

# Intro to React

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# What is React?

React is a JavaScript library for building user interfaces

- Declarative
- Component-Based
- Ubiquitous.

# Declarative

...expresses the logic of a computation without describing its control flow.

```
[1, 2, 3]  
  .map(x => x * 2)  
  .map(x => `${x} €`)  
  .map(x => console.log(x))
```

# Component Based

Build encapsulated components that manage their own state, then compose them to make complex UIs.

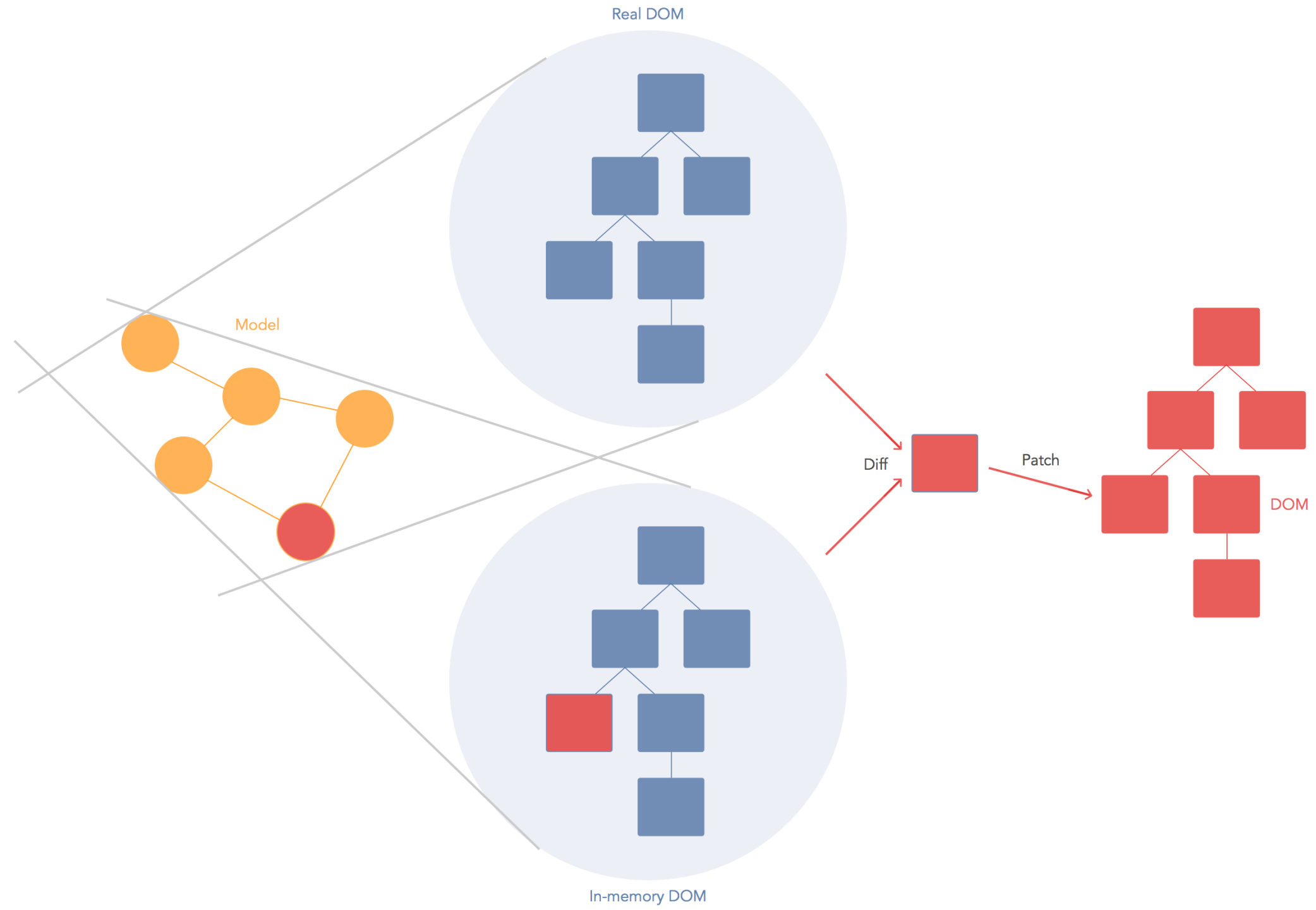


# Ubiquitous

- React Web.
- React Native.
- Client Side rendering.
- Server Side rendering.

# Hello World

```
ReactDOM.render(  
  <h1>Hello, world!</h1>,  
  document.getElementById( 'root' )  
) ;
```



# Components

Components let you split the UI into independent, reusable pieces, and think about each piece in isolation.

```
function Welcome(props) {  
  return <h1>Hello, {props.name}</h1>;  
}
```

```
<Welcome name="Lance"/>
```

Will output <h1>Hello, Lance</h1>



# Components as Classes

- Import React.
- Create an ES6 class that extends `React.Component`.
- Add `render()` method.
- Return your JSX in the render method.
- USE `this.props` for props.

# Example

```
class Clock extends React.Component {  
  render() {  
    return (  
      <div>  
        <h1>Hello, {this.props.name}}!</h1>  
        <h2>It is {this.state.date.toLocaleTimeString()}.</h2>  
      </div>  
    );  
  }  
}
```

Use as

```
<Clock name="McFly" />
```

# Adding a State

```
class Clock extends React.Component {  
  constructor(props) {  
    super(props);  
    this.state = {date: new Date()};  
  }  
  
  render() {  
    return (  
      <div>  
        <h1>Hello, world!</h1>  
        <h2>It is {this.state.date.toLocaleTimeString()}.</h2>  
      </div>  
    );  
  }  
}
```

# Updating the State and LifeCycle

```
componentDidMount() {  
  this.timerID = setInterval(  
    () => this.setState({  
      date: new Date()  
    }),  
    1000  
  );  
}  
  
componentWillUnmount() {  
  clearInterval(this.timerID);  
}
```

# Events

Handling events with React elements is very similar to handling events on DOM elements.

Some differences:

- React events are named using camelCase, rather than lowercase.
- With JSX you pass a function as the event handler, rather than a string.

# Example

```
const Greeter = (props): JSX.Element => (  
  <span  
    onClick={() => console.log(`hello ${props.name}!`)}  
  >  
    Greet!  
  </span>  
)
```

```
<Greeter name="Lance"/>
```

# Nested Components

In JSX expressions that contain both an opening tag and a closing tag, the content between those tags is passed as a special prop:

```
props.children
```

# Example of a Nested Component

```
const Page = (props): JSX.Element => (  
  <>  
    <h1>My Website</h1>  
    <div>  
      {this.props.children}  
    </div>  
  </>  
)
```

Can be consumed as:

```
<Page>  
  <div>My Content</div>  
</Page>
```



# Thinking in React

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# Let's Build Something

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# Hooks

Hooks are inline states.

```
import React, { useState } from 'react';

function Example() {
  // Declare a new state variable, which we'll call "count"
  const [count, setCount] = useState(0);

  return (
    <div>
      <p>You clicked {count} times</p>
      <button onClick={() => setCount(count + 1)}>
        Click me
      </button>
    </div>
  );
}
```

# Hooks API

```
const [state, setState] = useState(initialState);
```

- Returns a stateful value, and a function to update it.
- During the initial render, the returned state (state) is the same as the value passed as the first argument (initialState).
- The setState function is used to update the state. It accepts a new state value and enqueues a re-render of the component.

# Error Boundaries

A JavaScript error in a part of the UI shouldn't break the whole app. To solve this problem for React users, React 16 introduced the concept of an “error boundary”.

# Example of an Error Boundary Component

```
class ErrorBoundary extends React.Component {
  constructor(props) {
    super(props);
    this.state = { hasError: false };
  }

  static getDerivedStateFromError(error) {
    // Update state so the next render will show the fallback UI.
    return { hasError: true };
  }

  componentDidCatch(error, info) {
    // You can also log the error to an error reporting service
    logErrorToMyService(error, info);
  }

  render() {
    if (this.state.hasError) {
      // You can render any custom fallback UI
      return <h1>Something went wrong.</h1>;
    }

    return this.props.children;
  }
}
```

# Usage of an Error Boundary Component

```
<ErrorBoundary>  
  <MyWidget />  
</ErrorBoundary>
```

# FIN

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