

# **An introduction to React**

A large, faint, light-blue watermark of the React logo is centered in the background of the slide. The logo consists of a stylized 'R' formed by two interlocking loops.

# What to expect

- A 6-8 hour interactive workshop
- Learning about React while building something with it
- Using modern React (functional components)
- Code examples and try-it-yourself challenges
- Feel free to ask questions

# What not to expect

- Full coverage of every React feature (time)
- Server-side or react-native code (mobile)
- In-depth look at frameworks and libraries



**Questions?**

# Let's build a filter-app together!

Example: Final product (end goal)

Food

Animals

Sports

Filter

Reset

Type something

type

☐ fruit

☐ vegetable

☐ root

taste

☐ sweet

☐ sour


☐ umami


☐ spicy


price


5


7 Items


 Apple


 Banana

 Lemon

 Tomato

 Ginger

 Strawberry

 Cherry

# Why React?

- An industry standard
- Well documented, matured library
- Many 3<sup>rd</sup> party packages & tools
- Reusable components
- State management

# Quick setup with Vite

1.

```
npm create vite@latest
```

2.

Need to install the following packages:

```
create-vite@4.4.1
Ok to proceed? (y) y
✓ Project name: ... vite-project
? Select a framework: › - Use arrow-keys. Return to submit.
  Vanilla
  Vue
  › React
  Preact
  Lit
  Svelte
  Solid
  Qwik
  Others
```

```
? Select a variant: › - Use arrow-keys. Return to submit.
  TypeScript
  › TypeScript + SWC
  JavaScript
  JavaScript + SWC
```

3.

```
npm install
```

```
npm run dev
```

# Where to start?

- Start with a single component
- Make it return basic & static HTML
- Future steps:
  - Make it dynamic (components & properties)
  - Make it interactive (state & event-handlers)



# HTML structure within .jsx

- Conditionals
- Iterations
- Fragments

# Conditionals

```
<div>  
  {isLoading && <p>Loading...</p>}  
</div>
```

```
<div>  
  {isLoading ? <p>Loading...</p> : <Filter />}  
</div>
```

- JavaScript expressions can be put inside JSX by placing it between {}
- There are many strategies for conditional JSX

# Iterations

```
{options.map((option) => (  
  <li key={option.id}>  
    {option.id}  
  </li>  
))}
```

Arrays can be iterated over and each return more JSX

# Fragments

```
<>
  <h1>Hello</h1>
  <p>World</p>
</>
```



```
<Fragment>
  <h1>Hello</h1>
  <p>World</p>
</Fragment>
```



```
<div>
  <h1>Hello</h1>
  <p>World</p>
</div>
```



- React requires single top-level elements
- Fragments group items without affecting the DOM (<div> could affect CSS & JS selectors)

food

animals

sports

## Filter

Reset

Type something

### type

- ☐ fruit
- ☐ vegetable
- ☐ root

### taste

- ☐ sweet
- ☐ sour
- ☐ umami
- ☐ spicy

### price





5

## 7 Items

 Apple


 Banana

 Lemon

 Tomato

 Ginger

 Strawberry

 Cherry

# Split code into components

- Reusable
- Configurable
- Testable
- Readable

foodanimalssports

Tabs

FilterSettings

Filter

Reset

Textsearch

Type something

type

Checkboxgroup

☐ fruit☐ vegetable☐ root

taste

Checkboxgroup

☐ sweet☐ sour☐ umami☐ spicy


price


RangeSlider


5


7 Items


FilterResults


 Apple


 Banana

 Lemon

 Tomato

 Ginger

 Strawberry

 Cherry

# Dynamic components

Example: Splitting into components

foodanimalssports

Filter

Reset

Type something

type

Checkboxgroup

☐ fruit

☐ vegetable

☐ root

taste

Checkboxgroup

☐ sweet


☐ sour


☐ umami


☐ spicy


price


7 Items


 Apple

 Banana

 Lemon

 Tomato

 Ginger

 Strawberry



# Component properties

- Make components re-usable
- Hands over state to parent components

# Component properties

```
<Checkboxgroup  
  label="taste"  
  options={["sweet", "sour", "umami"]}  
/>
```

```
<Checkboxgroup  
  label="type"  
  options={["fruit", "vegetables"]}  
/>
```

Example: Component configuration  
components/FilterSettings.tsx

```
export function Checkboxgroup({ label, options }) {  
  return (  
    <>  
      <h3>{label}</h3>  
      <ul>  
        {options.map((option) => (  
          <li key={option}>  
            <label>  
              <input  
                name={`_${label}_checkboxgroup`}  
                type="checkbox"  
                value={option}  
              />  
              {option}  
            </label>  
          </li>  
        ))}  
      </ul>  
    </>  
  );  
}
```

Example: Component configuration  
components/Checkboxgroup.tsx

# Interactivity

# User input



Visually our app looks finished, but it lacks interactivity

For now let's focus on direct user events

Examples: click, scroll, focus, input, ..

# Event-handling

```
document.querySelector('#search').addEventListener('change', (e) => {  
  updateFilterResults(e.target.value);  
});
```



This is problematic because:

- React's virtual DOM frequently recreates nodes
- Every render would create additional event-handlers

# React event-handling

```
<input  
  type="search"  
  value={value}  
  onChange={(event) => {/* do something */}}  
>
```

```
<button onClick={(event) => /* do something */}>  
  Reset  
</button>
```

- Attach events directly inside .jsx
- Event-handlers change state, which is defined outside of .jsx

# Interactivity checklist:

- Create a variable to hold state
- Use the state in our component (JSX & JS)
- Update state on user-input (event)
- Re-render the app after state updates



# State



# useState()

```
const [activeTab, setActiveTab] = useState(0);  
const [search, setSearch] = useState("");
```

```
<input type="search"  
  value={search}  
  onChange={e => setSearch(e.target.value)}  
/>
```

- Returns a state variable and a set function
- State is saved between renders
- React will re-render when state changes

# Interactivity checklist

- ✓ Create a variable to hold state

```
const [search, setSearch] = useState("");
```

- ✓ Use the state in our component (JSX & JS)

```
<input type="search" value={search} onChange={e => setSearch(e.target.value)} />
```

- ✓ Update state on user-input (event)

```
<input type="search" value={search} onChange={e => setSearch(e.target.value)} />
```

- ✓ Re-render the app after state updates

```
// React re-renders automatically after state mutates!
```

# Interactive <Tabs>

### Example: Interactive <Tabs>

The screenshot displays a web application with a dark blue background. At the top, there are four tabs: 'food', 'animals', 'sports', and 'Tabs'. The 'food' tab is selected and highlighted with a red border. Below the tabs, on the left side, is a 'Filter' section. It includes a 'Reset' button, a search input field with the placeholder text 'Type something', and three filter categories: 'type' (with options: fruit, vegetable, root), 'taste' (with options: sweet, sour, umami, spicy), and 'price' (with a slider set to 5). On the right side, there is a section titled '7 Items' which lists seven items, each with an emoji icon and a name: Apple (🍏), Banana (🍌), Lemon (🍋), Tomato (🍅), Ginger (🧄), Strawberry (🍓), and Cherry (🍒). Each item is separated by a horizontal line.

# Interactive <Tabs>

```
import { useState } from "react";
import { Tabs } from "../components/Tabs";

export function ExampleInteractiveTabs() {
  const options = ["food", "animals", "sports"];
  const [activeFilter, setActiveFilter] =
    useState(options[0]);

  return (
    <>
      <Tabs
        options={options}
        active={activeFilter}
        onUpdate={setActiveFilter}
      />
      <pre>Checked tab: {activeFilter}</pre>
    </>
  );
}
```

Example: Interactive <Tabs>  
InteractiveTabs.tsx

```
export function Tabs({ options, active, onUpdate }) {
  return (
    <div className="filter-navigation" role="tablist">
      {options.map((option) => (
        <button
          key={option}
          role="tab"
          aria-selected={active === option}
          className={`filter-navigation__button${
            active === option ? " active" : ""
          }}`
          onClick={() => onUpdate(option)}
        >
          {option}
        </button>
      ))}
    </div>
  );
}
```

Example: Interactive <Tabs>  
components/Tabs.tsx

# let, const, var

```
const search = ""  
  
<input type="search"  
  value={search}  
  onChange={e => { search = e.target.value }}  
/>
```



Wouldn't work because:

- The variable gets recreated on every render
- Updating the variable won't tell react to re-render

# let, const, var

```
const [search, setSearch] = useState("");  
const searchLowerCase = search.toLowerCase();
```

- Not everything needs to be defined with `useState()`
- For example: derived variables
  - They won't need to be changed directly
  - Their origin will already cause a re-render on change

# Lifting state up

- In React data always flows from the top to the bottom
- If state needs to be shared between adjacent components, move it to a parent and pass it down with properties
- Pass `setState` to a child so it can change the state of a parent, from where the updated state will flow down afterwards

# Interactive <TextSearch>

Example: Interactive <TextSearch>

food

animals

sports

Filter

Reset

Textsearch

Type something

type

☐ fruit

☐ vegetable

☐ root

taste

☐ sweet

☐ sour


☐ umami


☐ spicy


price


5


7 Items


 Apple


 Banana

 Lemon

 Tomato

 Ginger

 Strawberry

 Cherry



# Interactive <TextSearch>

```
import { useState } from "react";
import { Tabs } from "../components/Tabs";

export function ExampleTabs() {
  const options = ["food", "animals", "sports"];
  const [activeFilter, setActiveFilter] =
    useState(options[0]);

  return (
    <>
      <Tabs
        options={options}
        active={activeFilter}
        onUpdate={setActiveFilter}
      />
      <pre>Checked tab: {activeFilter}</pre>
    </>
  );
}
```

Work in progress

```
export function Tabs({ options, active, onUpdate }) {
  return (
    <div className="filter-navigation" role="tablist">
      {options.map((option) => (
        <button
          key={option}
          role="tab"
          aria-selected={active === option}
          className={`filter-navigation__button${
            active === option ? " active" : ""
          }}
          onClick={() => onUpdate(option)}
        >
          {option}
        </button>
      ))}
    </div>
  );
}
```

# Interactive <Checkboxgroup>

Example: Interactive <Checkboxgroup>

food

animals

sports

Filter

Reset

Type something

type

Checkboxgroup

☐ fruit

☐ vegetable

☐ root

taste

Checkboxgroup

☐ sweet

☐ sour


☐ umami


☐ spicy


price


5


7 Items


 Apple


 Banana

 Lemon

 Tomato

 Ginger

 Strawberry

 Cherry

# Interactive <Checkboxgroup>

```
import { useState } from "react";
import { Tabs } from "../components/Tabs";

export function ExampleTabs() {
  const options = ["food", "animals", "sports"];
  const [activeFilter, setActiveFilter] =
    useState(options[0]);

  return (
    <>
      <Tabs
        options={options}
        active={activeFilter}
        onUpdate={setActiveFilter}
      />
      <pre>Checked tab: {activeFilter}</pre>
    </>
  );
}
```

Work in progress

```
export function Tabs({ options, active, onUpdate }) {
  return (
    <div className="filter-navigation" role="tablist">
      {options.map((option) => (
        <button
          key={option}
          role="tab"
          aria-selected={active === option}
          className={`filter-navigation__button${
            active === option ? " active" : ""
          }`}
          onClick={() => onUpdate(option)}
        >
          {option}
        </button>
      ))}
    </div>
  );
}
```



**Recap**

# Hooks

useState

useRef

useSyncExternalStore

useTransition

useCallback

useEffect

useInsertionEffect

useContext

useReducer

useImperativeHandle

useLayoutEffect

useDeferredValue

use

useId

useDebugValue

useMemo

# Hooks

- Hook are functions that let you “hook” into React’s state
- They need to run
  - inside a functional component
  - in the same order every render
  - unconditionally

# Pure Functions inside React

- Always produce same output with same input
- Have no side-effects

# Functional Components

- React can easily abort incomplete renders
- Results can be cached more easily
- Components can be rendered on the server



# Mutating state

- Inside event handlers
- Inside `useEffect()`

# Detecting state changes

We want to fetch our data when the app initializes and when the category is changed

# useEffect()

- Run after the component has rendered
- Has a dependency array that needs to match the effects dependencies
- If dependencies are empty it only runs once
- The returned function runs when component unmounts

# useEffect()

- Its purpose is to synchronize with external systems
- Send analytics events
- Connect to a native (video) or external API (image gallery)

# useEffect()

Can easily be misused and introduce unnecessary complexity and performance costs.

# How to avoid prop drilling?

Filter.tsx

```
<div className="filter">
  <FilterSettings
    filters={filters}
    updateCategory={updateCategory}
    updateRange={updateRange}
    updateSearch={updateSearch}
    reset={reset}
  />
  <FilterResults
    items={filterResults}
    search={filters.search.value}
    reset={reset}
  />
</div>
```

FilterSettings.tsx

```
<div className="filter__settings">
  <FilterSettingsToolbar reset={reset} />

  <TextSearch
    value={filters.search.value}
    onUpdate={(e) =>
      updateSearch(e.target.value)}
  />
  ...
</div>
```

# useContext()

- Provides a shared state to all children who subscribe with the useContext hook
- Other components in between don't have to know the data exists
- Can lead to unintended re-renders

# useContext()

Filter.tsx

```
export const FilterContext = createContext(null);
```

```
<FilterContext.Provider items={items} >  
  <FilterSettings />  
  <FilterResults />  
</FilterContext.Provider>
```

FilterSettings.tsx &  
FilterResults.tsx

```
import { FilterContext } from '../Filter.tsx'
```

```
items = useContext(FilterContext)
```



# useRef()

- Changing `ref.current` doesn't cause a rerender!

# Component updates

- React tries to only update parts of DOM which need to be updated
- React has it's own virtual DOM
- Sometimes we want to explicitly update components

# key attribute

- Whenever the key attribute changes, React will treat it like a different element and cause a rerender.

# How to handle complex state

The filter settings are increasing in complexity and we want a better way than `useState` to handle it in a unified way.

# useReducer()

- UseReducer() is similar to useState() but it can provide multiple functions to update the state it holds

# JS mutations

	copy	mutating
add	<code>.concat(), [...arr]</code>	<code>.push(), .unshift()</code>
remove	<code>.filter(), slice()</code>	<code>.pop(), .shift(), .splice()</code>
replace	<code>.map()</code>	<code>.splice(), arr[i] =</code>
sort	<code>[...arr] =&gt; arr.sort()</code>	<code>.reverse(), .sort()</code>

Source: <https://react.dev/learn/updating-arrays-in-state>

# Copying deeply nested state

Copying nested state can become very tedious and hard to read:

```
case "SET_RANGE":  
  return {  
    ...state,  
    ranges: {  
      ...state.ranges,  
      [action.payload.id]: {  
        ...state.ranges[action.payload.id],  
        value: action.payload.value,  
      },  
    },  
  };  
};
```

useFilter.tsx:41

# Immer (Framework)

- Immer allows state to be mutated directly
  - Replace `useState()` with `useImmer()`
  - Replace `useReducer()` with `immerReducer()`

```
case "SET_RANGE":  
  return {  
    ...state,  
    ranges: {  
      ...state.ranges,  
      [action.payload.id]: {  
        ...state.ranges[action.payload.id],  
        value: action.payload.value,  
      },  
    },  
  };  
};
```



```
case "SET_RANGE":  
  state.ranges[action.payload.id].value =  
    action.payload.value;  
  break;
```



# Custom hooks

- Need to start with use
- Only are considered hooks if they wrap around React hooks, otherwise they're just functions
- Are essentially just wrappers like functions



# Performance issues

If we had complex filters with thousands of items, slower devices might run into performance issues

Filter

Reset

Type something

type


☐ fruit


☐ vegetable


taste


☐ sweet

1825 Items

 Apple

 Banana

 Lemon

 Tomato

# useMemo()

```
const filterResults = useMemo(() => {  
  // costly filter operation  
  
  return filtereditems;  
}, [filters, items]);
```

useFilterContext.tsx:30

- Cache the result of a heavy computation
- Not needed for simple calculations
- Only updates when dependency array changes

# useCallback()

- Like useMemo() but it returns a function instead of a value
- Referential equality



# TypeScript



# State Management

- SWR
- React Query
- Redux & Redux Toolkit
- Zustand
- Jotai

# Routing

- React-Router
- NextJS



# Next steps & Ideas

- Add routing for detailviews
- Save the filter-state in url for deep linking
- Extract Filter types into separate modules



# Recommendations

- Official React.dev - Learn & Documentation  
<https://react.dev/learn>
- Jack Herrington - Typescript & React  
<https://www.youtube.com/watch?v=j8AVXNozac8>
- Web Dev Simplified – React Hooks Explained  
<https://www.youtube.com/watch?v=O6P86uwfdR0>



**Thank you!**