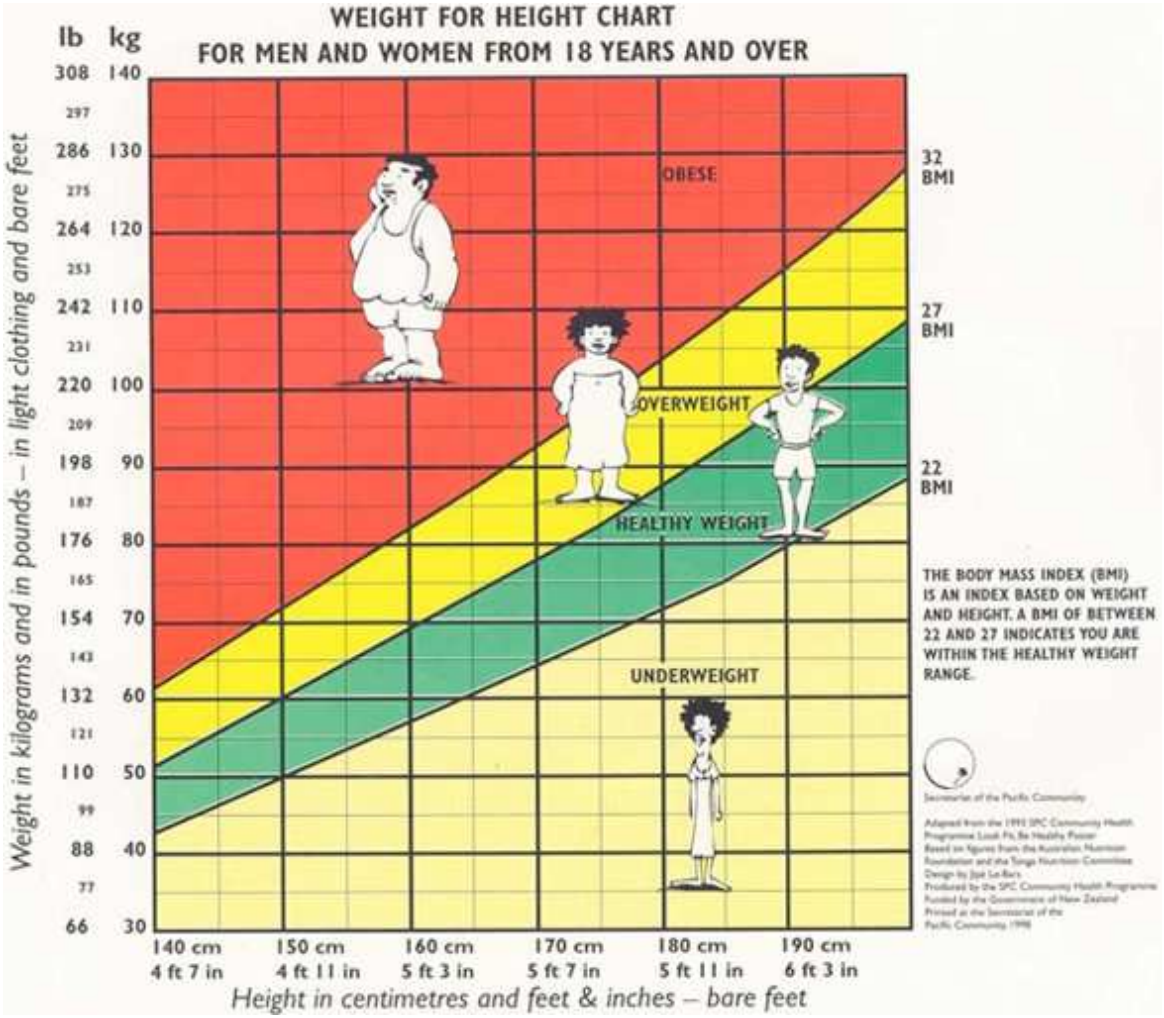
React Native

Keyboard Input, State, Timer

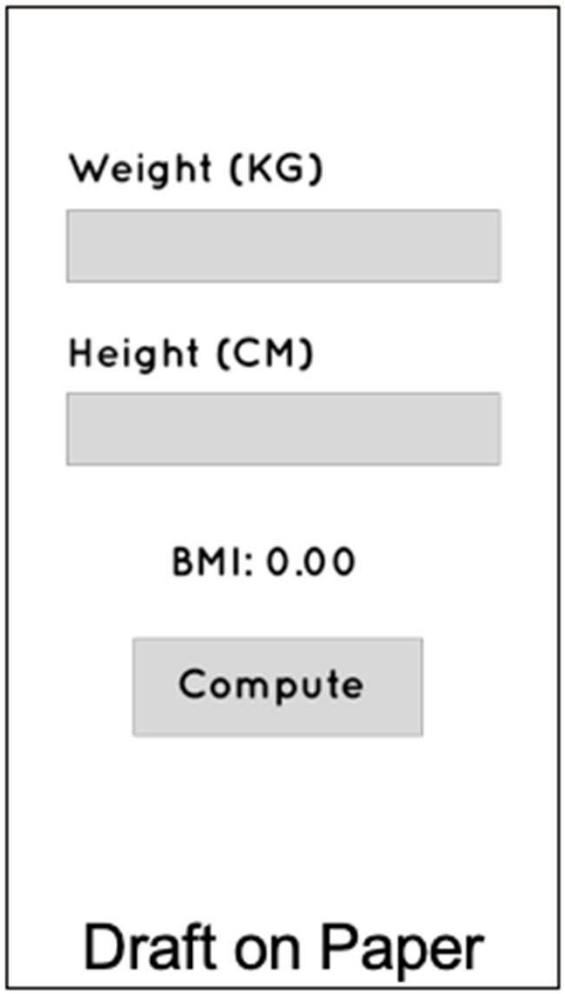
BMI Calculator App



Making BMI Calculator App

1. Create container that fill whole screen
2. Set the flexDirection of container to ‘column’ and its justifyContent: ‘center’
3. Start Adding Elements
    1. Text
    2. TextInput
    3. TouchableOpacity

- 20 minutes ==> TO DO

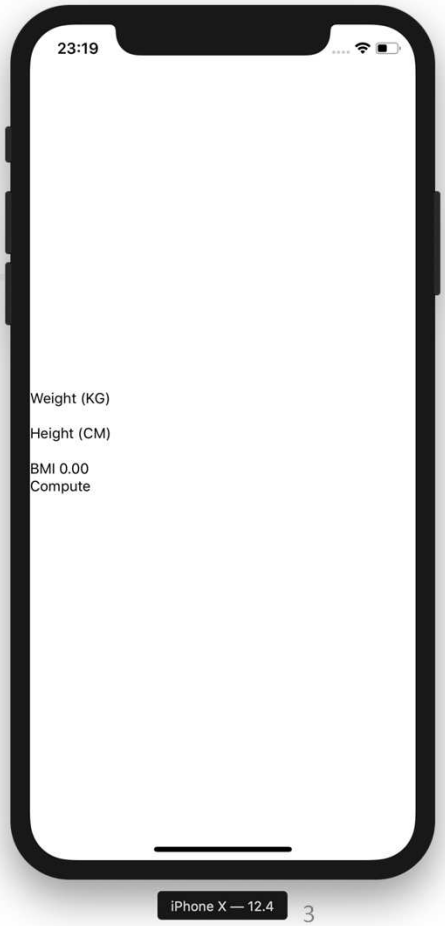


Making BMI Calculator App

```
16 export const BMIDraft = () => {
17     return (
18         <View style={styles.container}>
19             <Text>Weight (KG)</Text>
20             <TextInput />
21             <Text>Height (CM)</Text>
22             <TextInput />
23             <Text>BMI 0.00</Text>
24             <TouchableOpacity>
25                 <Text>Compute</Text>
26             </TouchableOpacity>
27         </View>
28     );
29 };
```

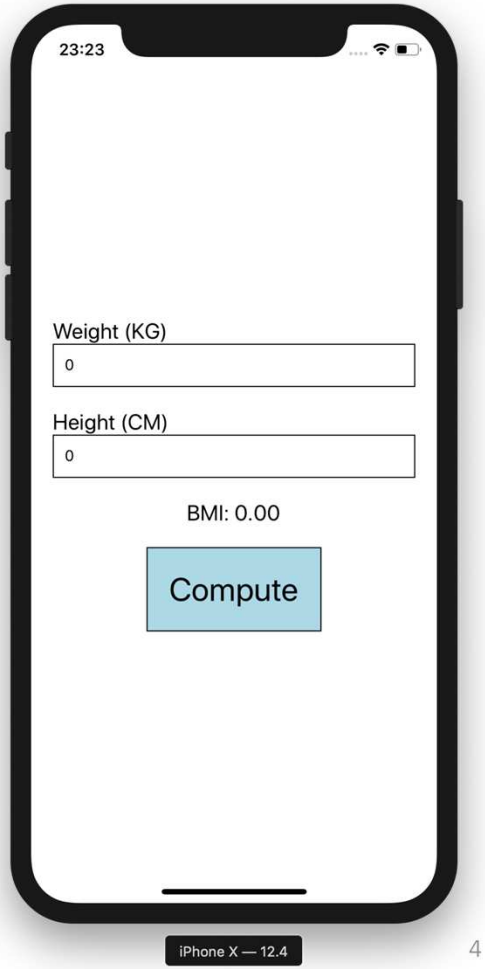
BmiDraft.js > BMIDraft

```
1  import React from "react";
2  import {
3      View, StyleSheet,
4      Text, TextInput,
5      TouchableOpacity
6  } from "react-native";
7
8  const styles = StyleSheet.create({
9      container: {
10         flex: 1,
11         justifyContent: 'center',
12         flexDirection: 'column'
13     }
14 });
```



Making BMI Calculator App

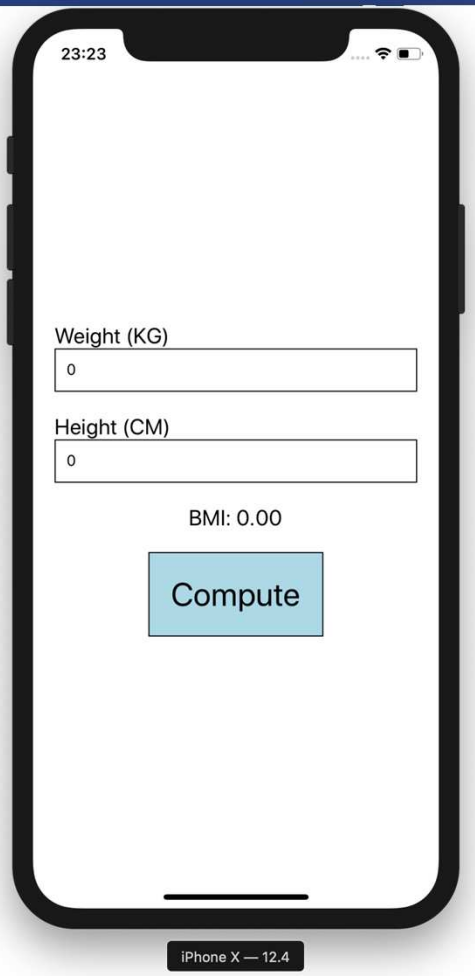
```
export const BMI = () => {
    return (
        <View style={styles.container}>
            <View style={styles.group}>
                <Text style={styles.title}>Weight (KG)</Text>
                <TextInput style={styles.input} />
            </View>
            <View style={styles.group}>
                <Text style={styles.title}>Height (CM)</Text>
                <TextInput style={styles.input} />
            </View>
            <View style={styles.center}>
                <View style={styles.group}>
                    <Text style={styles.title}>BMI: 0.00</Text>
                </View>
                <View style={styles.group}>
                    <TouchableOpacity style={styles.button}>
                        <Text style={styles.buttonText}>Compute</Text>
                    </TouchableOpacity>
                </View>
            </View>
        </View>
    );
};
```



Using view to group each items

Making BMI Calculator App

```
const styles = StyleSheet.create({
  container: {
    flex: 1,
    justifyContent: 'center',
    flexDirection: 'column',
    padding: 20
  },
  group: {
    marginTop: 20
  },
  button: {
    backgroundColor: 'lightblue',
    padding: 20,
    borderWidth: 1
  },
  buttonText: {
    fontSize: 30
  },
  input: {
    padding: 10,
    height: 40,
    borderWidth: 1
  },
  title: {
    fontSize: 20
  },
  center: {
    alignItems: 'center'
  }
});
```



Keyboard Types (Cross-Platform)

```
<TextInput  keyboardType='default'>
```

default

iOS (9.3)

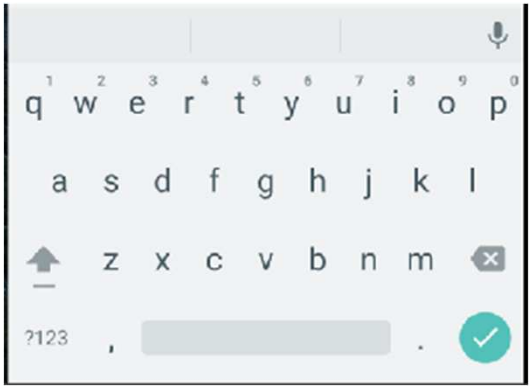
phone-pad

numberic

email-address

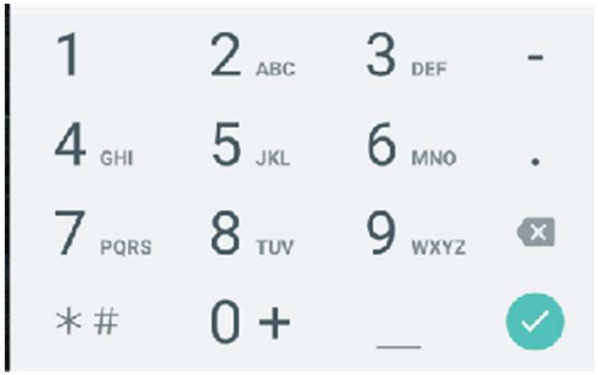
Keyboard Types (Cross-Platform)

```
<TextInput  keyboardType='default'>
```

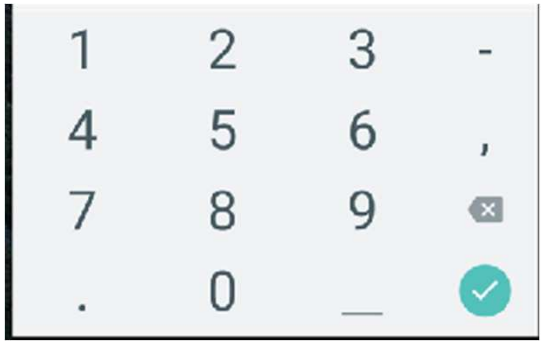


default

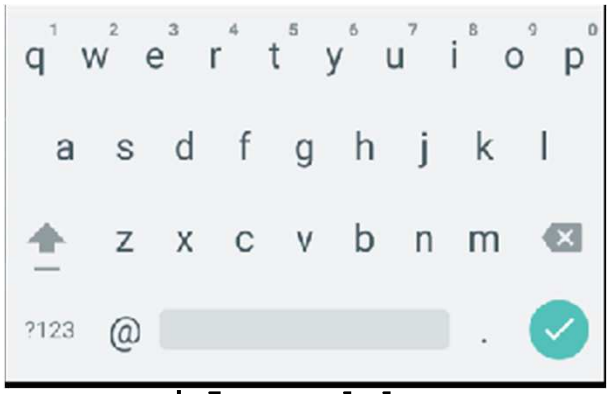
Android (9.3)



phone-pad



numberic

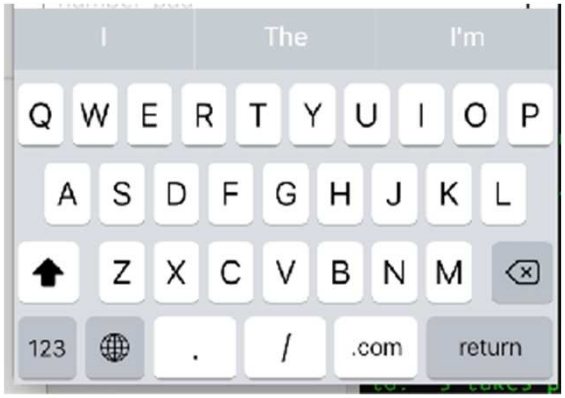


email-address

More Keyboard Types (iOS Only)

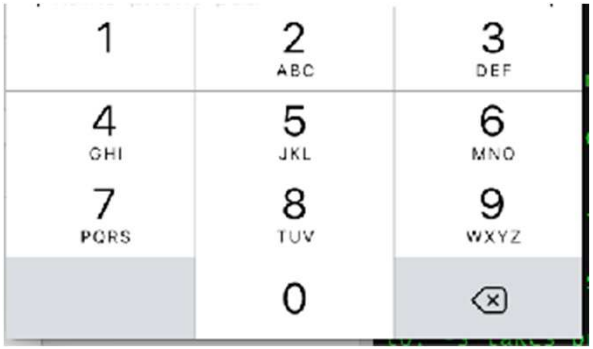
```
<TextInput  keyboardType='default'>
```

ascii-capable



url

numbers-punctuation

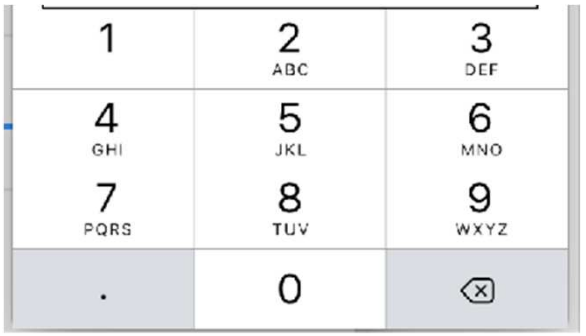


number-pad

More Keyboard Types (iOS Only)

```
<TextInput  keyboardType='default'>
```

name-phone-pad



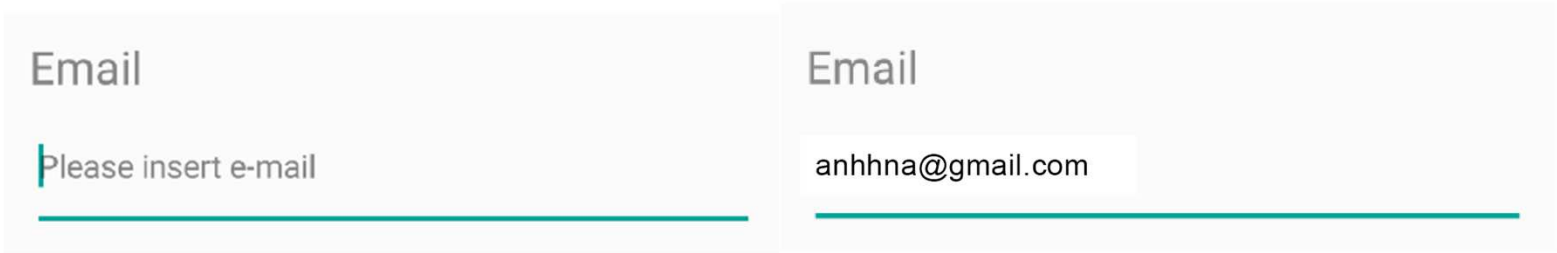
decimal-pad

twitter

web-search

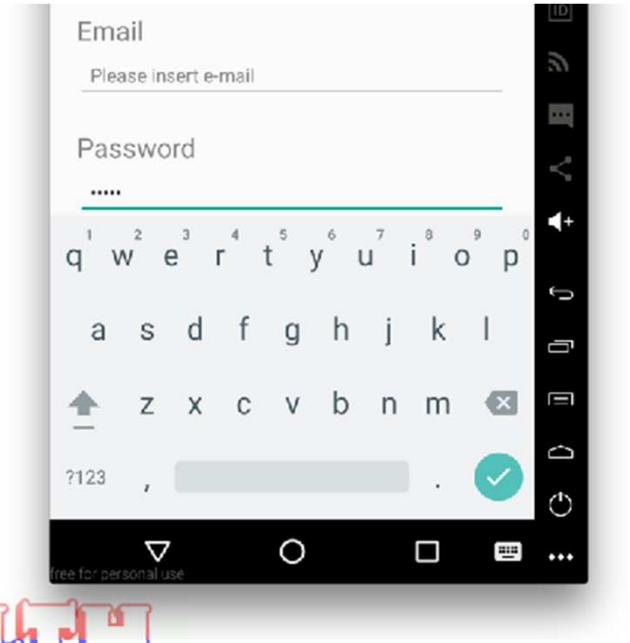
More TextInput Attribute

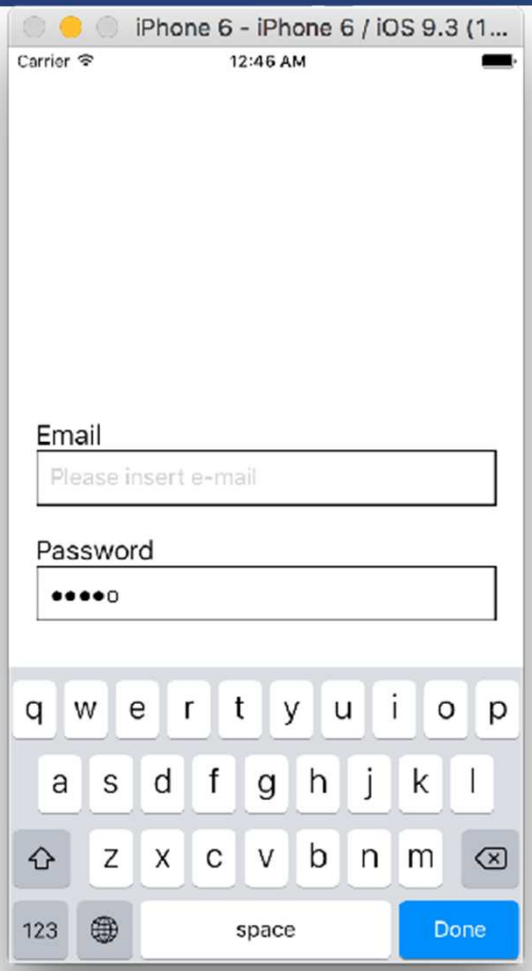
```
<TextInput
    keyboardType='email-address'
    autoCaptialize='none'
    autoCorrect={false}
    maxLength={30}
    multiline={false}
    placeholder='Please insert e-mail'
    returnKeyType='next'
/>
```



Password TextInput

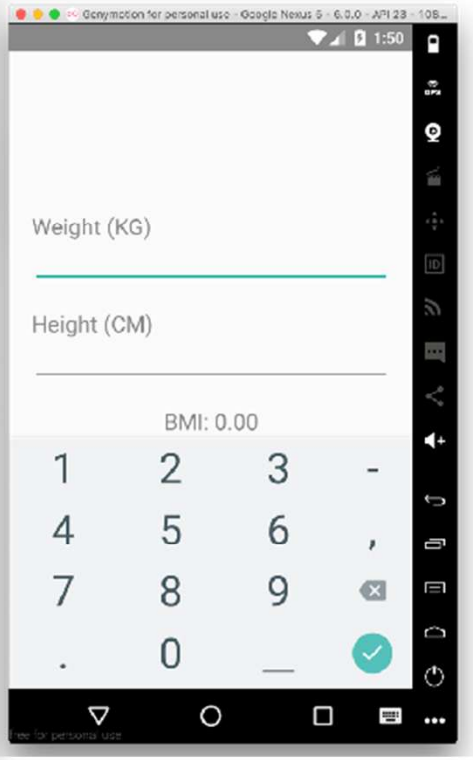
```
<TextInput
    keyboardType='default'
    secureTextEntry={true}
    ...
/>
```





KeyboardType

```
<View style={styles.group}>
  <Text style={styles.title}>Weight (KG)</Text>
  <TextInput style={styles.input} keyboardType='numeric'/>
</View>
<View style={styles.group}>
  <Text style={styles.title}>Height (CM)</Text>
  <TextInput style={styles.input} keyboardType='numeric'/>
</View>
<View style={styles.center}>
```



iOS -> Cmd-K to Open/Hide Keyboard

Add User Input Feedback

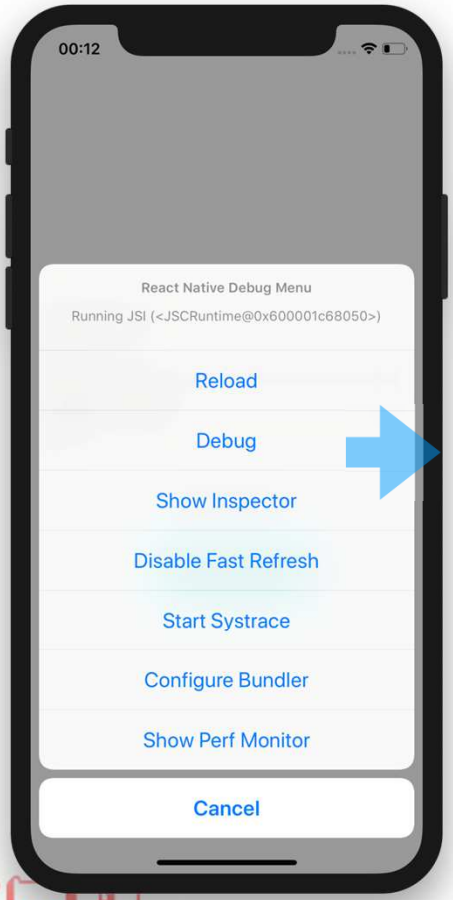
```
export const BMIDraft = () => {

    const compute = () => {
        console.log('On pressed!');
    }

    return (
        <View style={styles.container}>
            <View style={styles.group}>

<View style={styles.center}>
    <View style={styles.group}>
        <Text style={styles.title}>BMI: {bmi.toFixed(2)}</Text>
    </View>
    <View style={styles.group}>
        <TouchableOpacity style={styles.button} onPress={compute}>
            <Text style={styles.buttonText}>Compute</Text>
        </TouchableOpacity>
    </View>
</View>
```

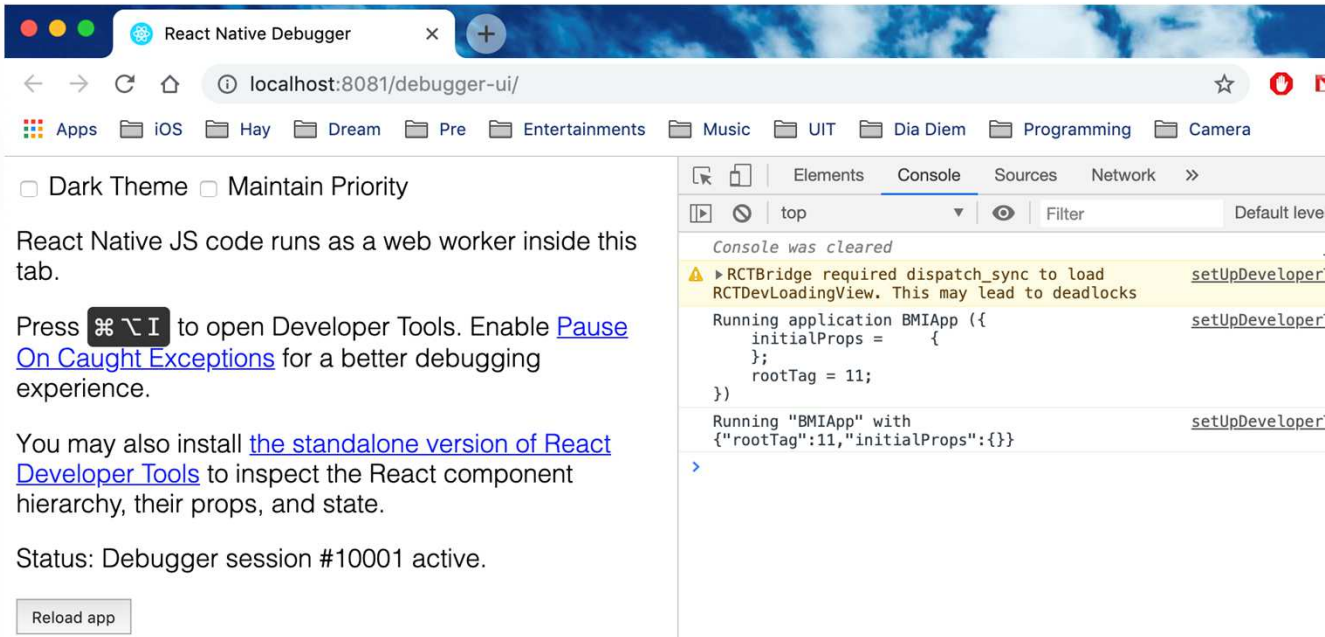
Enable JS Debugger

Cmd - D (iOS)

Menu Button

(Android)



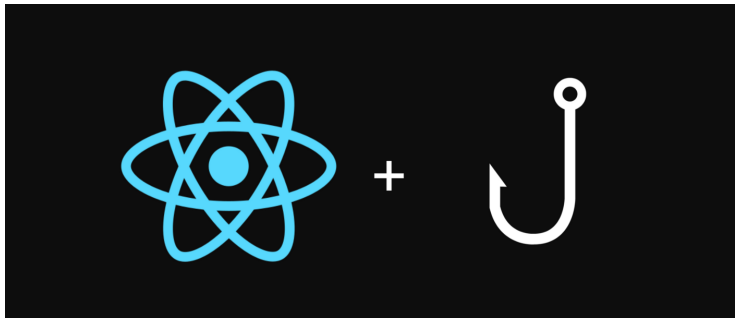


State Management

State

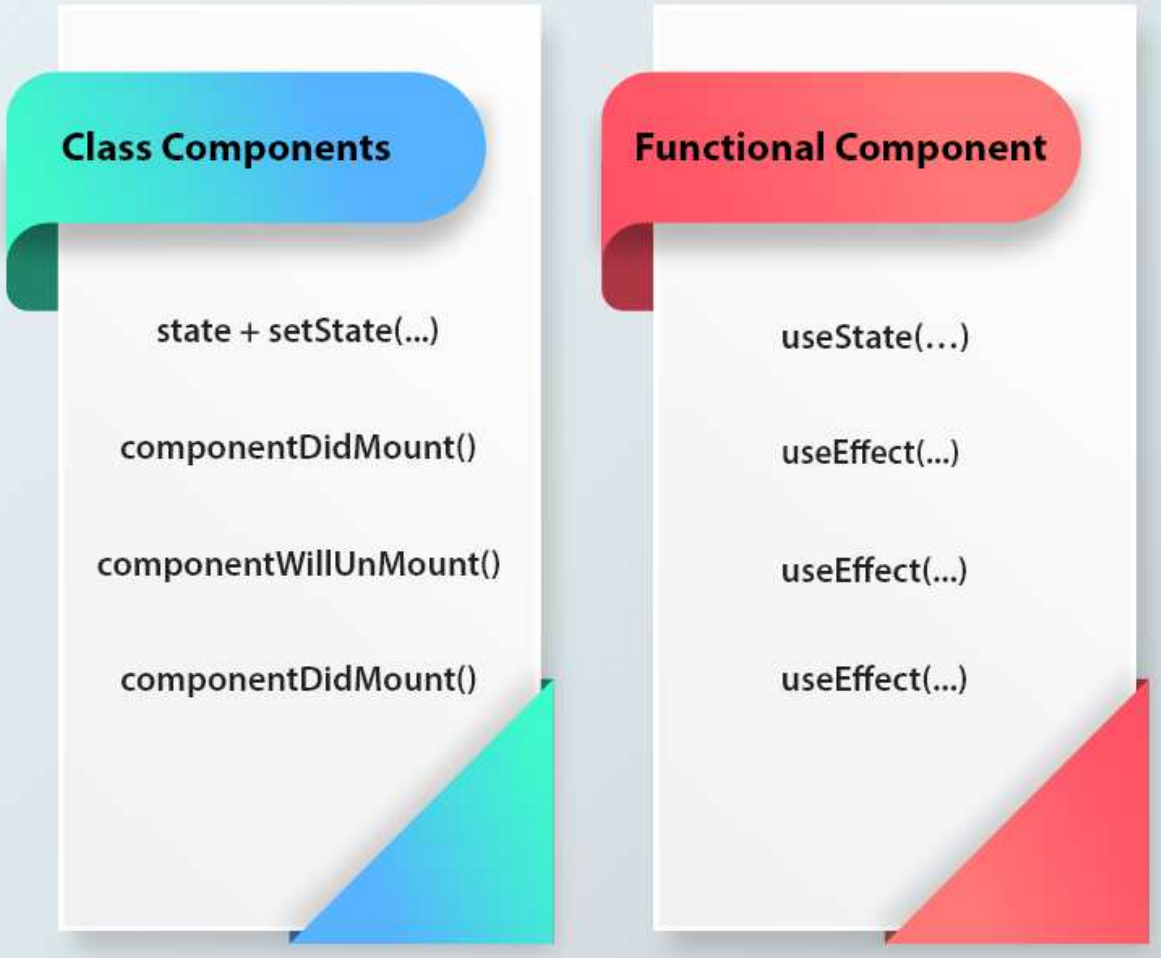
- State is a JavaScript Object that we use to track and response to users' inputs
- Each React component has its own instance of state
- Most important thing about state:
  - **Any change in state** will cause all components or any children components inside of it to **be re- rendered**

https://reactnative.dev/docs/state



React Native Hooks

React Hooks



https://www.bacancytechnology.com/blog/react-native-hooks-to-build-app

What is React Hooks?

- Hooks are a new addition in React 16.8. They let you use state and other React features without writing a class. It mainly uses to handle the state and side effects in react functional component. React Hooks are a way to use stateful functions inside a functional component.

- To manage state of React App, we have many hooks such as useState, useEffect, useContext, …
- Refs: https://github.com/react-native-community/hooks

useState

```
import React, { useState } from 'react'
import { View, Text, Button } from 'react-native'

export const MyFunctionalComponent = () => {
    const [counter, setCounter] = useState(0);
    const handleIncreaseCounterPress = () => {
        setCounter(counter + 1);
    }
    return (
        <View>
            <Text>Counter is {counter}.</Text>
            <Button onPress={handleIncreaseCounterPress} title='Increase Counter' />
        </View>
    )
};
```

const [state, setState] = useState(defaultValue);

Initialize State

- We first defined 3 variables in state
  - **weight (String) = '0'** - It is a string because we use it with TextInput
  - **height (String) = '0'** - It is a string because we use it with TextInput
  - and calculated **bmi (Number) = 0**

```
import React, { useState } from "react";
import {
    View, StyleSheet,
    Text, TextInput,
    TouchableOpacity
} from "react-native";

const styles = StyleSheet.create({ ···
});

export const BMI = () => {
    const [weight, setWeight] = useState('0');
    const [height, setHeight] = useState('0');
    const [bmi, setBmi] = useState(0);

    const compute = () => {
        console.log('On pressed!');
    }
```

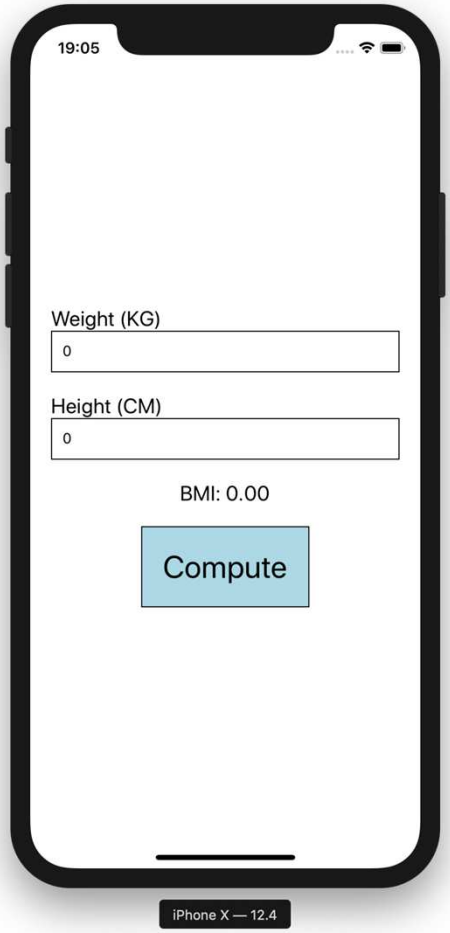
Showing/Setting State In TextInput

```
return (
    <View style={styles.container}>
        <View style={styles.group}>
            <Text style={styles.title}>Weight (KG)</Text>
            <TextInput style={styles.input}
                keyboardType='numeric'
                value={weight}
                onChangeText={(w) => setWeight(w)} />
        </View>
```

- **value attribute** - setting the text according to the state.weight's value
- **onChangeText attribute** - invoked when user making change the TextInput, apply the new input value into the state

Continue On Height TextInput

```
<View style={styles.group}>
    <Text style={styles.title}>Height (CM)</Text>
    <TextInput style={styles.input}
        keyboardType='numeric'
        value={height}
        onChangeText={(h) => setHeight(h)}
    />
</View>
```



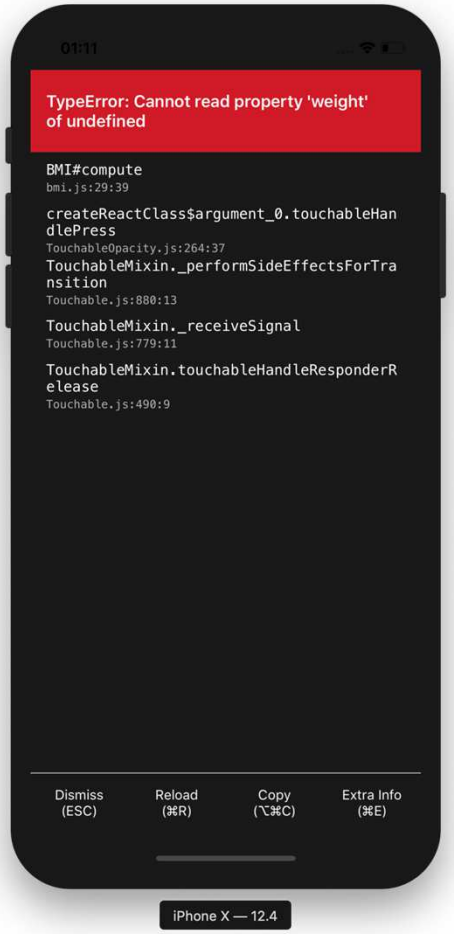
Let’s Compute The BMI

$$\mathrm{BMI} = \frac{\mathrm{mass(kg)}}{(\mathrm{height(m)})^2}$$

```
export const BMI = () => {
    const [weight, setWeight] = useState(0);
    const [height, setHeight] = useState(0);
    const [bmi, setBmi] = useState(0);

    const compute = (w, h) => {
        console.log('On pressed!');
        let weight = parseFloat(weight);
        let height = parseFloat(height);
        setBmi(weight / Math.pow(height / 100, 2));
    }
```

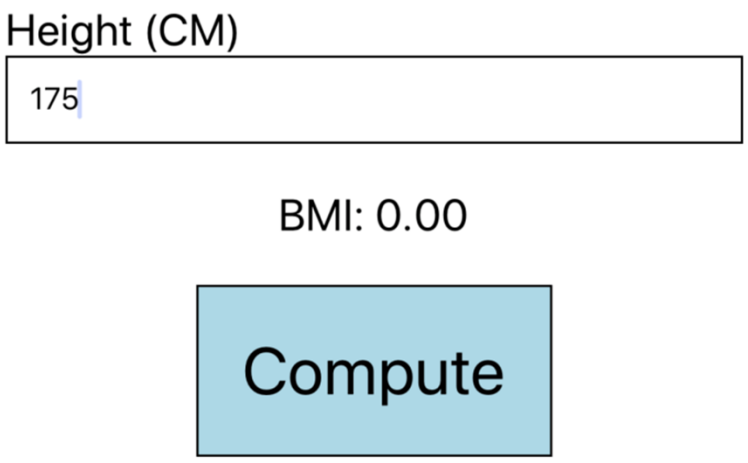
Method Biding

- Refresh the app now, input some number, and push compute button. You will see the red screen.
- It is because `compute()` method is not the standard method in the component class (We added it by our own)
- The scope of `compute()` method is not yet visible to the class's state.



Showing The Output

```
<View style={styles.center}>
    <View style={styles.group}>
        <Text style={styles.title}>BMI: {bmi.toFixed(2)}</Text>
    </View>
    <View style={styles.group}>
        <TouchableOpacity style={styles.button}
            onPress={() => compute(weight, height)}>
            <Text style={styles.buttonText}>Compute</Text>
        </TouchableOpacity>
    </View>
</View>
```



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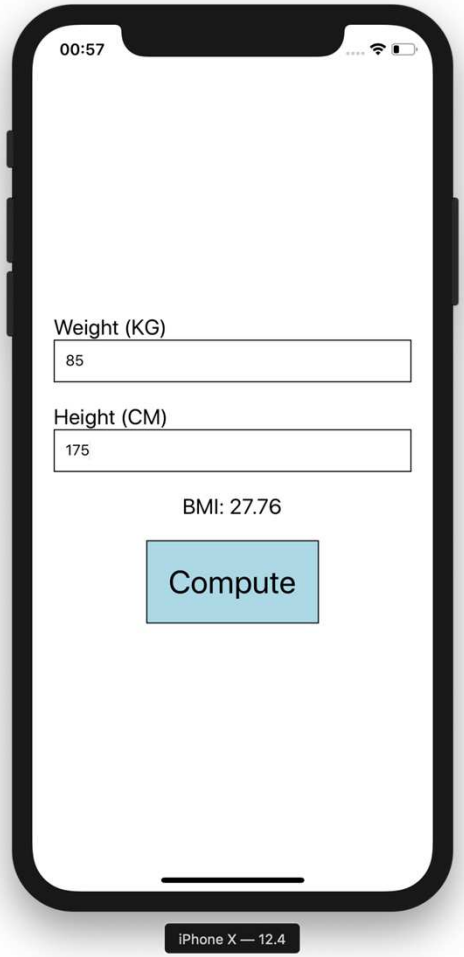
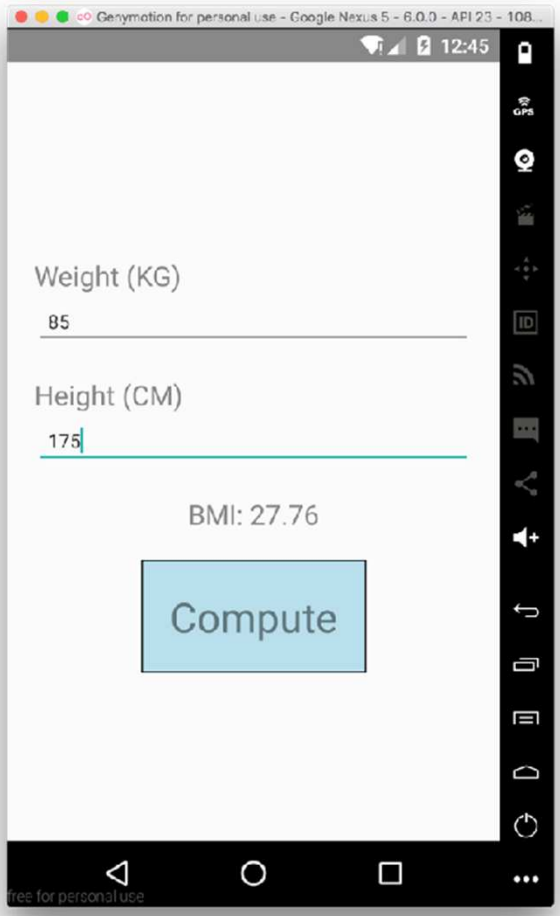
BMI Final


00:57
Weight (KG)
85
Height (CM)
175
BMI: 27.76
Compute
iPhone X — 12.4

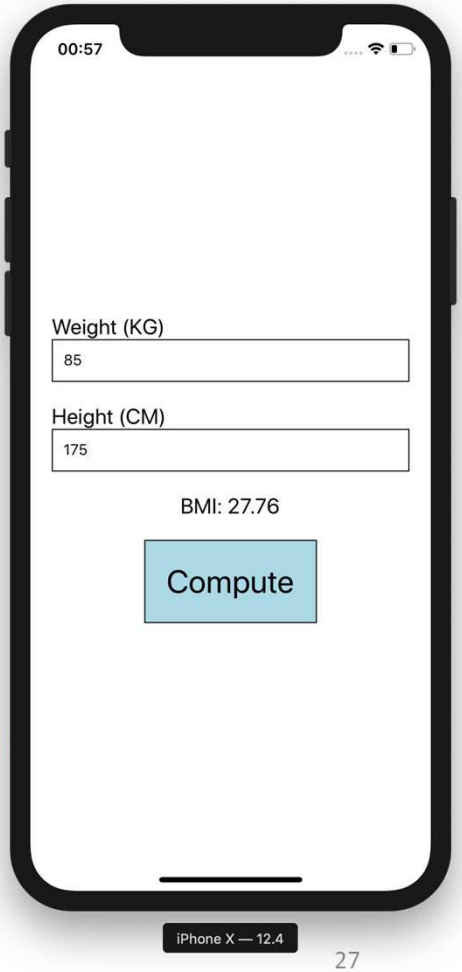

Genymotion for personal use - Google Nexus 5 - 6.0.0 - API 23 - 108...
12:45
Weight (KG)
85
Height (CM)
175
BMI: 27.76
Compute
free for personal use

Exercise 1

- Showing the obesity level under the BMI number.
  - BMI > 32 = Obese
  - 25 < BMI < 32 = Over Weight
  - 18.5 < BMI < 25 = Normal Weight
  - BMI < 18.5 = Under Weight

- Declare state to store all BMI score

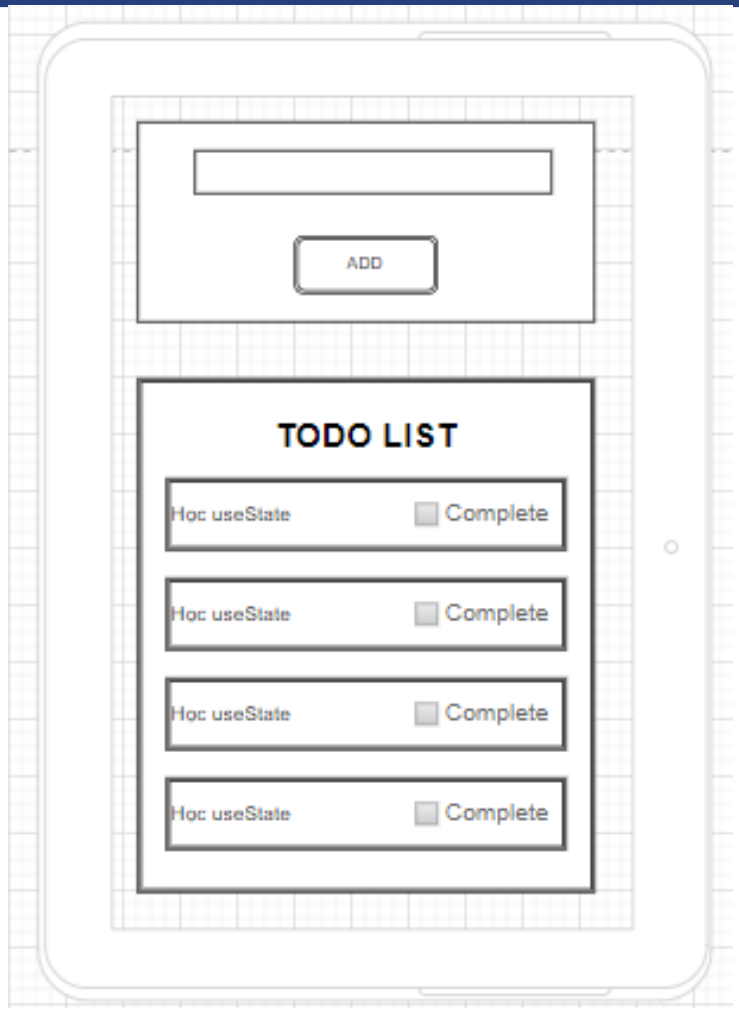
- Add button ‘Clear’
  Clear all BMI calculation (remove state list of BMI Store)

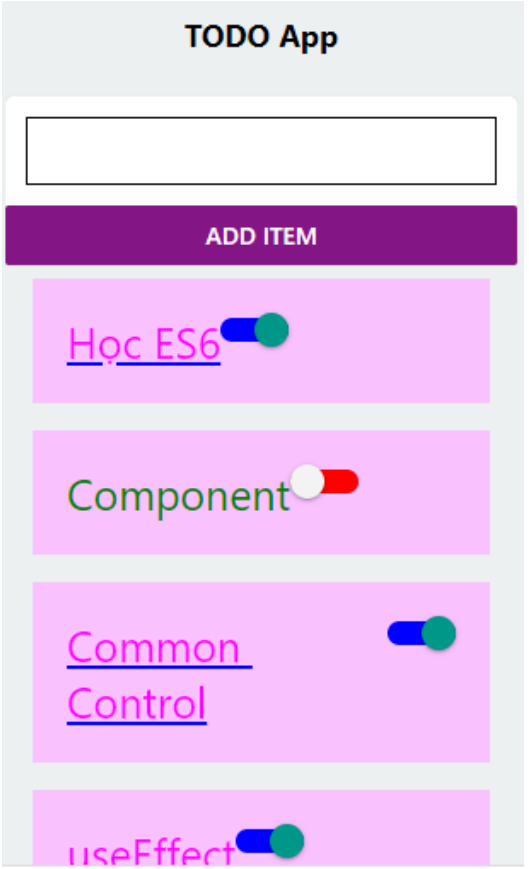


Exercise 2: Todo app

Design an to do app including:

- Add task
- Show tasks. Hint:
  - FlatList, Switch
  - https://docs.expo.dev/versions/latest/react-native/flatlist/
- For each task in list, user can mark DONE





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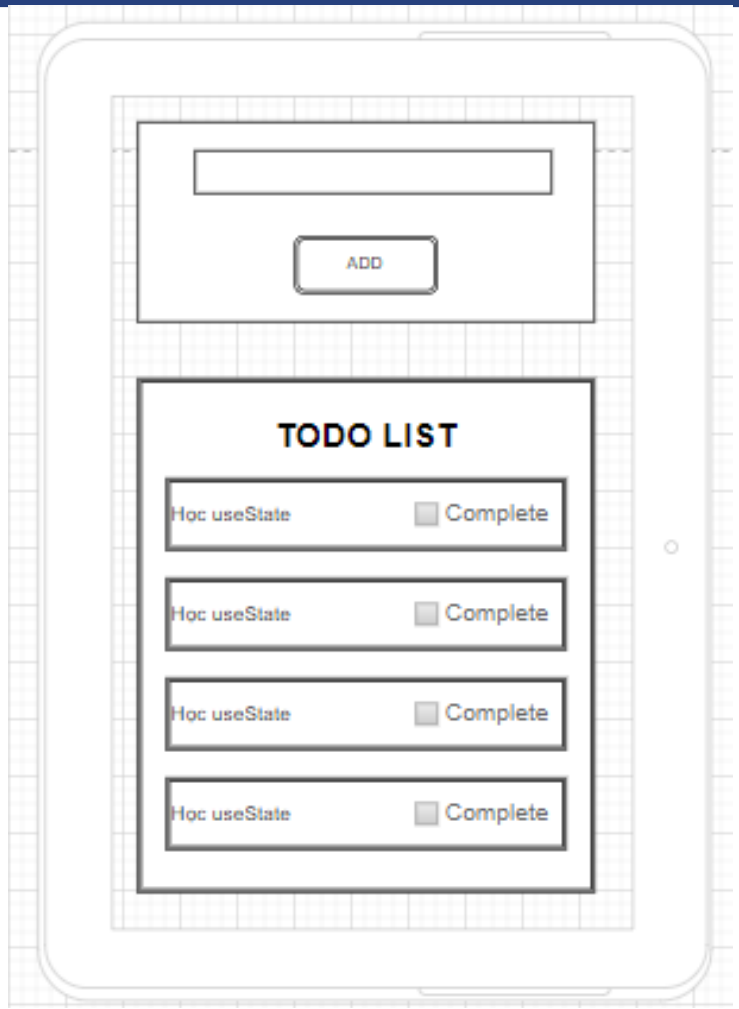
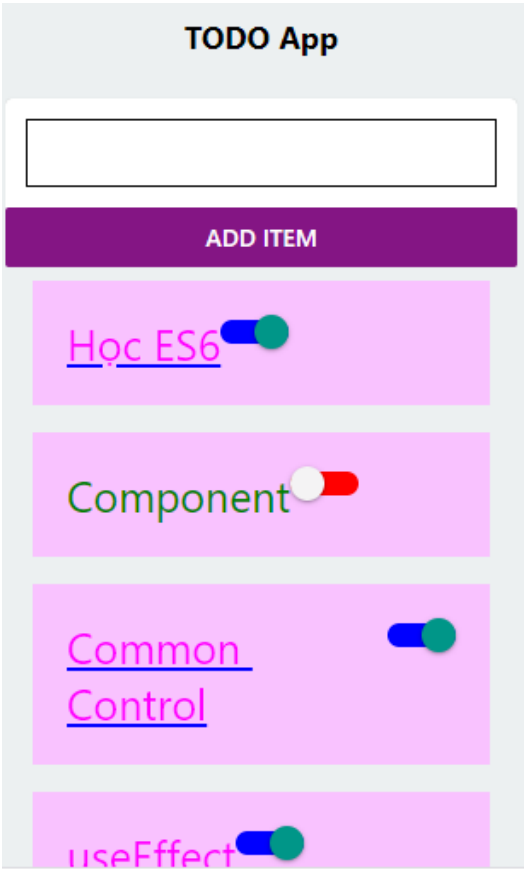
Exercise 2: TODO App Advanced

- Adding search/filter area base on task name





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Thank you!