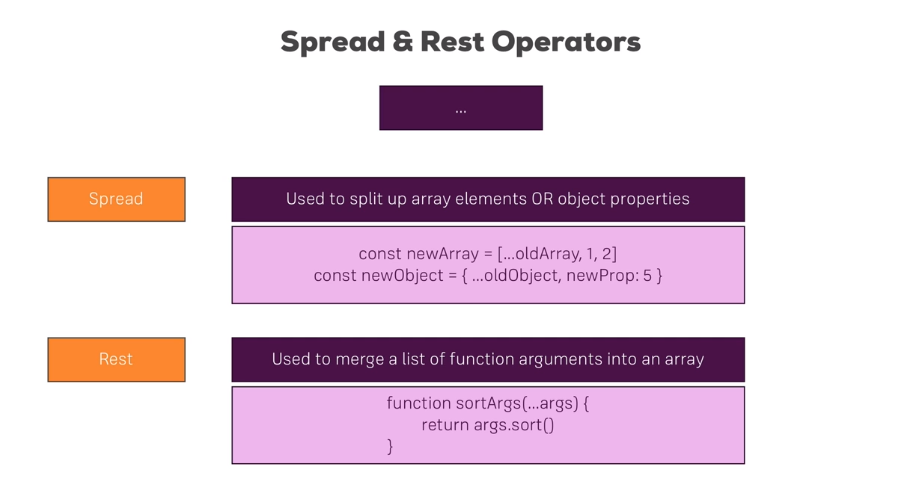
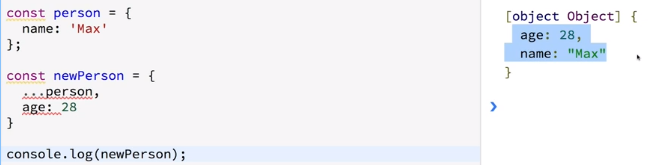
**Codepen.io** (Write HTML, CSS, and JS code)

Source:

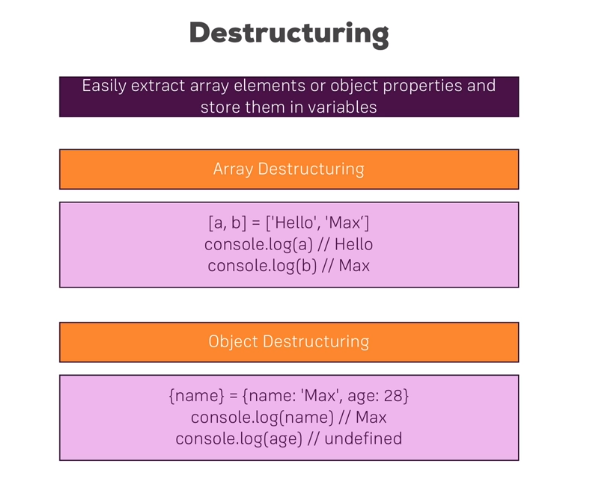
<https://cdnjs.cloudflare.com/ajax/libs/react/15.6.1/react-dom.min.js>

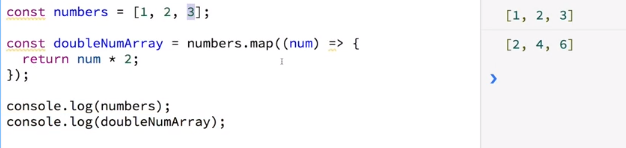
JavaScript





NOTES: Inheritance in new JavaScript





**Installing Node and creating first project**

**Run in Console :**

npm install create-react-app -g

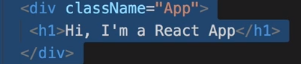
create-react-app [name of folder]

npm start

**JSX**

JSX looks like HTML but it is NOT HTML

It is actually Javascript but it is syntax we can use to write html but not actually writing it.

 PICTURE OF JSX

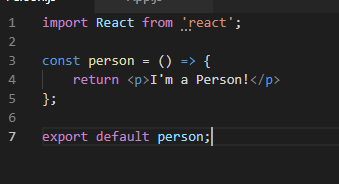
return React.createElement('div', {className: 'App'}, React.createElement('h1', null, "Does this work now?"));

Results in:

**https://lh5.googleusercontent.com/KZu2otHsfvyIZVqJvaWq1lz8U6QMZtlDREhOVsYd281pw_H61BWnlXplM_Qkcssanzr-tCN8uZnGw5ZEYd3THIy3XDN1WBap-EgLHcDCxVRz2eyFBE-PD3hyorFbSV1AgwDLbPy8**

**Must use className and not class because class is a reserved word for JS**

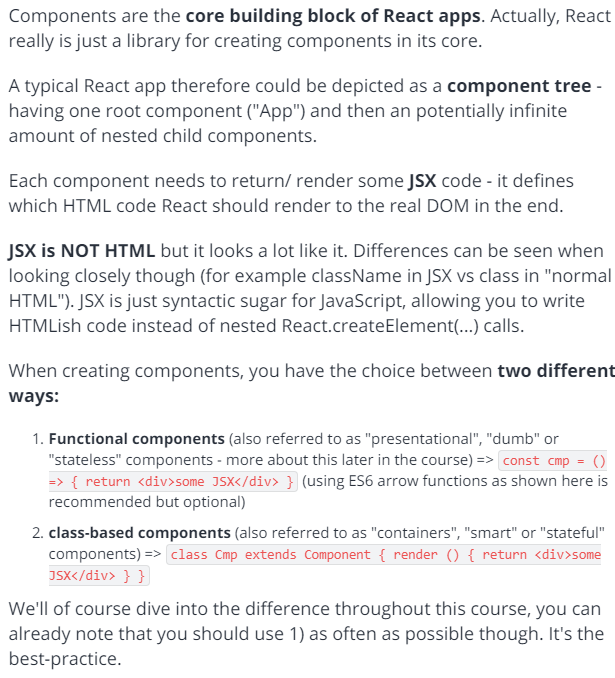
**Creating first functional component**

1. **Create Person Class**
2. ****

**3) https://lh4.googleusercontent.com/tQBOGF8joOKMXybgKcKqBVoA5eTZYORJd5b6vx3BVmaAPg7aFiQ-AcJe9Hqcnu-UfKeEQm939LJVNbyJqrE4plCXxCmYiTvMwNT_Nh97VCOyaFRGGVsA981dzPenrslo5tBB-_Zc**

**https://lh4.googleusercontent.com/AnbM_Iulbfy0eDEjiax2WLL6piav_2AQoShWgN-M1eHWlhS5yOvvILvVJvTiQThhgQFa9KocmjhlBNb0gccUipnRC9vDSlpPGHP0ENwq5fzCUdzyDnU3Al28D1gyadcwoaSx-vqb ← Self closing same as <Person></Person>**

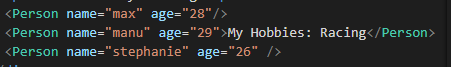
**CHEAT SHEET**

****

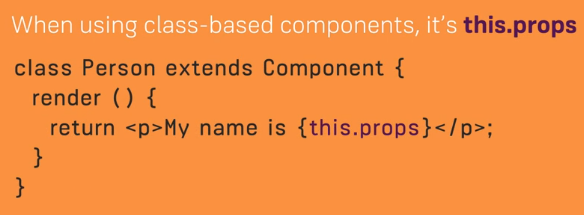
**Wrap dynamic content in curly braces**

**https://lh3.googleusercontent.com/YjbYwRt5j6UNL-l9nEbZnJPtDmRaHV0h7TacfV7bD3N0DixIfYVt11n7pfl5nbt_rDvi6RrqDEqCFnbJr0eVHSaVotJaBVMY59gaslqYngD9P1Cz32_i4xi-eNo10oX3RjR42q26**

**How to be able to use Props**

****

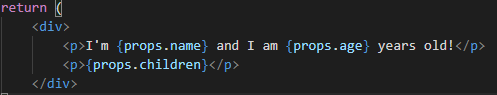
**https://lh5.googleusercontent.com/0aFBlZXEkoduQDrLuI21-AASC0sevJPqOcct7acCmt9gEoxFgVnKqOCtjix5hUbM1bvmXLQNoo5ky5Dw3d8WTHO4EI9W4r2o6-qaEu0UwhUuk76YqKZ0hKT6dBusnQwTvzub3Pl9**

****

**Otherwise**

**https://lh5.googleusercontent.com/laX0tN_sPkWjo3vDqEoR0aStN3w4v_RytHcf2OdywaFJ87Zi9RNAoGNhhoGQl-QYLg4kYIiw0JQdf2SzkTq5jQBHFsfZNIfV9P1nfRi-0qSiwhxwxEps1yVk42ZfRn7P0a2zEjsT**

**Using Children Property**

****

**We use props.children to output**

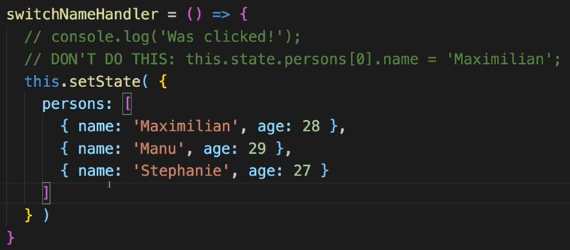
**https://lh5.googleusercontent.com/mcyK3gkX-KudcfhEuMU3tHkaGE0UYQVSCGQPwk5USDWh4-vOuskmvEf_1gMBv6OjbseQuPcLi0oV8B37UrliQVT9ZF0Uh2Gd81mgJ7qwOhPW2vr1oe7G3Mo-GI9qmmgWnR92M6QT**

**Making a button**

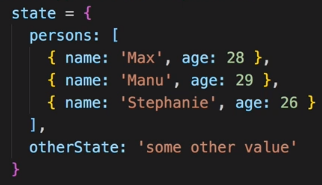
**https://lh6.googleusercontent.com/0X1hchhIWwbDDWezQMmW3hBlI367BvIn1Srj_L7FV6eRjek8J6UKarn0J62yR38yeVbGW9NVfLN7bWc1IuJo98VvVWjdXOmiuqK3KriHWQHsB4PIi9WSUYX64aDzcUYMfFsJoB-O**

**https://lh6.googleusercontent.com/sM83WRal2bwMOL-sZCMMeJoNYzHcVnaFWzgS_rHrX-PuYDdliDDLs5ZiktGZ7m4ictBk-uL_XZohQ3HJAU4fQ2GmD1yCcobB-jgwIJLkDaG61UniLw5VR3jhC11xJRloocHB1I1y NOTE when you call switchNameHandler don’t add ()**

**Manipulating the State**



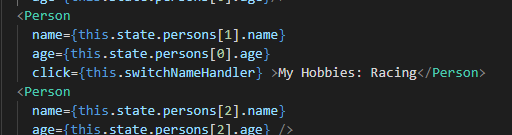
**What this does is (on the button click) merges this state with this state:**

 **This merges and does not override because we want otherState untouched**

**Functional vs class components (stateless vs stateful)**

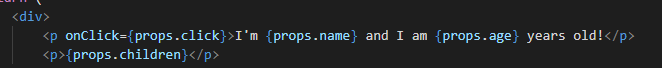
**…**

**Passing Method References Between Components**



Added click = {…}

To support props.click



Added argument





Binding`(TRY USING THIS MORE)



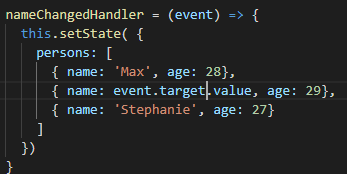
OR



**Adding Two Way Binding**





 **event.target.value**

**Results in input box that changes the text dynamically**

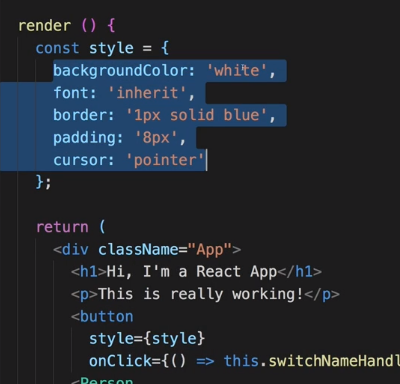
**Styling**

**Inside of Person.js**

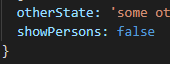
**Add:**

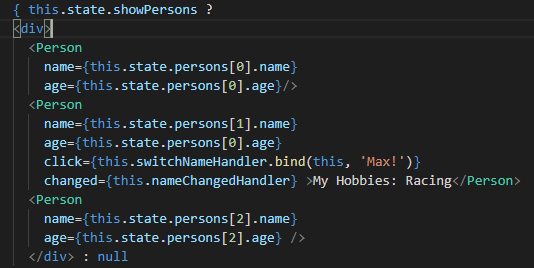


**Inline styles**



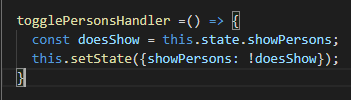
**Rendering Content Conditionally**





**If Condition: this.state.showPersons**

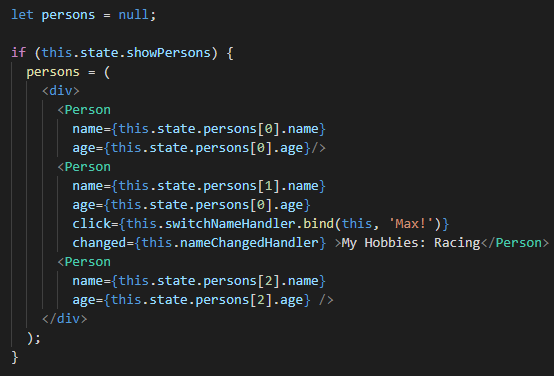
**: null is the else**



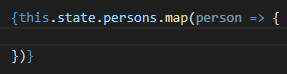
**Toggles showPersons**

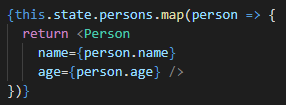
**JAVASCRIPT WAY**



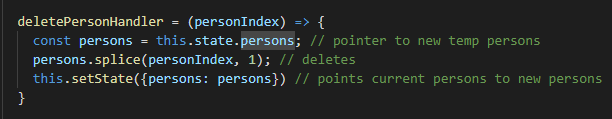


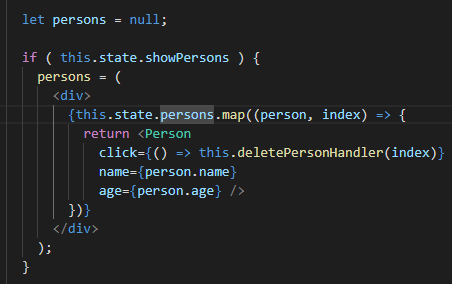
**Outputting Lists**



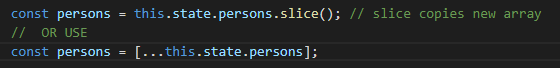
 **Maps into an array with JSX out of it**

**Lists and States**

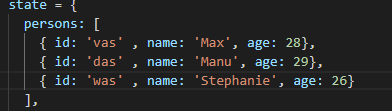


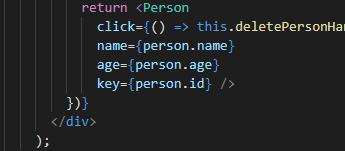


**Updating states immutably**

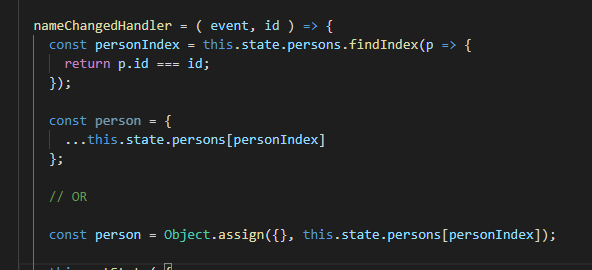


**Lists and Keys**





**Flexible Lists**



**NEED TO REVISIT**