



REACT

A JavaScript library for building user interfaces.

Complete React Developer





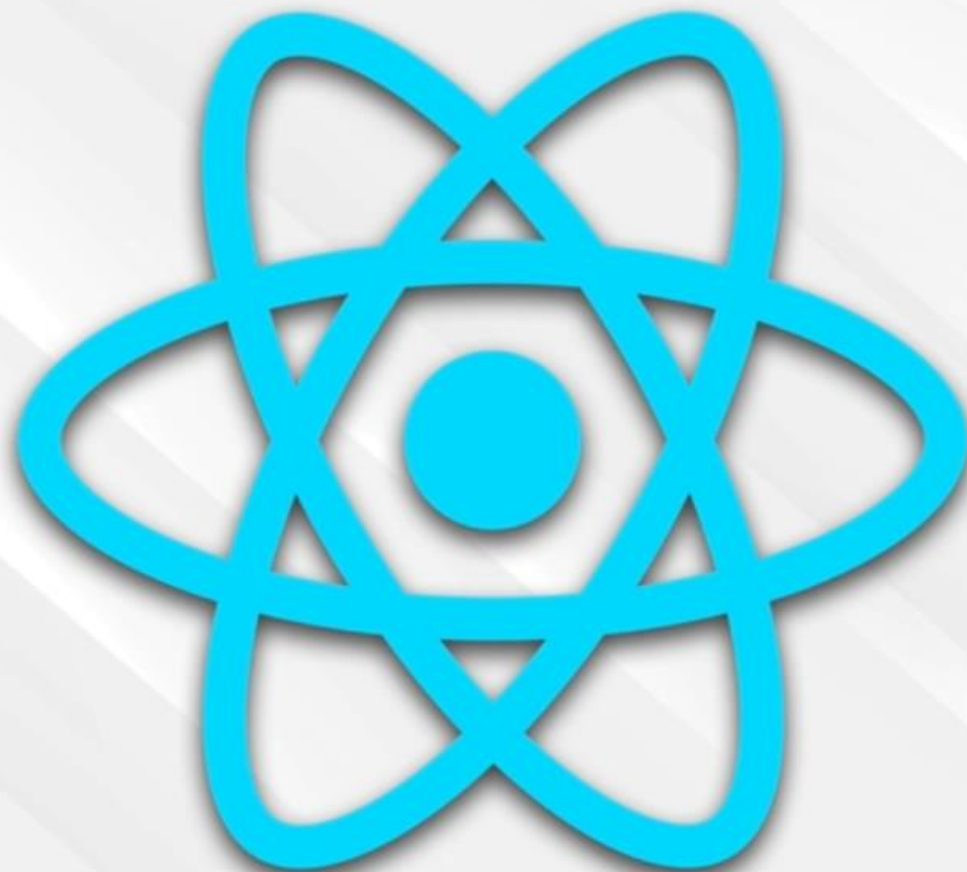
LECTURE 1

Key Concepts

Before React

Why React?

UI Layer



Declarative

Unidirectional Data Flow

Component Architecture

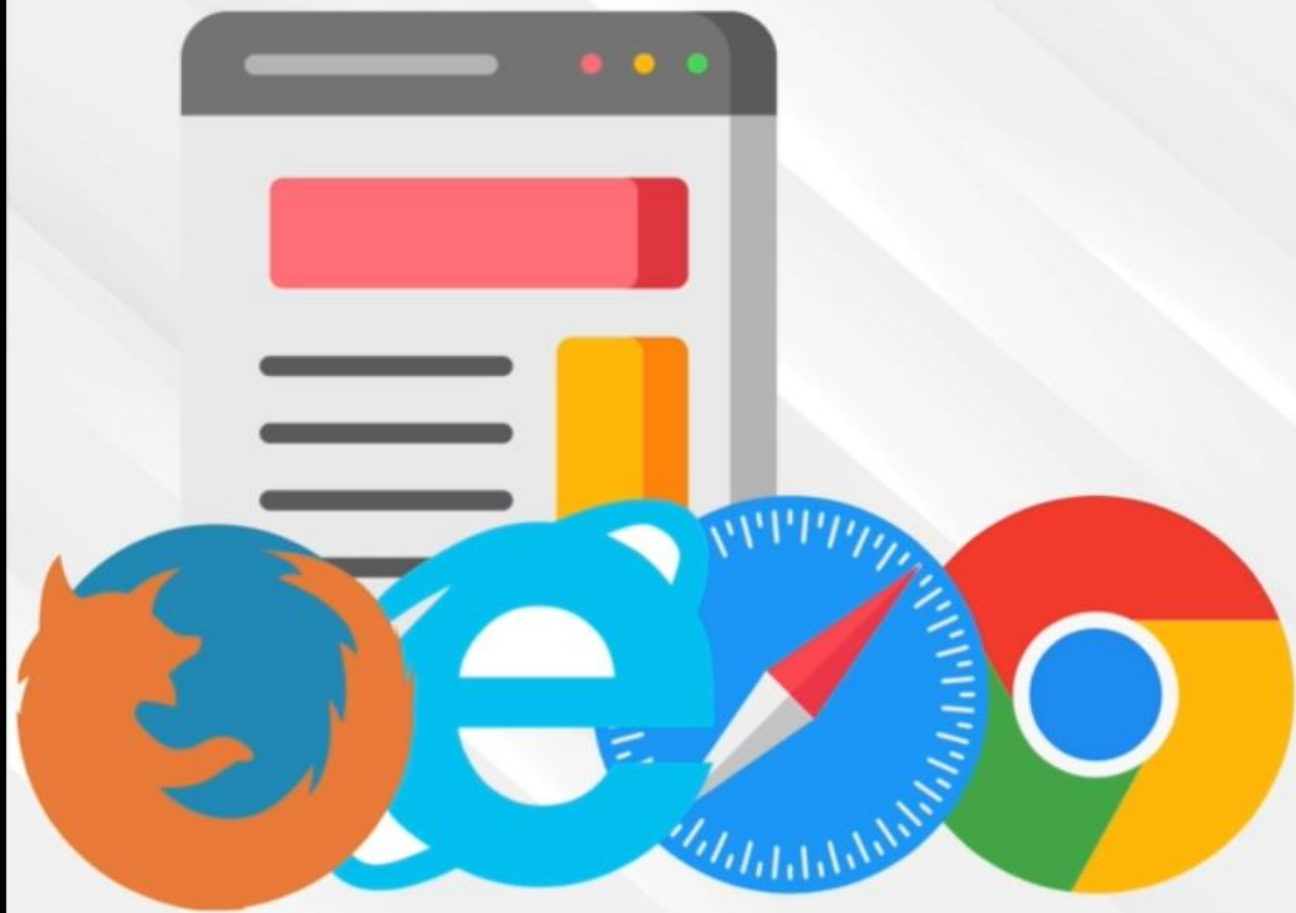
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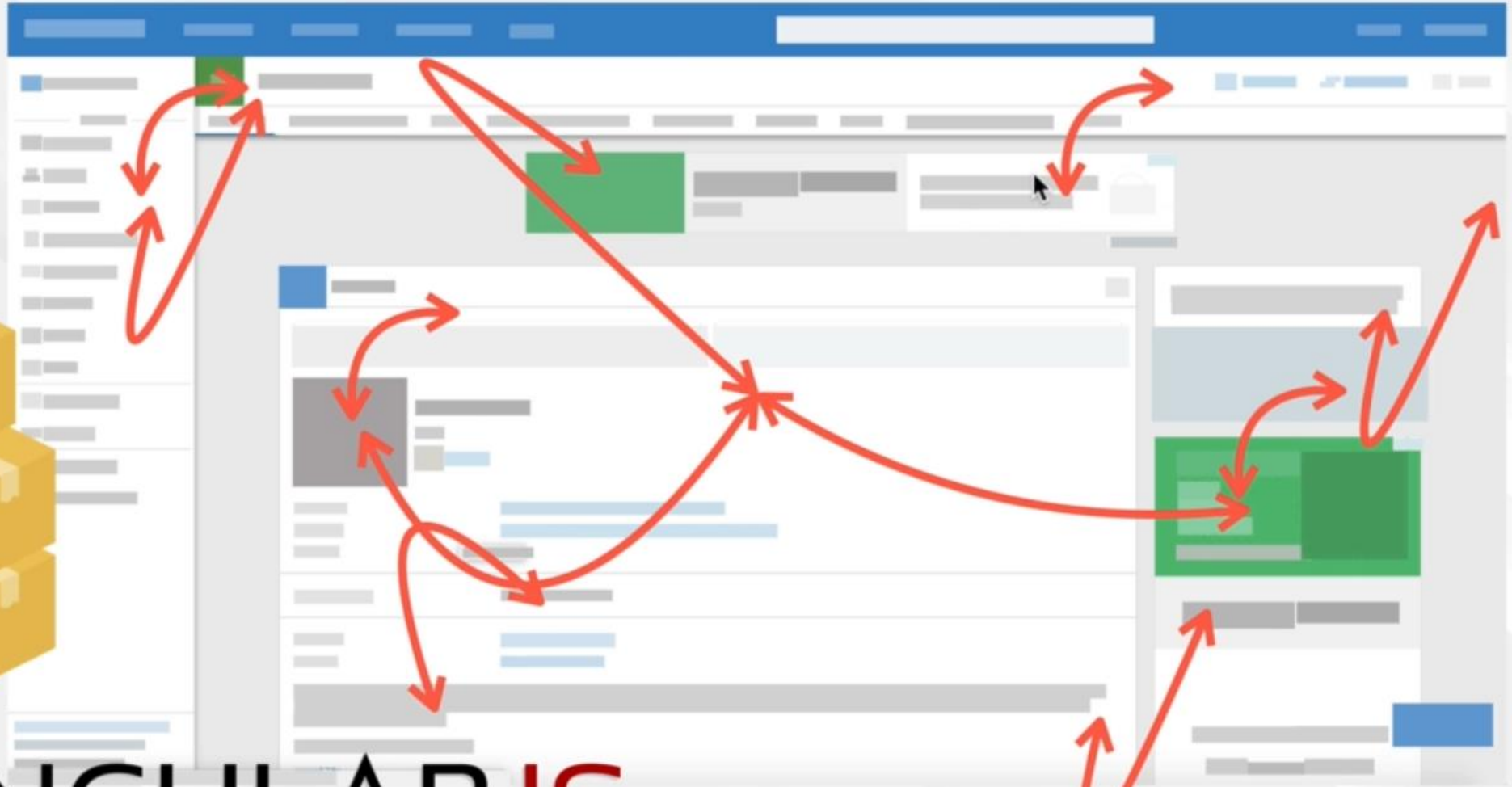




John Resig







ANGULARJS
by Google

2013



facebook.github.io/react

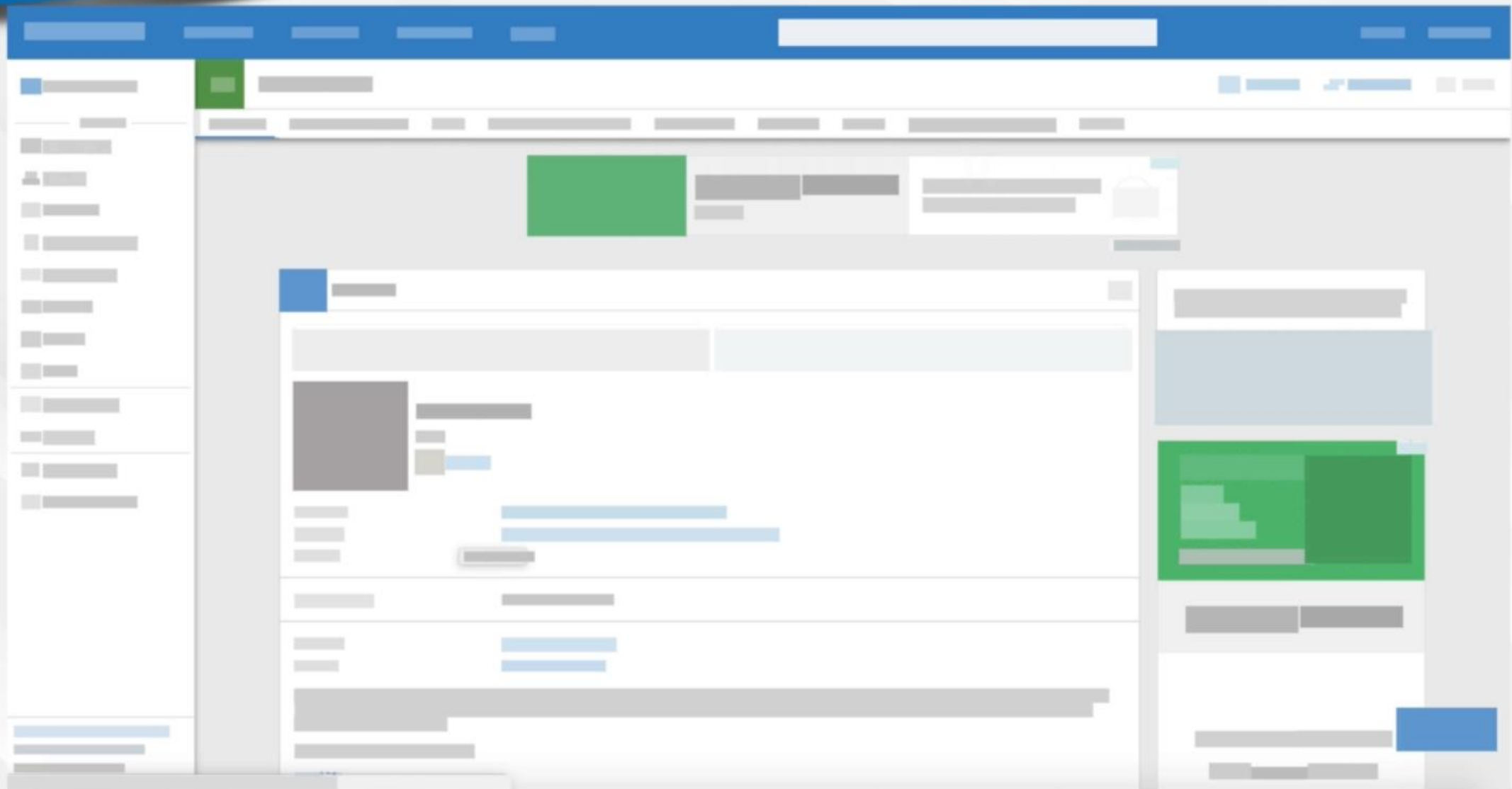


Why is React so popular ?

REACT CONCEPTS

1. Don't touch the DOM. I'll do it

IMPERATIVE



Elements Console Sources Network Performance Memory Application Security Audits >> | ⋮ ✕

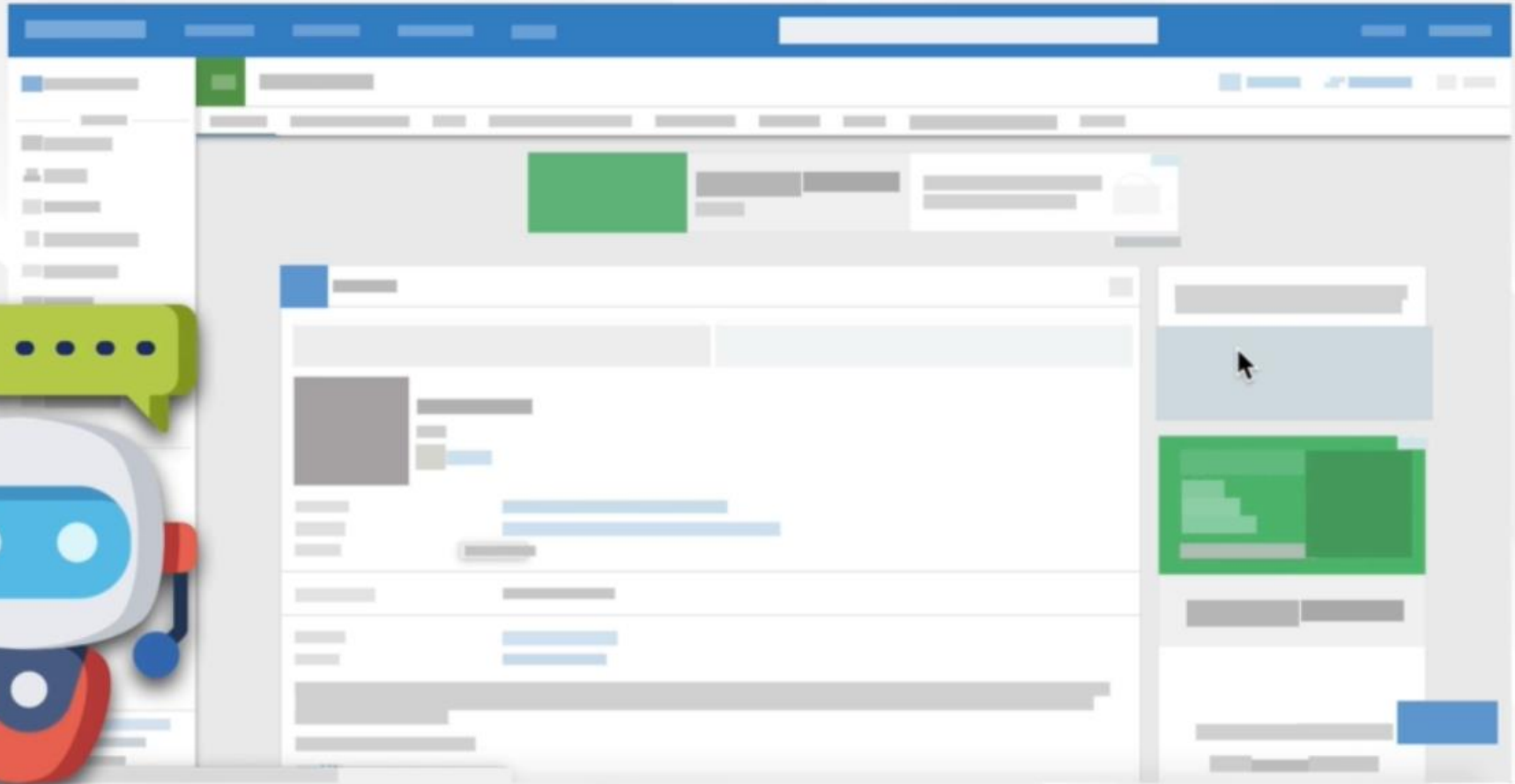
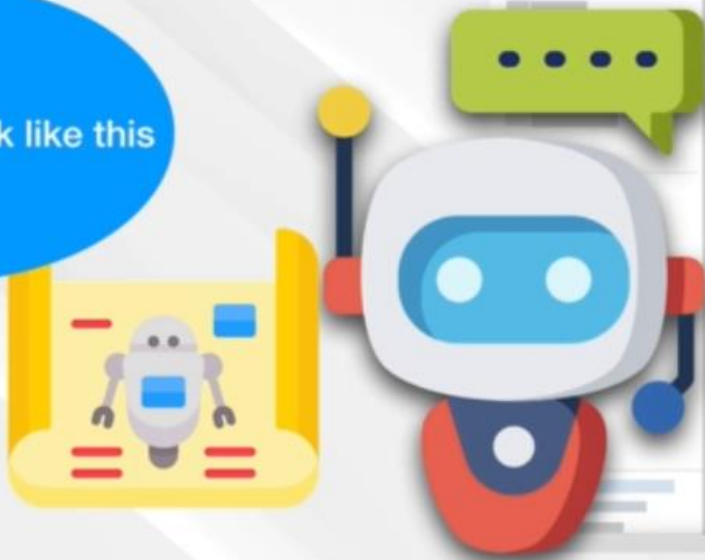
top ▼ | 📺 | Filter | Default levels ▼ | ⚙️

```
> document.getElementById(id)
document.getElementsByTagName(name)
document.createElement(name)
parentNode.appendChild(node)
element.innerHTML
element.style.left
element.setAttribute()
element.getAttribute()
element.addEventListener()
window.content
window.onload
window.dump()
window.scrollTo()
```

DECLARATIVE

```
let state = {  
  user: 'Andrei Neagoie',  
  isLoggedIn: True,  
  friends: ['Pavel', 'Matt', 'Joy']  
}
```

Page should look like this



REACT CONCEPTS

1. Don't touch the DOM. I'll do it
2. Build websites like lego blocks

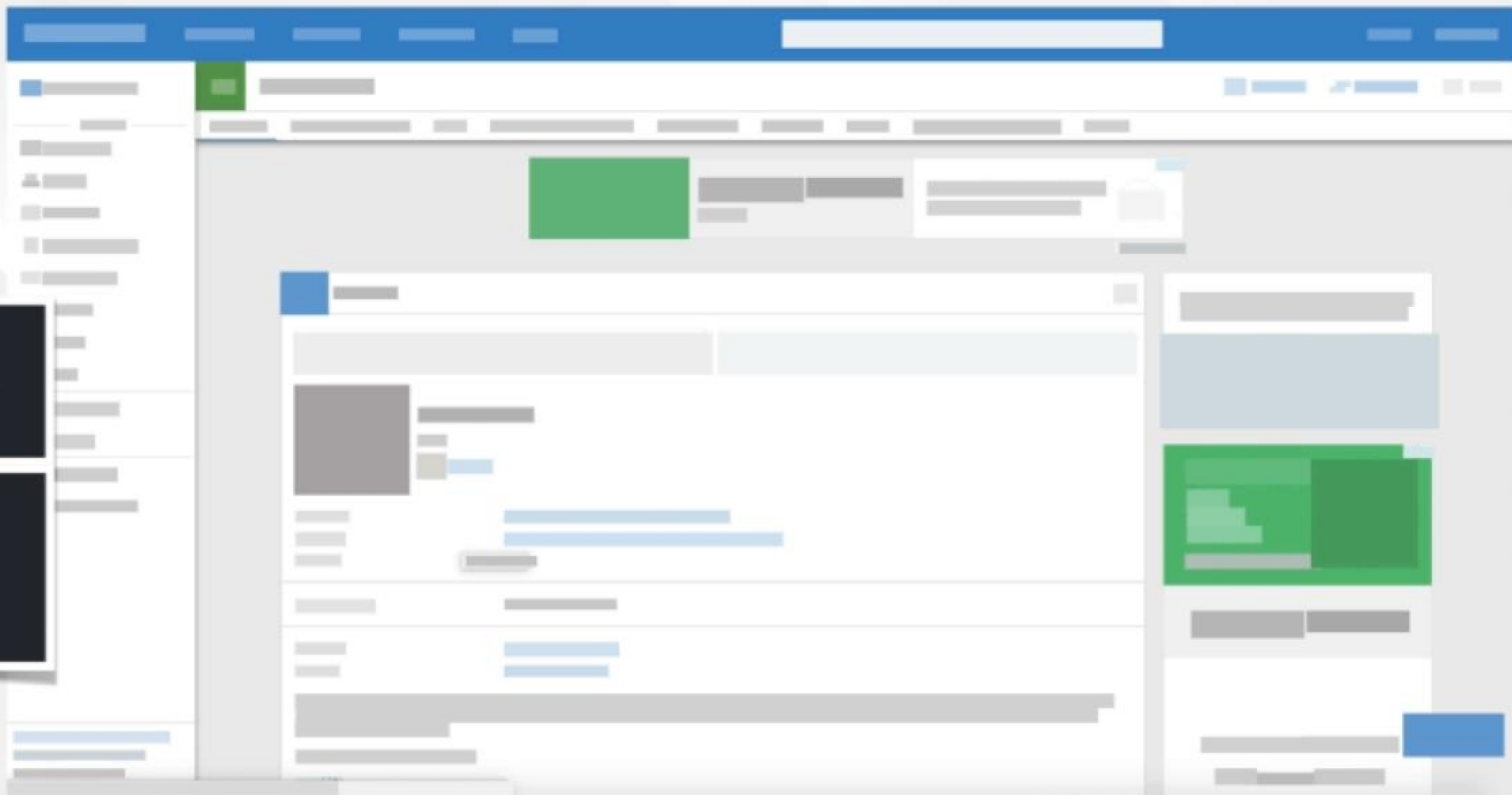
COMPONENTS

```
let state = {  
  user: 'Andrei Neagoie',  
  isLoggedIn: True,  
  friends: ['Pavel', 'Matt', 'Joy']  
}
```



```
function Welcome(props) {  
  return <h1>Hello, {props.name}</h1>;  
}
```

```
class Welcome extends React.Component {  
  render() {  
    return <h1>Hello, {this.props.name}</h1>;  
  }  
}
```



REACT CONCEPTS

1. Don't touch the DOM. I'll do it
2. Build websites like lego blocks
3. Unidirectional data flow

WHY REACT?

VirtualDOM

State

```
let state = {  
  user: 'Andrei Neagole',  
  isLoggedIn: True,  
  friends: ['Pavel', 'Matt', 'Joy']  
}
```

```
const element = (  
  <div>  
    <h1>Hello!</h1>  
    <h2>Good to see you here.</h2>  
  </div>  
)
```

JSX



Components

```
function React(state, components) {  
  
}
```


ONE WAY DATA FLOW

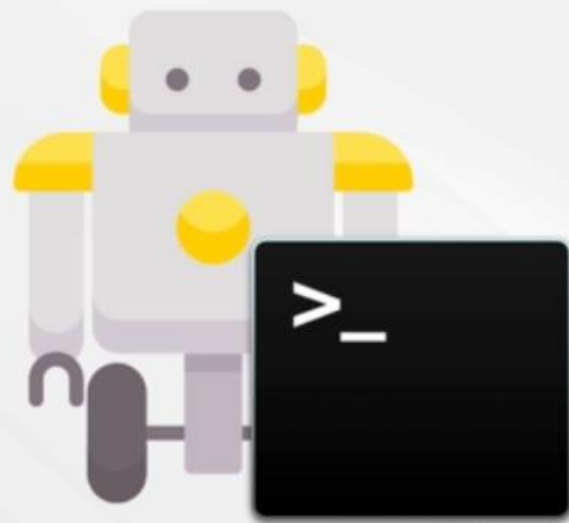
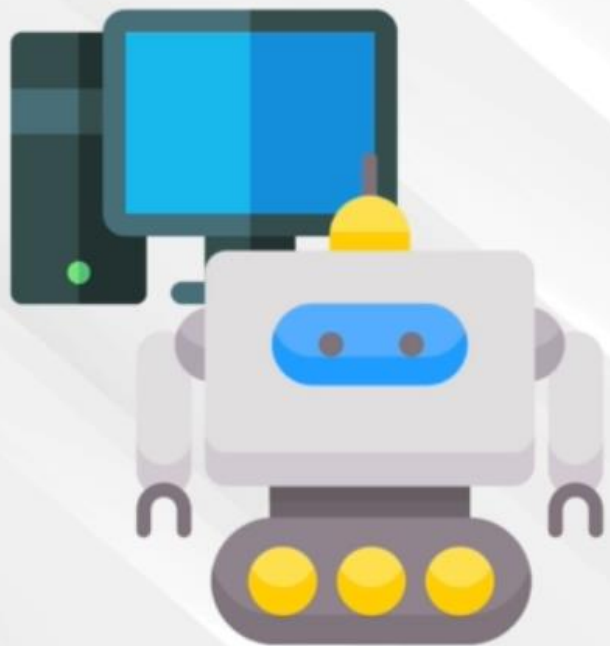
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let state = {  
  user: 'Andrei Neagoie',  
  isLoggedIn: True,  
  friends: ['Pavel', 'Matt', 'Joy']  
}
```



REACT CONCEPTS

1. Don't touch the DOM. I'll do it
2. Build websites like lego blocks
3. Unidirectional data flow
4. UI, The rest is up to you

REACT EVERYWHERE



THE JOB OF A REACT DEVELOPER

1. Decide on Components



2. Decide the State and where it lives



3. What changes when state changes



Activity # 1