



# ברוכים הבאים לכנס DevGeekWeek

מתחילים עוד כמה דקות



**JOHN BRYCE**  
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a matrix company





# React

מתחילים עוד כמה דקות

Gal Amouyal

gal.amouyal@ibm.com

<https://github.com/galamo>

# React

JavaScript library for building user interfaces



# Agenda

- SPA
- JavaScript & async operations
- JavaScript single threaded
- Event loop
- Functional programming
- JavaScript for react
  - Objects Copy
  - Async await
  - Higher order functions
- Imperative vs declarative
- ECMA Latest features
- Development tools - vite

# Agenda

- TypeScript
  - Interfaces
  - Types
  - Generics
  - Type declaration (intersection & Union)

# Agenda

- React Concept
- TSX
- Folder recommendation structure
- Component architecture
- The virtual DOM
- Diffing Algorithm



# Agenda

- Basic components
- State & props
- Stateless VS statefull components
- Function components
- Managing component state
- High Order Components
  - Children
  - Render props

# Agenda

- React Hooks
  - useState
  - useEffect
  - useMemo
  - useCallback
  - useDeferredValue
  - useTransition
  - useRef ( useRef vs useState )



# Agenda

- Lazy loading
- Managing global state with useContext & useReducer
- Using Axios interceptors
- Using redux toolkit vs Managing state with useContext & useReducer

# Agenda

- When should we use MF's
- Major features distinction
- Advantages
- React solution
- Webpack Or Vite configuration
- Example of MF's with react
  - Build time integration - libraries
  - Run time integration – MF's

# Eco System

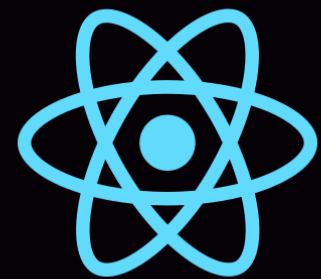
- Routing – React router DOM
- React redux
- Material Design / Bootstrap

# References

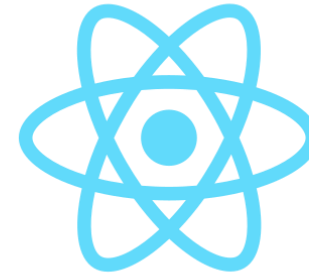
- React Official Docs - <https://react.dev/>



# React VS Angular



# React



Google

Facebook 2011

JavaScript Framework

JavaScript Library

Full MVC

View

Regular DOM

Virtual DOM

Bi-Directional

Uni-directional

TypeScript, HTML

JSX, JS, Typescript



# About React

- React is a JavaScript library - one of the most popular ones, with over 140,000 stars on GitHub
- Open-source project
- React is used to build user interfaces (UI) on the front end.
- View layer
- Declarative
- Efficient
- Component based

# React's past and future

- Fiber engine
- Hooks
- New lifecycle
- Concurrent
- Suspense
- New Dev tools

<https://reactjs.org/blog>



**Before we start...**



A close-up of the character Sawyer from the movie Saw. He is wearing a white mask with red spiral patterns around the eyes and a red bow tie. He is holding a large, curved metal pipe. The background is dark and blurry.

**LETS PLAY A  
GAME...**

memegenerator.net

**Do we know JavaScript ?**

# What is the Call Stack ? Is it part of V8 ?

- Part of V8 Engine ( in case chrome & nodejs)
- Model that implemented by different browsers
- Use to keep track on function invocations





# Busy Call Stack

```
const f1 = () => { f2(); };  
const f2 = () => { f3(); };  
const f3 = () => { f4(); };  
const f4 = () => { f4(); };
```

Call Stack

f4()

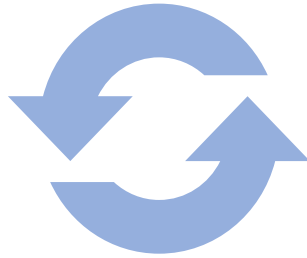
f4()

f3()

f2()

f1()

**What is the Event Loop? Is it part of V8 ?**



# Event Loop

- Handles external events and convert them into callback invocation



# Event Loop

- A loop that picks events from the event queue and pushes their callbacks to call stack





# Event Loop - example

- 

Example

# JavaScript for react

- ECMA Latest features
- Const
- Let
- Template strings
- Arrow functions
- Destructuring Objects & Arrays
- Object literals
- Async/Await
- Es6 modules

# Functional Programming

- JavaScript functions are first class citizens
- Last ECMA new features – Arrow functions, Promises etc..
- Functions can represent data
- Higher order function
- Part of declarative programming

# Imperative vs Declarative

- What should happen?

Imperative

How it Happen?

Declarative

Let's do a little experiment



# FOCUS

# This code ...

```
const string = "What is this code doing?";  
let result = "";
```

```
for (let i = 0; i < string.length; i++) {  
  if (string[i] === " ") {  
    result += "-";  
  } else {  
    result += string[i];  
  }  
}
```



Ready...



FOCUS

# This code ...

```
const string = "Restaurants in Tel aviv";  
const urlFriendly = string.replace(/ /g, "-");
```

And the winner is ?

Replace the string to URL friendly

**Round 2...**

**Ready ?**



# This code ...

```
const users = ["Adi", "Noa", "Eitan"];  
const newUsers = [];  
  
for (let index = 0; index < users.length; index++) {  
  if (users[index].length > 3) {  
    newUsers.push(users[index]);  
  }  
}
```



**Easy...**



...

```
const users = ["Adi", "Noa", "Eitan"];  
const newUsers = users.filter(user => user.length > 3);
```

**Filter!!!**



# Imperative vs Declarative - Welcome

```
const target = document.getElementById("target");  
const wrapper = document.createElement("div");  
const headline = document.createElement("h1");
```

```
wrapper.id = "welcome";  
headline.innerText = "Hello World";
```

```
wrapper.appendChild(headline);  
target.appendChild(wrapper);
```

# React way

```
const { render } = ReactDOM;
```

```
const Welcome = () => (  
  <div id="welcome">  
    <h1>Hello World</h1>  
  </div>  
)
```

```
render(<Welcome />, document.getElementById("target"));
```

The render function uses the instructions declared in the component to build the DOM, abstracting away the details of how the DOM is to be rendered

# More functional Concepts

- Immutability
- Pure functions
- Data transformations - High order function
- recursion



# Immutability

- Unchangeable
- Data is immutable
- Return a Copy

# mutation - example

```
let color_book = {  
  title: "book",  
  color: "#00FF00",  
  rating: 0  
};
```

```
function rateColor(color, rating) {  
  color.rating = rating;  
  return color;  
}
```

```
console.log(rateColor(color_book, 5).rating); // 5  
console.log(color_book.rating); // 5
```

# Immutability - exmaple

```
const rateColor = function(color, rating) {  
  return Object.assign({}, color, { rating: rating });  
};
```

```
console.log(rateColor(color_book, 5).rating); // 5  
console.log(color_book.rating); // 4
```

# Immutability - example

```
const rateColor = (color, rating) => ({  
  ...color,  
  rating  
});
```

# Pure function

- Returns a value that is computed based on its arguments
- At least one argument
- Always return a value or another function
- No side effects
- Arguments as immutable data
- Testable

# Pure function - example

```
const frederick = {  
  name: "Frederick Douglass",  
  canRead: false,  
  canWrite: false  
};
```

```
const selfEducate = person => ({  
  ...person,  
  canRead: true,  
  canWrite: true  
});
```

```
console.log(selfEducate(frederick));  
console.log(frederick);
```



# DOM Side effects

```
function Header(text) {  
  let h1 = document.createElement("h1");  
  h1.innerText = text;  
  document.body.appendChild(h1);  
}
```

```
Header("Header() caused side effects");
```

# Pure function \ component – react way

```
const header = text => <h1> {text} </h1>;
```

# Higher order functions

- Manipulate other functions
- Takes functions as arguments
- Return functions

# Higher order functions

```
const invokeIf = (condition, fnTrue, fnFalse) =>  
  condition ? fnTrue() : fnFalse();
```

```
const showWelcome = () => console.log("Welcome!!!");
```

```
const showUnauthorized = () => console.log("Unauthorized!!!");
```

```
invokeIf(true, showWelcome, showUnauthorized); // "Welcome!!!"  
invokeIf(false, showWelcome, showUnauthorized); // "Unauthorized  
!!!"
```

# Data Transformation

- Reduce
- Map
- Filter
- Find
- Findindex

# Data Transformation

```
const editName = (oldName, name, arr) => {  
  return arr.map(item => {  
    return item.name === oldName ? { ...item, name } : item  
  });  
};
```

# Composition

- Small pure functions, focus each function in a specific task
- Combine functions to larger function
- Chainable



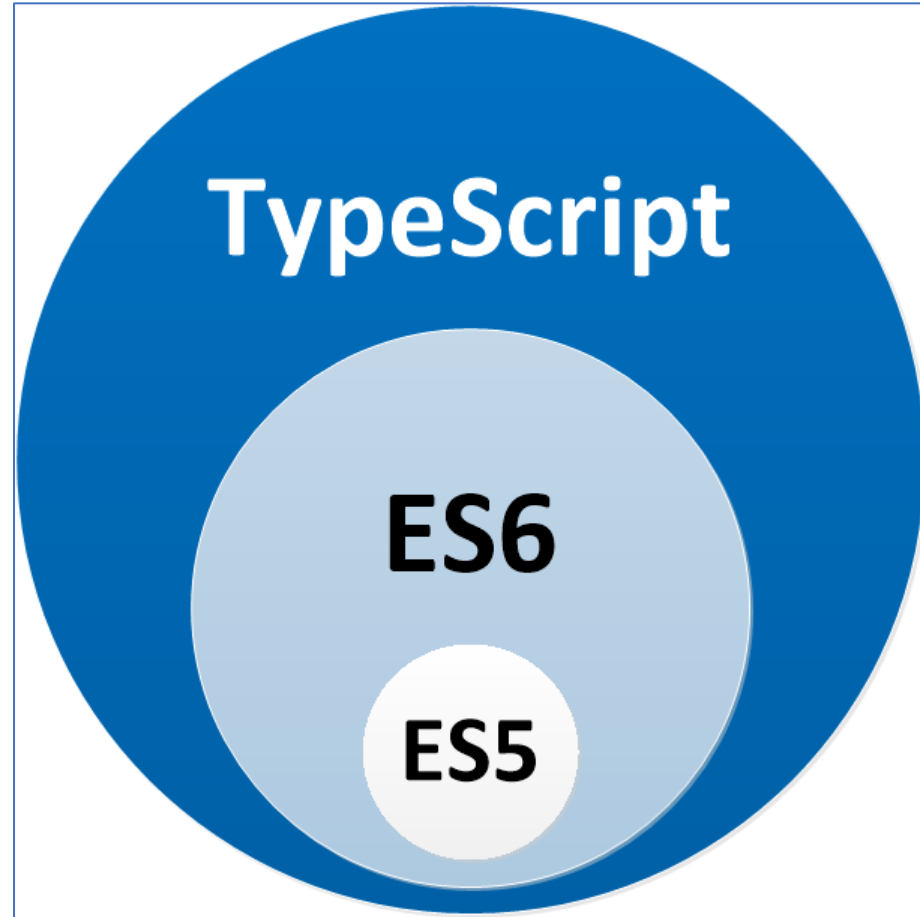
# Composition

```
const civilianHours = clockTime => ({  
  ...clockTime,  
  hours: clockTime.hours > 12 ? clockTime.hours - 12 : clockTime.hours  
});
```

```
const appendAMPM = clockTime => ({  
  ...clockTime,  
  ampm: clockTime.hours >= 12 ? "PM" : "AM"  
});
```

```
const both = date => appendAMPM(civilianHours(date));
```

# TypeScript



# Typescript

- Microsoft
- JavaScript that scales
- Typescript compiler
- Interfaces
- Strongly types
- Classes modifiers
- More...

# React core concepts

- React Element
- JSX
- Components and props
- Virtual DOM
- Render
- State
- Lifecycle

# Thinking in react

- Break The UI Into A Component Hierarchy
- Data Model
- Identify The Minimal Representation Of UI State
- Identify Where Your State Should Live
- Add Inverse Data Flow

# React Component Hierarchy





# How react works

- Can use 2 minimal libs
- React - Generate views
- React DOM - render the UI in the browser
- React designed to update the DOM for us



# React Create App

- Create react app is a comfortable environment for learning React and is the best way to start building a new single-page application in React.

Last publish  
2 years ago



# Vite



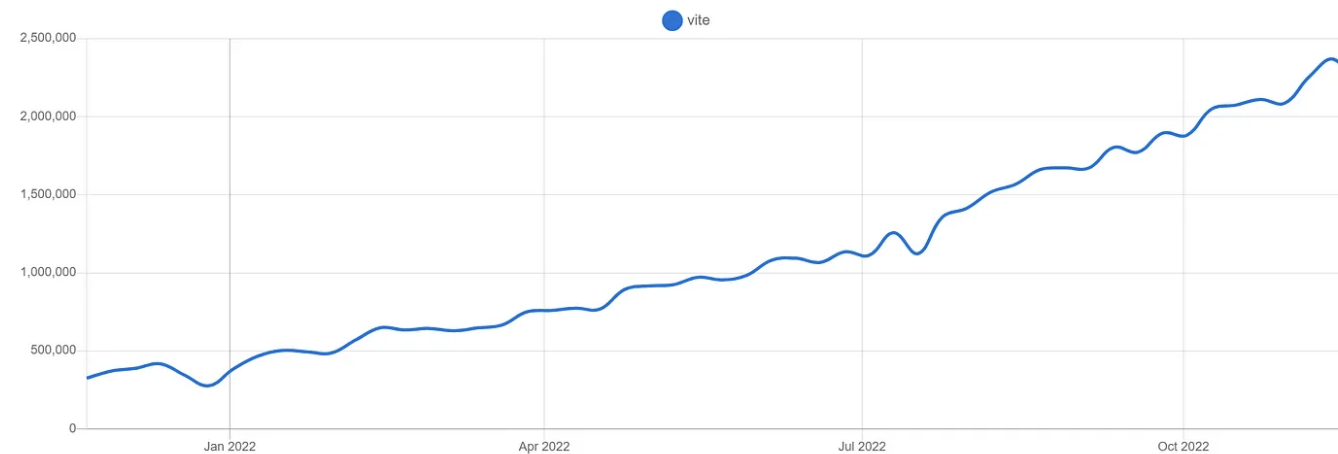
261



7



Downloads in past 1 Year ▾



<https://npmtrends.com/vite>

# Vite

- Native ES modules
- Rollup

# React Create App

```
npm install -g create-react-app
```

# Vite new project

<https://vitejs.dev/guide/>

# React CLI

create-react-app



## What we get?

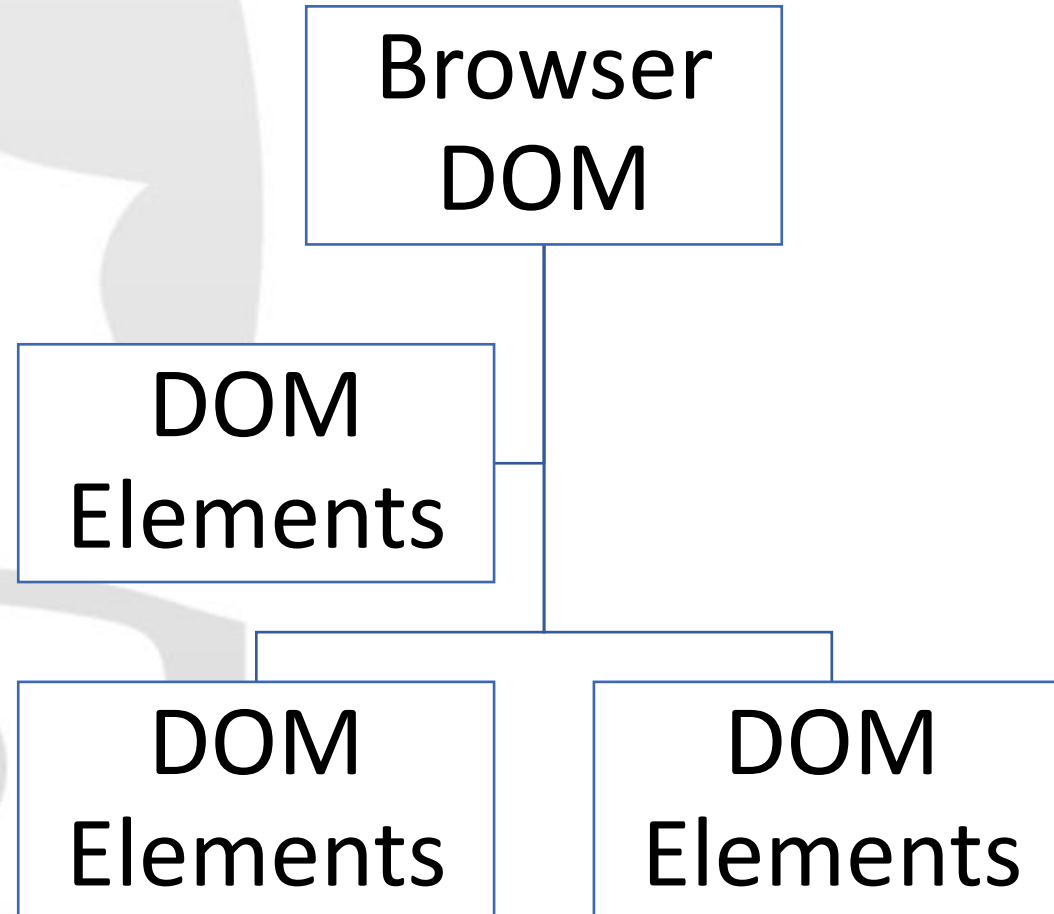
React	The React lib!
Webpack	Links together JS files
Babel	Turns ES2015/6/7 and JSX into ES5 code
Jest	Automated test runner

# Project Structure

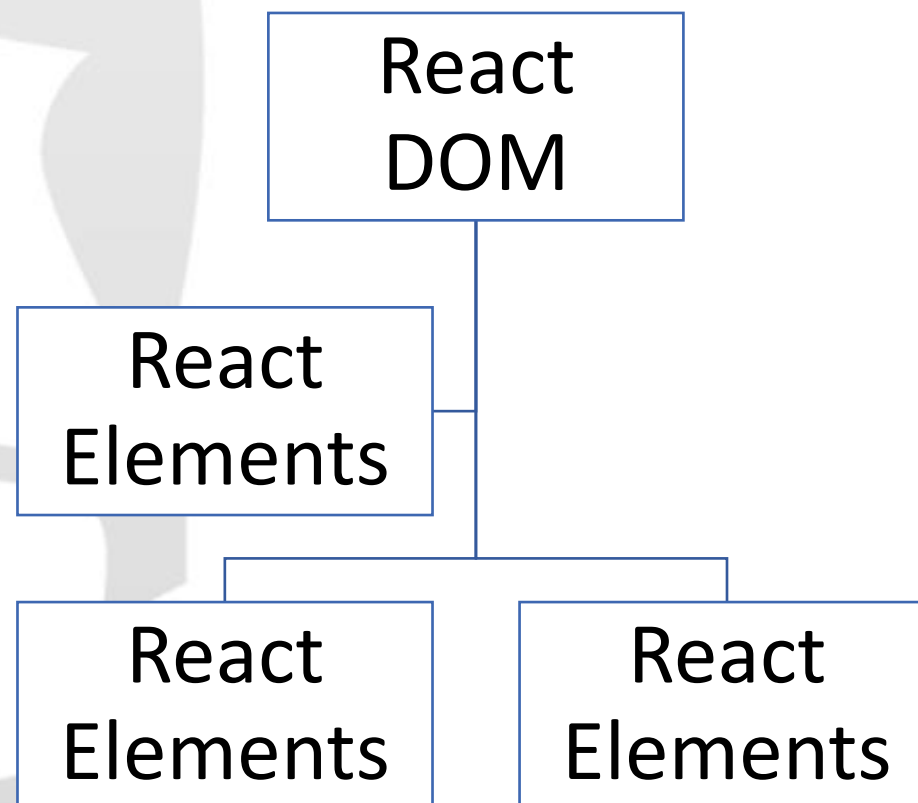
- Ui Components
- Main Components – Pages
- Utils
- Configurations
- State management – redux



# DOM Element



# React Element



# React Element

- The most atomic Unit in react
  - React elements are the instructions for how the browser DOM should be created.
- HTML Tags are become DOM elements when the browser loads the HTML
- React.CreateElement – working with the DOM API
  - Instructions for what we want React to build
  - Rendering and reconciling the elements

# React Element

```
<h1 id="h1-app">Application Header</h1>
```

```
{  
  $$typeof: Symbol(React.element),  
  "type": "h1",  
  "key": null,  
  "ref": null,  
  "props": {id: "h1-app", children: "Application Heade "},  
  "_owner": null,  
  "_store": {}  
}
```

# React Children

- React renders child elements using props.children
- Element tree

```
<ul>  
  <li>2 lb salmon</li>  
  <li>5 sprigs fresh rosemary</li>  
  <li>2 tablespoons olive oil</li>  
  <li>2 small lemons</li>  
  <li>1 teaspoon kosher salt</li>  
  <li>4 cloves of chopped garlic</li>  
</ul>
```

# React Children

```
React.createElement(  
  "ul",  
  null,  
  React.createElement("li", null, "2 lb salmon"),  
  React.createElement("li", null, "5 sprigs fresh rosemary"),  
  React.createElement("li", null, "2 tablespoons olive oil"),  
  React.createElement("li", null, "2 small lemons"),  
  React.createElement("li", null, "1 teaspoon kosher salt"),  
  React.createElement("li", null, "4 cloves of chopped garlic")  
);
```

# ClassName in react

- HTML Elements use class attribute
- Class is reserved word
- React use className
- Style object is also available



# ClassName in react

```
React.createElement(
  "ul",
  { className: "ingredients" },
  ingredients.map(item => React.createElement("li", null, item))
);
```

```
const items = [
  "2 lb salmon",
  "5 sprigs fresh rosemary",
  "2 tablespoons olive oil",
  "2 small lemons",
  "1 teaspoon kosher salt",
  "4 cloves of chopped garlic"
];
```

# Problem

Writing all our application with Create Element  
is time consuming

# Solution

- JSX
- on the beach!



# JSX

- concise syntax
- Easy to create DOM trees with attributes
- More readable like HTML & XML
- Using JS expressions ..{ }

React Element

```
React.createElement(IngredientsList, {list:[...] });
```

JSX

```
<IngredientsList list={ [...]} />
```



# Mapping Arrays with JSX

```
<ul>  
  {props.ingredients.map((ingredient, i) => (  
    <li key={i}>{ingredient}</li>  
  ))}  
</ul>
```

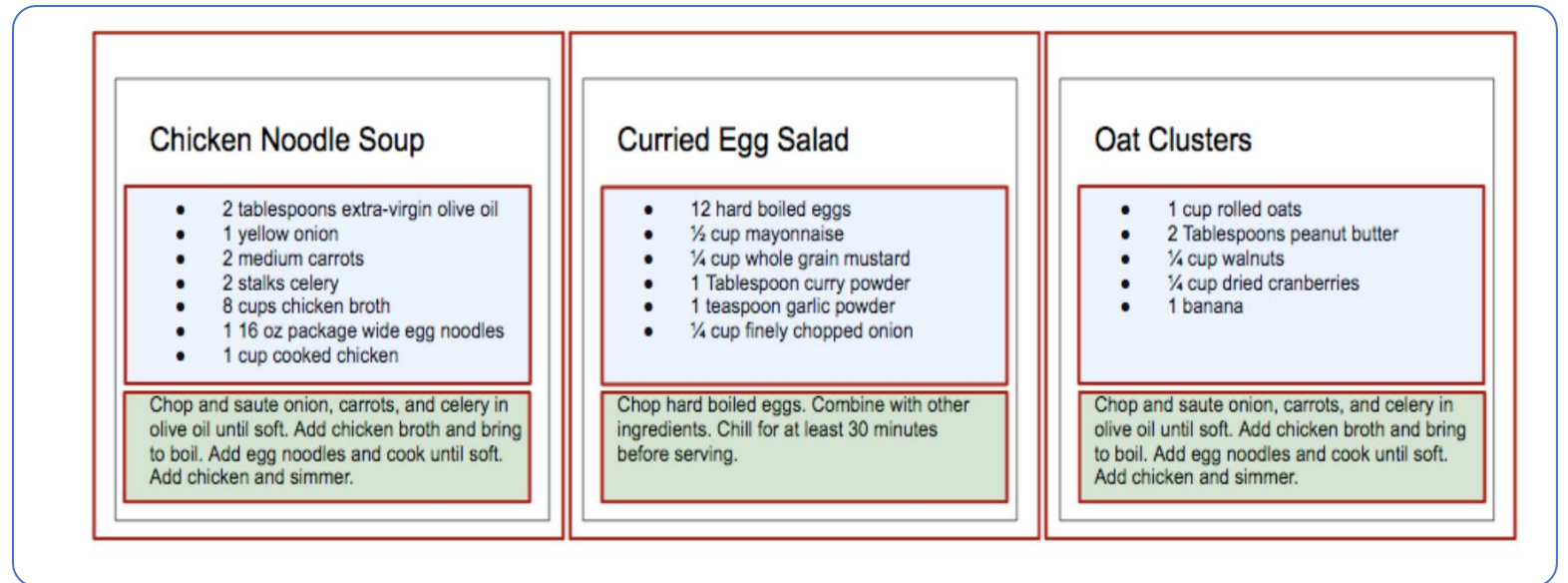
# Babel

Convert our fancy source code into something  
that the browser can interpret



# Components

- User interface is made up of parts
- When we put them all together we are getting user interface
- Independent
- reusable pieces



# Components

- Class
- Function



# Function Component

```
import React from "react";
interface Props {
  title: string;
  color: string;
}
function Header(props: Props) {
  const { title, color } = props;
  return (
    <h1 className="jumbotron" style={{ color }}>
      {" "}
      {title}{" "}
    </h1>
  );
}
```

# Class Component

```
export class Header extends React.Component<Props, any> {  
  constructor(props: Props) {  
    super(props);  
  }  
  
  render() {  
    const { title, color } = this.props;  
    return (  
      <h1 className="jumbotron" style={{ color }}>  
        {title}  
      </h1>  
    );  
  }  
}
```

# Props

- Object
- Props are stands for properties which passed to the components
- Props are read only
- Props can contain primitive and complex data

# React Fragments

- Container
- Avoid DIV Hell

# Stateless Component

Component is just a plain JavaScript function  
which takes props as an argument and  
returns a react element

# Stateful Component

Component that contains State object  
and reflect their state with the render process

# The State

- The *state* of a React application is driven by data change
- Reflect the content - UI

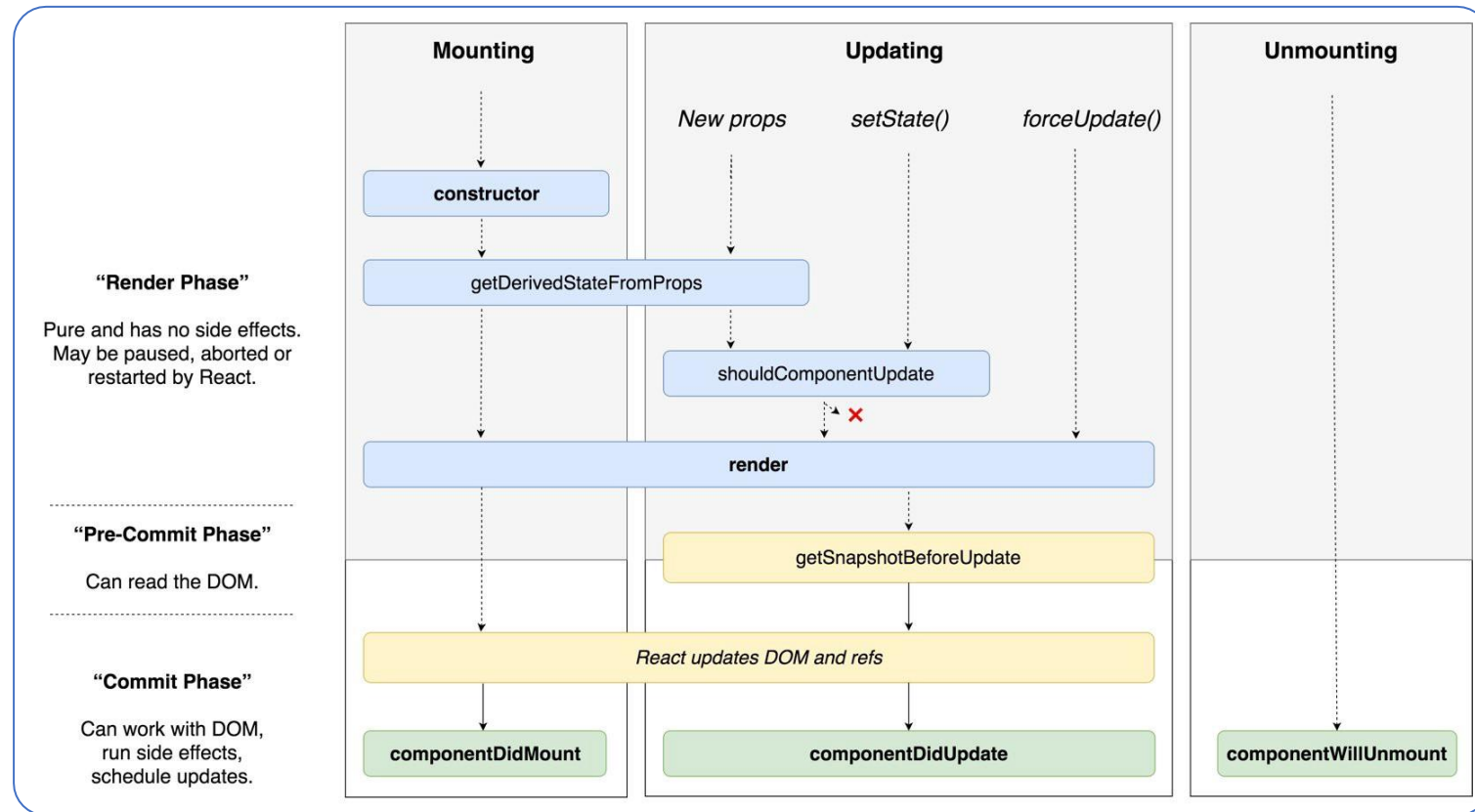
that has the ability to

# Using the state

- Don't change the state directly
- Use setState mothod
- React may batch multiple setState() calls into a single update for performance
- State updates are merged



# Components lifecycle methods



# mounting

- These methods are called in the following order when an instance of a component is being created and inserted into the DOM:
- constructor()
- static getDerivedStateFromProps()
- render()
- componentDidMount()

# getDerivedStateFromProps()

- Before render
- Return object that updates the state
- When state depends on props – AntiPattern
- Fetch data on props changed

## render()

- React Element tree is created
- React updates his virtual DOM

# ComponentDidMount()

- Invoked immediately after a component is mounted - inserted into the tree
- Call remote endpoint
- Subscriptions

# Updating

- An update can be caused by changes to props or state. These methods are called in the following order when a component is being re-rendered:
- static getDerivedStateFromProps()
- shouldComponentUpdate()
- render()
- getSnapshotBeforeUpdate()
- componentDidUpdate()

# shouldComponentUpdate()

- Invoked before rendering when new props or state are being received.
- Help us to decide if the state changes need to affect the component render
- Return Boolean value
- Default true

## getSnapshotBeforeUpdate()

- Before the last render committed to the DOM
- Capture information from the DOM
- passed as a parameter to componentDidUpdate()



## componentDidUpdate()

- Invoked immediately after updating occurs
- Not after initial render
- SetState ? Be careful from infinite loop

# Unmount

- This method is called when a component is being removed from the DOM:
- ComponentWillUnmount()

# Routing

```
<Link to="/home">Home</Link>
```

```
<BrowserRouter>
```

```
<Switch>
```

```
<Route path="/signIn" component={SignIn} />
```

```
<Route path="/signup" component={SignUp} />
```

```
<Route path="/home" component={Home} />
```

```
<Route path="*" component={() => <h1> Not Found! </h1>} />
```

```
</Switch>
```

```
</BrowserRouter>
```

Navigation Bar

Single Route = Page

# Routing

npm i react-router-dom

# Virtual DOM

- Real DOM – Document Object Model
- Tree Data structure – Fast
- UI re-rendering or repainting is heavy
- Virtual DOM – virtual representation, saved in memory
- Every time that our state changed the virtual DOM is updated

# Virtual DOM

- State changed => New virtual tree created
- The tree is compared or “diffed” with the previous
- Calculates the best possible way to apply the changes

# How does React use Virtual DOM

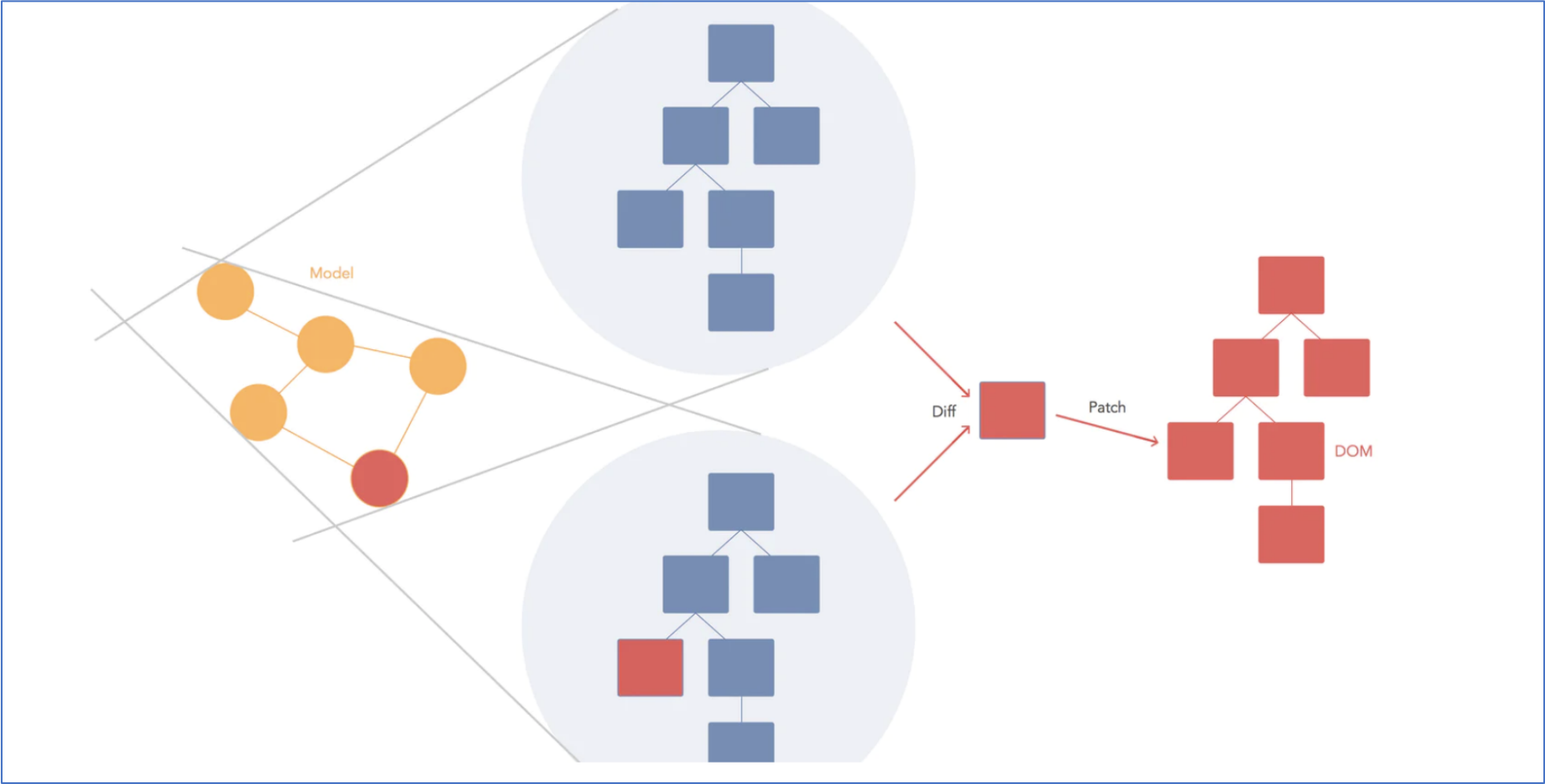
- React use observable pattern
- Listen to state changes
- New version of virtual DOM diffing with the old
- Once react know what object are changed
- It updated only the changed object on the real DOM

# Virtual DOM – batch update

- React follow a batch update mechanism to update the real DOM
- No manipulating the DOM every single change



# Virtual DOM



# Reconciliation

Two elements of different types will produce different trees.

The developer can hint at which child elements may be stable across different renders with a key prop.

# Reconciliation – The Diffing Algorithm

- Root element type – different ?
- DOM element same type, check the attribute
- Children's compare
- Using the Key

# Reconciliation – Children's

- React iterates both lists and generate mutation over the diff

```
<ul>
  <li>first</li>
  <li>second</li>
</ul>

<ul>
  <li>first</li>
  <li>second</li>
  <li>third</li>
</ul>
```

# Reconciliation – Children's

- React will Mutate every child

```
<ul>
  <li>Duke</li>
  <li>Villanova</li>
</ul>

<ul>
  <li>Connecticut</li>
  <li>Duke</li>
  <li>Villanova</li>
</ul>
```

```
<ul>
  <li key="2015">Duke</li>
  <li key="2016">Villanova</li>
</ul>
```

```
<ul>
  <li key="2014">Connecticut</li>
  <li key="2015">Duke</li>
  <li key="2016">Villanova</li>
</ul>
```

# HOC

- A higher-order component is a function that takes a component and returns a new component.
- Reuse Logic

# HOC

- Take a Component as argument
- Return Component



# What sucks ?

- It's hard to reuse stateful logic between components
- Complex components become hard to understand
- Classes confuse both people and machines

# Hooks

- React Hooks are functions that let us hook into the React state and lifecycle features from function components

# Rules of Hooks

Only call Hooks **at the top level**. Don't call Hooks inside loops, conditions, or nested functions.

Only call Hooks **from React function components**.

# useState

- Managing state inside function component

# useEffect

- For side effects – event handlers, async request, etc...

# Authentication HOC

- Sync - check if token exist
- Async – Validate the token
- Return the relevant component

# useEffect

- For side effects – event handlers, async request, etc...

# useRef

- Access the DOM directly
- Mutating ref



# Controller components vs uncontrolled

feature	uncontrolled	controlled
one-time value retrieval (e.g. on submit)	✓	✓
validating on submit	✓	✓
instant field validation	✗	✓
conditionally disabling submit button	✗	✓
enforcing input format	✗	✓
several inputs for one piece of data	✗	✓
dynamic inputs	✗	✓

# useCallback & useMemo

- The React useCallback Hook returns a memoized callback function.
- The React useMemo Hook returns a memoized value.

# Code splitting

- your app grows, your bundle will grow too
- “splitting” your bundle
- Webpack

# Suspense

- Experimental
- Suspense is not a data fetching library. It's a mechanism for data fetching libraries
- We should make it as easy as possible to build apps that start fast and stay fast
- Suspense is a feature for managing asynchronous operations in a React app. It lets your components communicate to React that they're waiting for some data.

# Suspense

- Parallel data and view trees
- Fetch in event handlers
- Load data incrementally
- Treat code like data

# React.memo



### When to use React.memo()



Heuristics whether a React component should be wrapped in React.memo()

01



**Pure functional component**

Your <Component> is functional and given the same props, always renders the same output.

02



**Renders often**

Your <Component> renders often.

03



**Re-renders with the same props**

Your <Component> is usually provided with the same props during re-rendering.

04



**Medium to big size**

Your <Component> contains a decent amount of UI elements to reason props equality check.

# React.memo



# Problem – Global State Management

- Inputs
- Forms
- Routing
- Date pickers
- Menus
- Tabs
- Filters



# Problem – Global State Management

- Data



# Redux

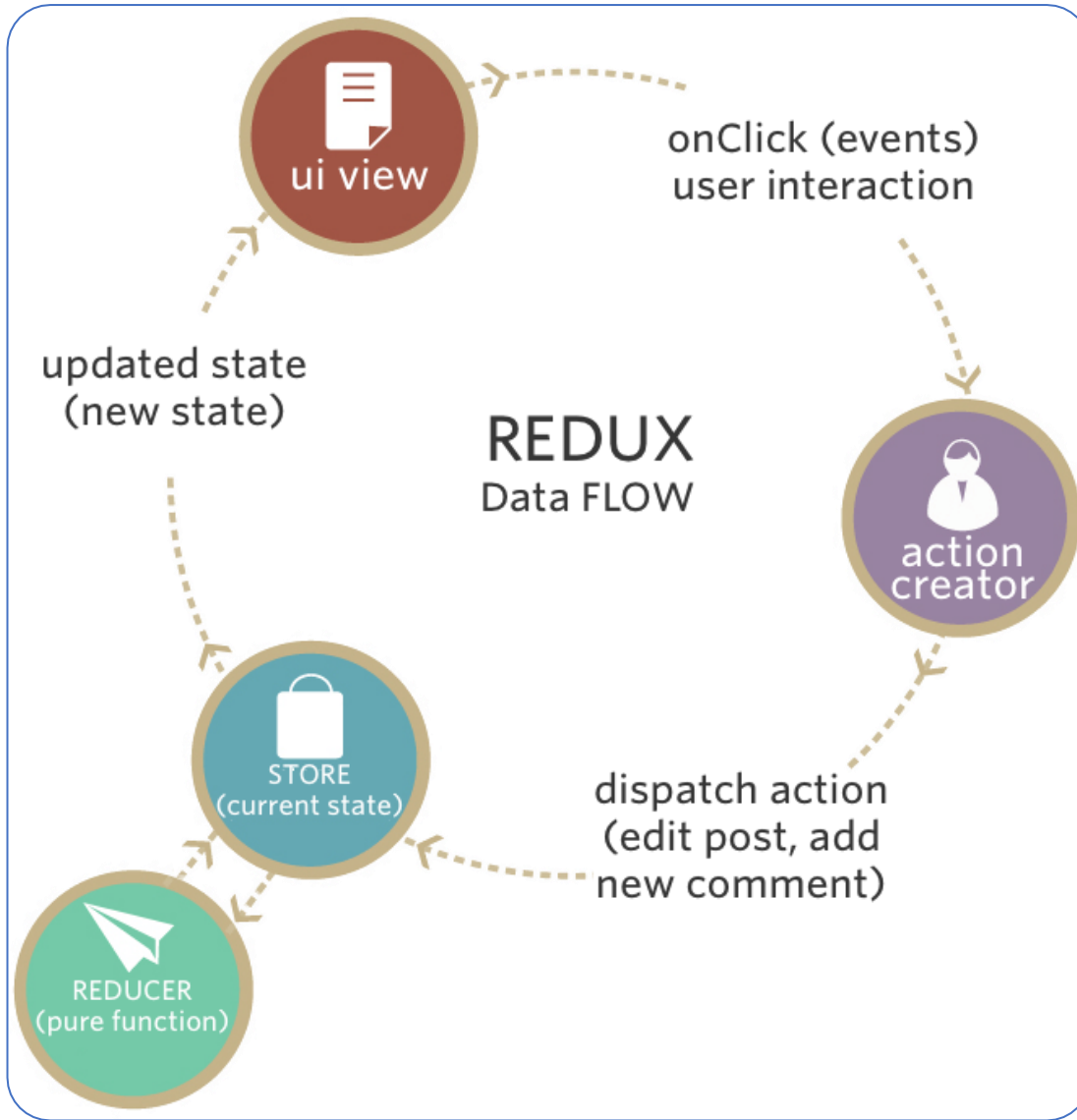
- The application has a central / root state.
- A state change triggers View updates.
- Only special functions can change the state.
- A user interaction triggers these special, state changing functions.
- Only one change takes place at a time.

# Redux

- Store
- GetState
- Dispatch
- Subscribe
- Action
- Reducers

# Redux toolkit

- Configure store
- Create reducer
- Create slice
- Create async thunk



# Redux

# More Options

- MobX
- useContext

# React Testing

## THE FOUR TYPES OF TESTS

---

### End to End

A helper robot that behaves like a user to click around the app and verify that it functions correctly.

Sometimes called "functional testing" or e2e.

---

### Integration

Verify that several units work together in harmony.

---

### Unit

Verify that individual, isolated parts work as expected.

---

### Static

Catch typos and type errors as you write the code.





# Testing tradeoffs

- Cost
- Speed
- Complexity



# Distinctions

I don't really care about the distinctions.

# Testing options

- Rendering component trees
- Running a complete app

# Testing tradeoffs

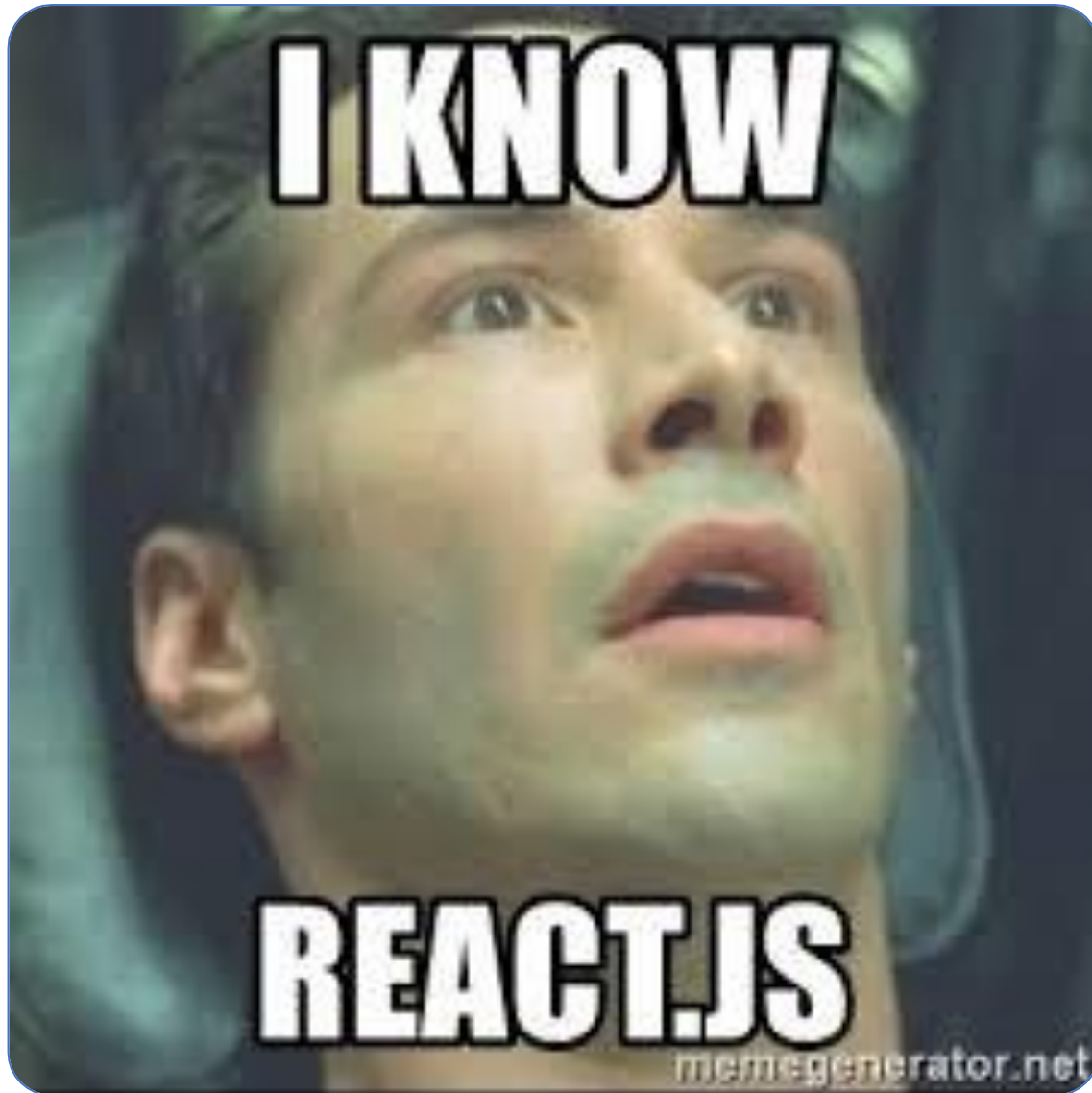
- Iteration speed vs Realistic environment
- How much to mock

# Tools

- Jest ( using jsdom )
- React Testing library

# Style Components

- Using tagged template literals and arrow functions in ES6+ and CSS, styled-components is a React-specific CSS-in-JS styling solution that creates a platform for developers to write actual CSS code to style React components.



**THANKS!**

**galamouyal88@gmail.com**







# תודה (:

## נראה בשנה הבאה