A Modern Web with React and Flux

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Aula D02 Ingegneria - Cittadella Universitaria



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A Javascript Library for Building User Interfaces

- 1) Just the UI
- 2) Virtual DOM
- 3) One Way Data Flow

What is React?



Why React?

Made for App with data that changes over time.

- Simple
- Declarative
- Build Composable Components

My First React Component

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

My First React Component

return <div>Hello {this.props.name}</div>

JSX

Introducing JSX

<div>Hello Jack!</div>

=> React.createElement('div', 'Hello Jack!');

=> React.createElement('span', {
 className: 'grid'
});

JSX Transformer

return <div>Hello {this.props.name}</div>

return React.createElement('div', 'Hello '+this.props.name)

My First React Component

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

My First React ES6 Component

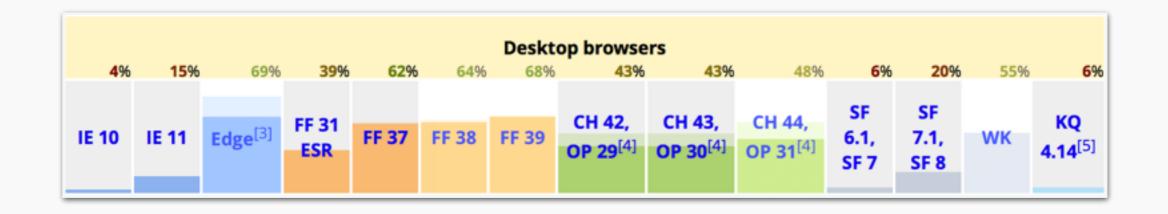
```
class HelloMessage extends React.Component {
  render() {
    return <div>Hello {this.props.name}</div>;
  }
}
```

The Next Generation ECMAScript/Javascript

- Improved Standard Library (Promises)
- Classes
- Scope Local Variable (let/const)
- Default Parameters, Arrow Functions (=>)
- Tons of new features (template strings, destructuring)

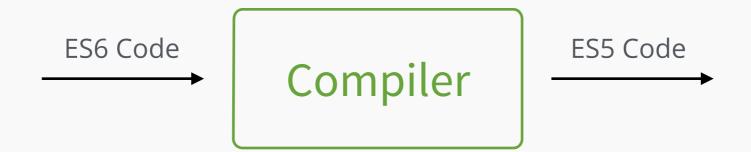
ECMAScript 6

Not supported by any modern Web Browser



Babel

Use next generation JavaScript, today.



Demo

What is React?



Event Handling

 Simply pass your event handler as a camelCased prop similar to how you'd do it in normal HTML:

Supports Event Delegation out of the box

Components are Just State Machines

- React thinks of UIs as simple state machines.
- Use this.state and setState to manage the state

this.state.on = true



this.state.on = false



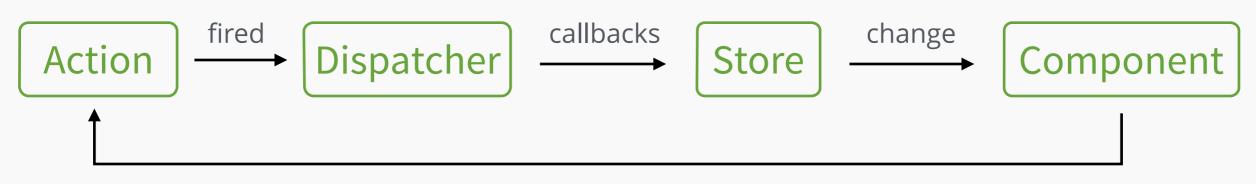
Demo

Data Flow



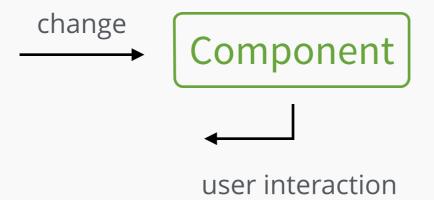
App Architecture for Building User Interfaces

- Complements React
- Unidirectional Data Flow
- More of a pattern, rather than a formal framework
- No need to learn a new library (sort of)

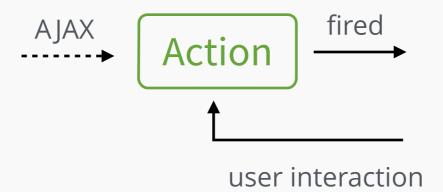


user interaction

- Listens for Stores change event
- On change, updates the state and updates the UI
- Fires Actions on User Interaction



- On fire, an Action is sent to the Dispatcher
- Contains and optional payload
- May also come from Server (AJAX request)



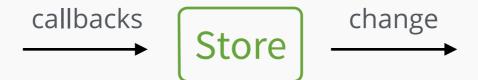


- Single, central hub that manages all data flow
- Receives Actions
- Manages Store dependencies (waitFor)
- Distributes Actions to Stores via Callback





- Handles Actions via Callbacks
- Where the Truth lies
- Emits a change event



Demo