React Basics II

Objectives

- Describe the process for writing a component
- Write a simple stateful component
- Understand how to set up event listeners

React Basics I Recap (JSX)

- JSX is the stuff that looks like HTML
- Any expression can go in JSX if put inside of {}
- JSX is nestable

```
I'm JSX
const myName = "Dylan";
{myName}
<article>
    This is JSX
    I'm JSX too
    <MyCustomMadeComponent/>
</article>
```

React Basics I Recap (Components)

- Components are functions that usually return JSX
- You don't invoke them, you use JSX syntax
- You can pass information from one component to another using props. Props can be primitives, reference types, other components, etc.
- Props are passed as an argument and accessed like any JS object

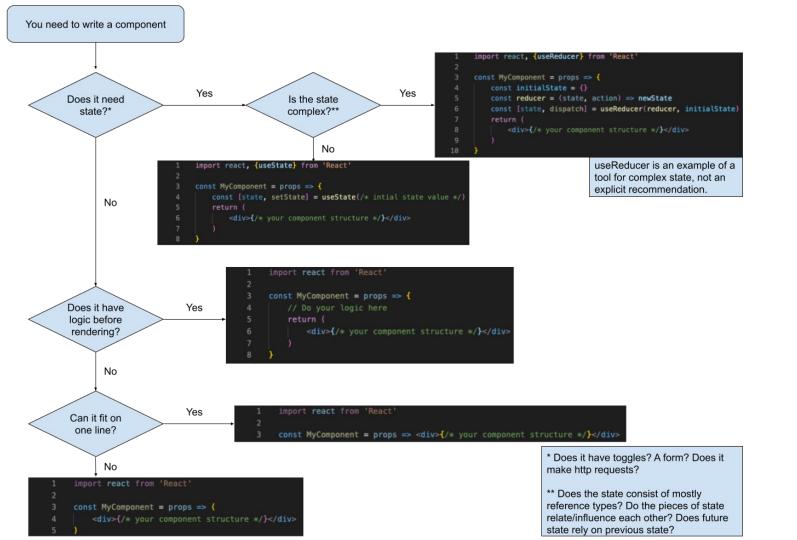
```
const MyComp = () => I'm a component

<myComp/>
const luckyNumber = 7;
<myComp luckyNumber={7} />

const MyComp = props => My number is {props.luckyNumber}
```

How do I write the right component?

- Don't use a class component
- Use the right kind of state
- Be terse if you can
 - Don't include parenths unless destructuring your props
 - Rely on implicit return when you can



Stateless Components I

- Use curly braces
- conduct your logic
- use a return statement with any expressions wrapped in parentheses (if it's a multiliner)

Stateless Components II

Use arrow functions' implicit return

Stateless Components III

```
3 const MyComponent = props => <div>{/* your component structure */}</div>
```

 Don't use parentheses if you can fit it on one line <80 chars

- Import useState or use React.useState



- The brackets to the left of the assignment are **array** destructuring.

```
const myArr = ['apple', 'orange', 'banana', 'kiwi']
const [fruit1, fruit2, ...otherfruits] = myArr
console.log(fruit1) // "apple"
console.log(fruit2) // "orange"
console.log(otherFruits) // ['banana', 'kiwi']
```

```
const [state1, setState1] = useState()

// This is the exact same as above
const useStateArray = useState()
const state2 = useStateArray[0]
const setState2 = useStateArray[1]
```

```
const [username, setName] = useState('Bill')

console.log(typeof username) // "string"
console.log(typeof setName) // "function"

const [age, setAge] = useState()

console.log(typeof age) // "undefined"
console.log(typeof setAge) // "function"
```

https://codepen.io/DMKite/pen/mdOaJog?editors=0011

Adding Event Listeners

- onClick, onChange, onSubmit are props
- Each should be a function
- The function will take an event object

```
<button onClick={myFunction}>Do Thing</button>
```

```
<button onClick={e => console.log(e)}>Do Thing</button>
```

https://codepen.io/DMKite/pen/ZEBVRMZ?editors=1011

Non-primitive State

 Setting state does not carry any data over. You must spread state if you are changing a single key or array entry

```
const [state, setState] = useState({label: null, value: null})
console.log(state) // {label: null, value: null}
setState({label: 'Dog'})
console.log(state) // {label: 'Dog'}

const [state, setState] = useState({label: null, value: null})
console.log(state) // {label: null, value: null}
setState({...state, label: 'Dog'})
console.log(state) // {label: 'Dog', value: null}
```

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