
 - e.g.

```
db.ref().set({
    site: 'abu-simbel',
    title: 'Abu Simbel',
    date: 'c.1264 B.C.',
    visible: true,
    location: {
        country: 'Egypt',
        code: 'EG',
        address: 'aswan'
    }
    coords: {
        lat: '22.336823',
        long: '31.625532'
    }
});
```

write data - set data for a specific data location

- also write data to a specific location in the database
- add an argument to the ref() method
 - specifying required location in the database
 - e.g.

```
db.ref('egypt/ancient_sites/abu_simbel/location').set('near aswan');
```

- ref() may be called relative to any depth in the database from the root
- allows us to update anything from whole DB to single property value

Promises with Firebase

- Firebase includes native support for Promises and associated chains.
- we do not need to create our own custom Promises
- we may work with a return Promise object from Firebase
 - using a standard chain, methods...
- e.g. when we call the set () method
 - Firebase will return a Promise object for the method execution
- set() method will not explicitly return anything except for success or error
 - we can simply check the return promise as follows,

```
db.ref('egypt/ancient_sites/abu_simbel/title')
    .set('Abu Simbel')
    .then(() => {
        // log data set success to console
        console.log('data set...');
    })
    .catch((e) => {
        // catch error from Firebase - error logged to console
        console.log('error returned', e);
    });
```

remove data - intro

- we may lso delete and remove data from the connected database
- various options for removing such data, including
 - specific location
 - all data
 - set() with null
 - by updating data
 - ...

remove data - specify location

- we may also delete data at a specific location in the connected database
 - e.g.

```
db.ref('egypt/ancient_sites/abu_simbel/kingdom')
    .remove()
    .then(() => {
        // log data removed success to console
        console.log('data removed...');
})
    .catch((e) => {
        // catch error from Firebase - error logged to console
        console.log('error returned', e);
});
```

remove data - all data

- also remove all of the data in the connected database
 - e.g.

```
db.ref()
    .remove()
    .then(() => {
        // log data removed success to console
        console.log('data removed...');
})
    .catch((e) => {
        // catch error from Firebase - error logged to console
        console.log('error returned', e);
});
```

remove data - set() with null

- another option specified in the Firebase docs for deleting data
 - by using set() method with a null value
 - e.g.

```
db.ref('egypt/ancient_sites/abu_simbel/kingdom')
    .set(null)
    .then(() => {
        // log data removed success to console
        console.log('data set to null...');
    })
    .catch((e) => {
        // catch error from Firebase - error logged to console
        console.log('error returned', e);
    });
```

update data - intro

- also combine setting and removing data in a single pattern
 - using the update() method call to the defined database reference
- meant to be used to update multiple items in database in a single call
- we must pass an object as the argument to the update()
 method

update data - existing properties

- to update multiple existing properties
 - e.g.

```
db.ref('egypt/ancient_sites/abu_simbel/').update({
  title: 'The temple of Abu Simbel',
  visible: false
});
```

update data - add new properties

also add a new property to a specific location in the database

```
db.ref('egypt/ancient_sites/abu_simbel/').update({
   title: 'The temple of Abu Simbel',
   visible: false,
   date: 'c.1264 B.C.'
});
```

- still set new values for the two existing properties
 - title and visible
- add a new property and value for data
- update() method will only update the specific properties
 - does not override everything at the reference location
 - compare with the set () method...

update data - remove properties

- also combine these updates with option to remove an existing property
 - e.g.

```
db.ref('egypt/ancient_sites/abu_simbel/').update({
  card: null,
  title: 'The temple of Abu Simbel',
  visible: false,
  date: 'c.1264 B.C.',
});
```

- null used to delete specific property from reference location in DB
- at the reference loaction in the DB, we're able to combine
 - creating new property
 - updating a property
 - deleting existing properties

update data - multiple properties at different locations

- also combine updating data in multiple objects at different locations
 - locations relative to initial passed reference location
 - e.g.

```
db.ref().update({
   'egypt/ancient_sites/abu_simbel/visible': true,
   'egypt/ancient_sites/karnak/visible': false
});
```

- relative to the root of the dabatase
 - now updated multiple title properties in different objects
- n.b. update is only for child objects relative to specified ref location
 - due to character restrictions on the property name
 - e.g. the name may not begin with ., / &c.

update data - Promise chain

- update() method will also return a Promise object
 - allows us to chain the standard methods
 - e.g.

```
db.ref().update({
    'egypt/ancient_sites/abu_simbel/visible': true,
    'egypt/ancient_sites/karnak/visible': false
}).then(() => {
    console.log('update success...');
}).catch((e) => {
    console.log('error = ', e);
});
```

- as with set() and remove()
 - Promise object itself will return success or error for method call

read data - intro

- fetch data from the connected database in many different ways, e.g.
 - all of the data
 - or a single specific part of the data
- also connect and retrieve data once
- another option is to setup a listener
 - used for polling the database for live updates...

read data - all data, once

retrieve all data from the database a single time

```
// ALL DATA ONCE - request all data ONCE
// - returns Promise value
db.ref().once('value')
.then((snapshot) => {
    // snapshot of the data - request the return value for the data at the time of const data = snapshot.val();
    console.log('data = ', data);
})
.catch((e) => {
    console.log('error returned - ', e);
});
```

read data - single data, once

- we may query the database once for a single specific value
 - e.g.

```
// SINGLE DATA - ONCE
db.ref('egypt/ancient_sites/abu_simbel/').once('value')
.then((snapshot) => {
    // snapshot of the data - request the return value for the data at the time of const data = snapshot.val();
    console.log('single data = ', data);
})
.catch((e) => {
    console.log('error returned - ', e);
});
```

- returns value for object at the specified location
 - egypt/ancient_sites/abu_simbel/

read data - listener for changes - subscribe

- also setup listeners for changes to the connected database
 - then continue to poll the DB for any subsequent changes
 - e.g.

```
// LISTENER - poll DB for data changes
// - any changes in the data
db.ref().on('value', (snapshot) => {
  console.log('listener update = ', snapshot.val());
});
```

- on() method polls the DB for any changes in value
- then get the current snapshot value for the data stored
- any change in data in the online database
- listener will automatically execute defined success callback function

read data - listener for changes - subscribe - error handling

- also add some initial error handling for subscription callback
 - e.g.

```
// LISTENER - SUBSCRIBE

// - poll DB for data changes

// - any changes in the data

db.ref().on('value', (snapshot) => {
   console.log('listener update = ', snapshot.val());
}, (e) => {
   console.log('error reading db', e);
});
```

read data - listener - why not use a Promise?

- as listener is notified of updates to the online database
 - we need the callback function to be executed
- callback may need to be executed multiple times
 - e.g. for many updates to the stored data
- a Promise may only be resolved a single time
 - with either resolve or reject
- to use a Promise in this context
 - we would need to instantiate a new Promise for each update
 - would not work as expected
 - therefore, we use a standard callback function
- a callback may be executed as needed
 - each and every time there is an update to the DB

read data - listener for changes - unsubscribe

- need to unsubscribe from all or specific changes in online database
 - e.g.

```
db.ref().off();
```

■ removes all current subscriptions to defined DB connection

read data - listener for changes - unsubscribe

- also unsubscribe a specific subscription by passing callback
 - callback as used for the original subscription
- abstract the callback function
 - pass it to both on() and off() methods for database ref() method
 - e.g.

```
// abstract callback
const valChange = (snapshot) => {
  console.log('listener update = ', snapshot.val());
};
```

read data - listener for changes - unsubscribe

- then pass this variable as callback argument
 - for both subscribe and unsubscribe events
 - e.g.

```
// subscribe
db.ref().on('value', valChange);
// unsubscribe
db.ref().off(valChange);
```

- allows our app to maintain the DB connection
 - and unsubscribe a specific subscription

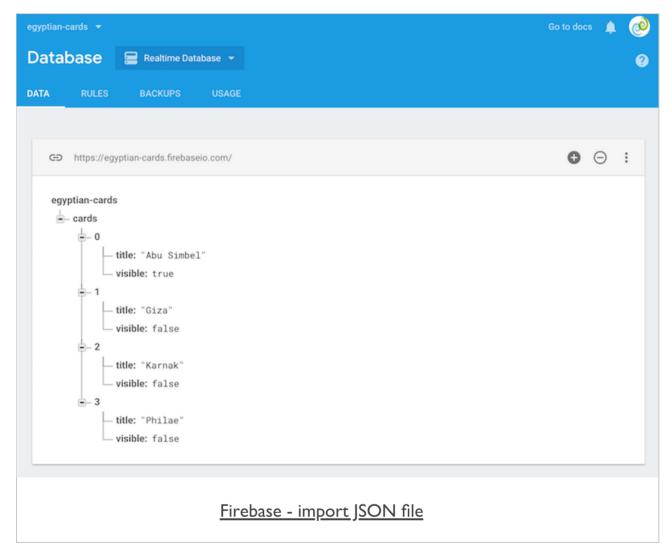
working with arrays

- Firebase does not explicitly support array data structures
 - converts array objects to plain JavaScript objects
- e.g. import the following JSON with an array

```
"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 with array



working with arrays - index values

- each index value will now be stored as a plain object
 - with an auto-increment value for the property
 - e.g.

```
cards: {
    0: {
      card: "temple complex built by Ramesses II",
      title: "Abu Simbel",
      visible: "true"
    }
}
```

working with arrays - access index values

- we may still access each index value from the original array object
 - without easy access to pre-defined, known unique references
- e.g. to access the title value of a given card
 - need to know its auto-generated property value in Firebase

db.ref('cards/0')

- reference will be the path to the required object
 - then access a given property on the object
- even if we add a unique reference property to each card
 - still need to know assigned property value in Firebase

working with arrays - push() method

- add new content to an existing Firebase datastore
- we may use the push () method to add this data
- a unique property value will be auto-generated for pushed data
 - e.g.

```
// push new data to specific reference in db
db.ref('egypt/ancient_sites/').push({
    "philae": {
        "kingdom": "upper",
        "visible": false
    }
});
```

- new data created with auto-generated ID for parent object
 - e.g.

```
LPcdS31H_u9N0dIn27_
```

- may be useful for dynamic content pushed to a datastore
- e.g. notes, tasks, calendar dates &c.

working with arrays - Firebase snapshot methods

- various data snapshot methods in the Firebase documentation
- commonly used method with snapshot is the val() method
- many additional methods specified in API documentation for DataSnapshot
 - e.g. forEach() iterator for plain objects from Firebase
 - Firebase Docs DataSnapshot

working with arrays - create array from Firebase data

- as we store data as plain objects in Firebase
 - need to consider how we may work with array-like structures
 - i.e. for technologies and patterns that require array data structures
 - e.g. Redux
- need to get data from Firebase, then prepare it for use as an array
- to help us work with Firebase object data and arrays
 - we may call for Each () method on the return snapshot
 - provides required iterator for plain objects stored in Firebase
 - e.g.

```
// get ref in db once
// call forEach() on return snapshot
// push values to local array
// unique id for each DB parent object is `key` property on snapshot
db.ref('egypt/ancient_sites')
  .once('value')
  .then((snapshot) => {
    const sites = [];
    snapshot.forEach((siteSnapshot) => {
     sites.push({
        id: siteSnapshot.key,
        ...siteSnapshot.val()
      });
    });
    console.log('sites array = ', sites);
  });
```

Image - Firebase

snapshot forEach() - creating a local array

```
firebase.js:166
sites array =
▼ (3) [{...}, {...}, {...}] 1
 ▼ 0:
     id: "-LPcdS31H_u9N0dIn27_"
    ▶ philae: {kingdom: "upper", visible: false}
    ▶ __proto__: Object
 ▼1:
    ▶ coords: {lat: 22.336823, long: 31.625532}
    ▶ date: {end: {...}, start: {...}}
     id: "abu simbel"
     kingdom: "upper"
     location: "aswan governorate"
     title: "Abu Simbel"
     visible: true
    ▶ __proto__: Object
  v 2:
    ▶ coords: {lat: 25.719595, long: 32.655807}
    ▶ date: {end: {...}, start: {...}}
     id: "karnak"
     kingdom: "upper"
     location: "luxor governorate"
     title: "karnak"
     visible: false
    ▶ __proto__: Object
   length: 3
  ▶ __proto__: Array(0)
                 Firebase - local array
```

- we now have a local array from the Firebase object data
 - use with options such as Redux...

add listeners for value changes

- as we modify objects, properties, values &c. in Firebase
 - set listeners to return notifications for such updates
 - e.g. add a single listener for any update relative to full datastore

- the on () method does not return a Promise object
 - we need to define a callback for the return data

References

- React Native
 - React DevTools
 - React Native Layout Props
 - React Native StatusBar
- Various
 - Axios JS library
 - Firebase
 - Firebase database rules
 - Firebase Docs DataSnapshot
 - Firebase docs on () events
 - Google's Cloud Platform
 - MDN Fetch API
 - XMLHttpRequest
 - Yarn Firebase