

React: Getting Started

The basics

Why React?

It's a *small* incomplete *library* - you'll likely need to use other stuff in addition to React

Is therefore **more flexible** than a framework

Takes the **declarative nature of HTML** and **extends this to dynamic data** (rather than simply static content. It enabled developers to **declaratively describe their UIs and model the state of the interfaces**

Things that have made React popular

The **Virtual DOM** is easier than dealing with the DOM API

The strong **corporate backing** increases **trust** in the library

It provides a **declarative** language to model UI and state

Resources for learning

Common problems faced by React developers are described in:
<https://jscomplete.com/learn/react-beyond-basics/react-cfp>

Basic concepts

Components - are just like functions. They *take input and return a UI*

Input and output

Input: *props* and *state*

Props are **explicit**, and similar to HTML attributes. They are **immutable** and cannot be changed by the component. But they **can be changed by the component's parent and for the component to be re-rendered**

State: components control and **can change their internal state**

Output: UI (declared as JSX, shipped to the browser as React API calls)

```
<div className="welcome">Hello</div>    <!-- state -->
1
2
3 //<_props_ -->
4 React.createElement("div", {
5   className: "welcome"
6 }, "Hello!");
```

JSX is not HTML. It will be **compiled to pure JavaScript** that is sent to the browser

Rather than using JSX, you *could* equally just write the raw API calls in your component

Reusable and composable

Here's a gist I've created which demonstrates and explains some concepts of component composition and reuse:
<https://gist.github.com/gtvj/aea026d92dc6fabed0391f379d58fadcd>

Types of component (both can have state and create side-effects)

Function components - are simpler and preferred

Class components - less simple but more powerful

Naming

Must be capitalised - to prevent React thinking you're referencing a HTML element rather than a React component. Sound confusing? It isn't - just imagine having a React component called button. When passing this to ReactDOM.render(), it would appear to be an HTML element unless capitalised.

The *one way* flow of data

Parent components can flow their data and behaviour down to their child components.

Props can pass data and behaviour down to children components

Hooks

Allow you to use state and other features without writing a class

Our first hook is useState:
<https://reactjs.org/docs/hooks-state.html>

Reactive updates / tree reconciliation / Virtual DOM

In React, you generate HTML using JavaScript, rather than having a HTML template language

This allows React's Virtual DOM which uses tree reconciliation to update only what has changed

While it may be easier to generate a DOM more easily using the native DOM API, the **React Tree Reconciliation makes it far easier to update the DOM** - this is partly because React will only update those elements which need to change, rather than everything and partly because you do this in a declarative way when using React

You can, of course, also do this with the DOM - but that requires imperative logic. React's Virtual DOM is declarative.

Modern JavaScript: crash course

Since 2015 we've had yearly releases of ECMAScript named ES[year] made by TC39

New features

Variables and **block scopes**: let and const

In most cases, const is preferred because it guarantees the value will not have changed.

Arrow functions

Work better than traditional functions for closures. Why? *Because they do not implicitly bind 'this' to the caller.* Instead, Arrow function **close over the value of 'this' at the time it was defined.** This makes it great for delayed execution functions like listeners because it provides easy access to the defining environment
<https://gist.github.com/gtvj/dc4bdb8f9094d9ddf7cb1879de7e4107>

This is a great benefit for working with listeners and event handlers

Object literal improvements

Shorthand property and method names

Computed property names

Destructuring and rest/spread

A few things to note:

You can use destructuring in function definitions and, when doing so, you can still set defaults
<https://gist.github.com/gtvj/30db8bfa523d35b2aac3ea950c4e40c>

You use the rest operator to create a new array or object with the 'rest' of the items
<https://gist.github.com/gtvj/db72f395a1dcdf168aead64abffcaca2>

Template strings

Classes

Promises and async/await

Async/await syntax is a way to consume promises without having to nest .then calls
<https://gist.github.com/gtvj/bcc57454d8bad15c5a1009ecabcbcbec>

React Class Components: the GitHub cards app

The first decision to make in a React app is the component structure: how many components to use, and what each component should describe.

You can mix and match functional and class components in the same app

Example of using a Class component
<https://gist.github.com/gtvj/4e35673537abc3c182dd313895584cbf>

The only method **Class** components must have is a **render()** method

Styling React components

There are several ways to style React components

Inline CSS (using JavaScript objects within the 'style' property of your components - and camel casing where necessary

Styled components

Working with data
<https://gist.github.com/gtvj/0f510f8af80a94493969b4cd1384ded1>

Taking input from users
<https://gist.github.com/gtvj/582f3b63cded2cff96bd939514d6ef88>

Using custom hooks

Naming: It's a good practice to name any custom hooks your create starting with 'use'

React Function Components: the star match game

Reuse - when extracting components for re-use, you're looking for balance. **Too few or too many are both bad design.** When considering candidates a helpful pointer can be this: if you have many items that share data or behaviour, they could be a candidate for a component

Minimise state: general advice when working with stateful components is to minimise state. Compute values where possible, rather than storing them.

Additionally, you want a components props to be exact. **Only what's needed to render the component** (and nothing else)

You should also seek to ensure that the structure of your components is consistent.

Start with any hooks into state and side effects

Follow this with an computations based on state (i.e. `practicleSongs.length === 0`)

Using Side Effect Hooks

useEffect()

From the React docs: "If you're familiar with React class lifecycle methods, **you can think of useEffect Hook as componentDidMount, componentDidUpdate, and componentWillUnmount combined.**"

There are two common kinds of side effects in React components. Those that require cleanup and those that don't.

Effects without cleanup
<https://gist.github.com/gtvj/464c5bcae76546bc87842e5aa324adc6>

Effects with cleanup. Simple. **If your effect returns a function, that function will be used to cleanup when the component unmounts**

Unmounting and re-mounting components

Changing a component's 'key' attribute will result in the component being unmounted and re-mounted. See this gist:
<https://gist.github.com/gtvj/2411b621e661030adad45026f20dcea2>

Setting up a development environment

Setting up a React development environment isn't exactly straightforward

Requires making many different tools (which have different APIs, configurations, release cycles etc.)

Development vs Production

You'll need to be able to run both locally for testing

Quick start with: create-react-app

An NPM package

Provides many more tools that what is necessary

Use 'npm run eject' to extract configuration to files you can edit. This operation is one way - there's no going back.

Configuring your own environment

Requires a number of tools such as Babel, Webpack etc. Many guides are available and best practices change over time

Reactful

This is an NPM package which functions similarly to create-react-app (in that you can use it to create a working environment). The difference is that the is bare bones and ejected by default (i.e. the configuration is flat and editable).