# Learn this before React



### Introduction

In this tutorial we will explore top fundamental Javascript concepts necessary to know in order to have an effective first learning cycle of React js / React Native

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## map and filter

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Both are array methods and both return a new array when applying. Filter additionally eliminates items that don't match

```
const DATA = [
  {id: 1, title: 'first'},
  {id: 2, title: 'second'},
  {id: 3, title: 'third'},
  {id: 4, title: 'fourth'},
const uppperData = DATA.map(el=> el.title.toUpperCase())
console.table(uppperData)
 (index)
                              Value
 0
                               'FIRST'
                               'SECOND'
 2
                               'THIRD'
 3
                               'FOURTH'
const moduloData = DATA.filter(el => el.id % 2 === 0)
console.table(moduloData)
 (index)
                       id
                                             title
                       2
 0
                                             'second'
                       4
 1
                                             'fourth'
console.table(DATA)
 (index)
                                                title
                        id
                        1
                                                'first'
 0
                                                'second'
                        2
 1
                                                'third'
 2
                        3
```

'fourth'

# slice and splice

method returns a new array with selected elements, while splice method changes the contents of an existing array

```
const charactersArr = [
  'Witcher',
  'Harry Potter',
  'Luke Sykwalker',
  'Tony Stark',
const copyArr = [...charactersArr]
copyArr.splice(0, 1);
console.log(copyArr)
['Harry Potter', 'Luke Sykwalker', 'Tony Stark']
copyArr.splice(copyArr.length, 1, 'Wonder Woman');
console.log(copyArr)
['Harry Potter', 'Luke Sykwalker', 'Tony Stark', 'Wonder Woman']
const selected = charactersArr.slice(0,2)
console.log(selected)
['Witcher', 'Harry Potter']
console.log(charactersArr)
['Witcher', 'Harry Potter', 'Luke Sykwalker', 'Tony Stark']
```

## concat

This method returns a new array of merging two or more arrays.



```
const arr1 = [1, 2, 3, 4]
const arr2 = [10, 20, 30, 40]
const arr3 = [100, 200, 300, 400]

const mergedArr = arr1.concat(arr2, arr3)

console.log(mergedArr)

[1, 2, 3, 4, 10, 20, 30, 40, 100, 200, 300, 400]
```

#### find and findlndex

The find method returns the first element that satisfies the condition, while findIndex returns the index of that element

```
const DATA = [
  {id: 1, title: 'first'},
  {id: 2, title: 'second'},
 {id: 3, title: 'third'},
  {id: 4, title: 'fourth'},
const itemIdx = DATA.findIndex(el=> el.id === 2)
console.log(itemIdx)
const item = DATA.find(el=> el.id === 2)
console.log(item)
 ▶ {id: 2, title: 'second'}
```

# destructuring

The destructuring assignment is a special syntax which enables unpacking (assigning) values from arrays or object properties directly into variables

```
const name = ['Luke', 'Skywalker']
const [firstName, lastName] = name
console.log(firstName, lastName)
Luke Skywalker
const jedi = {
  id: 1,
  name: 'Luke Skywalker',
  lightsaber: true,
  species: 'Human'
const {name:jediName, species, ...rest} = jedi
console.log(jediName)
console.group(species)
 Luke Skywalker
Human
console.log(rest)
▶ {id: 1, lightsaber: true}
```

# rest & spread operator

Rest parameter enables us to pass unspecified number of parameters to a function which will be placed into array, while the **spread operator** enables us to spread the content of a iterable (i.e. array) into individual elements

```
// SPREAD
const introduction = ['my', 'name', 'is', 'Luke', 'Skywalker']
const copyArr = [...introduction]
console.log(copyArr)
console.log(...copyArr)
▶ (5) ['my', 'name', 'is', 'Luke', 'Skywalker']
my name is Luke Skywalker
// REST
const getSize = (...args) => {
  return args.length
console.log(getSize(1, 5, 10))
console.log(getSize(10, 20, 40, 50, 60))
3
```

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# promises

In simple terms promises are used to handle asynchronous operations. Each promise can end as a success or failure having 3 possible statuses: pending, fulfilled or rejected. In the example below we handle promises with the async await syntaxt while fetching data from API

```
const fetchData = async() => {
  try {
    const response = await fetch('https://swapi.dev/api/people/');
    if (!response.ok) throw new Error(response.status);
    const result = await response.json();
    return result;
}
catch (e) {
    console.log(e)
}
```