

React Reusability Cheat Sheet

by hackingbeauty (hackingbeauty) via cheatography.com/37001/cs/11658/

</> Component Type #1 - Class-based

```
class MyComponent extends Component {
  static propTypes = {}
  static defaul tProps = {}
    con str uct or( props) {
      sup er( props);
      thi s.state = { // state keys go here }
    }
    ren der() { }
}
```

Define a component this way when you need to maintain internal state.

</> Component Type #2 - Functional

```
function MyComponent(props) {
    return ( <di v>< /di v>);
}
```

Define a component this way when you just need to render UI (no internal state required).

Synonymous with "Presentational Component".

O Lifecycle Hooks

constr uctor()	Called before component is mounted
render()	Never call setState() here
compon ent Wil lMo unt()	Before rendering (no DOM yet)
compon ent Did Mount()	After rendering
compon ent Wil lUp date()	Can't use setState() here
compon ent Did Upd ate()	Operate on the DOM here
<pre>compon ent Wil lRe cei veP - rops()</pre>	Use setState() here
should Com pon ent Upd ate(Skips render() if returns

Available PropTypes

1 31	
PropTy pes.array	Check if prop is an array
PropTy pes.string	Check if prop is a string
PropTy pes.bool	Check if prop is a boolean (true/false)
PropTy pes.number	Check if prop is a number
PropTy pes.object	Check if prop is an object
PropTy pes.node	Check if prop is anything that can be rendered in a React component
PropTy pes.func	Check if prop is a function
PropTy pes.el emen	Check if prop is a React element

Available PropTypes (cont)	
PropTy pes.on eOf (['M', 'F''])	Check if prop matches one of these values
<pre>PropTypes.oneOfType([PropTypes.string, PropTypes.bool])</pre>	Check if prop matches one of these types
PropTy pes.in sta nce Of(Class)	Check if prop is an instance of a class
PropTy pes.ar ray Of(Array)	Check if prop is an array of some specific type
PropTy pes.ob jec tOf (Pr opT ype s. n umber)	Check if prop is an object with property values of a specific type
<pre>PropTy pes.sh ape({ potato: PropTypes.object, turkey: PropTypes.string })</pre>	Check if prop object has a particular "sha- pe"
PropTy pes.any	Check if anything at all is passed

☑ Reusability Checklist (ES6)

Step #1 -Define your component and import PropTypes from the 'prop-types' package import React, { Component } from 'react'; import PropTypes from 'prop types'; class MyComp onent extends Component { static propTypes = {} static defaul tProps = {} con str uct or(props) { sup er(props); } }

Step #2 - Define the props & what type they are

ren der() {}

}

```
static propTypes: {
    cla ssName : PropTy pes.string
    isC losed : PropTy pes.bool
    email : PropTy pes.string
}
...
```

Step #3 - Determine which props are required or optional

```
static propTypes: {
    cla ssName : PropTy pes.string
    isC losed : PropTy pes.bool
    email : PropTy pes.st rin g.i sRe qu
ed
}
...
```

Step #4 - Define the defaults (if applicable)

```
static defaul tProps: {
    classN ame : "btn"
    isClos ed : true
}
...
```



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Published 7th May, 2017. Last updated 7th May, 2017. Page 1 of 3. Sponsored by **Readable.com**Measure your website readability!
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You can custom validate a prop

```
static propTypes: {
    email: ((props, propName) => {
        const regex = /^\w+@ [a - z A- Z_] +? \.
[ a - zA -Z] {2 , 3}$/;
        if (!rege x.t e st (pr op s [ pr -
opN ame])) {
        return new Error( 'I n valid email!');
        }
    })
}
```

Other APIs

```
setSta te( upd ater, [callb a Component will re-render ck]) with new state

forceU pdate() Calls render(), skips should Com pon ent - Upd ate()
```

Next Steps

Knowing how to create reusable components is step 1.

Then you need to learn how to architect professional apps using React & Redux.

Learn how at www.singlepageapplication.com



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Published 7th May, 2017. Last updated 7th May, 2017. Page 2 of 3. Sponsored by Readable.com
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