

Building Rich Front-End Applications with React and ES6

Module 1 Building Rich Front-End Applications with React and ES6

Package/Method	Description	Code Example
let and const	let allows you to restrict the scope of variables within the block where they are declared. const allows you to declare constants whose values cannot be changed.	<pre>1. 1 2. 2 3. 3 4. 4 5. 5 6. 6 7. 7 8. 8 9. 9 10. 10 11. 11</pre>
		<pre>1. { 2. let a = 10 3. console.log(a) 4. a = 15 5. console.log(a) 6. } 7. console.log(a) 8. const num = 5 9. console.log(num) 10. num = 8 11. console.log(num)</pre> <div>Copied!</div>
Arrow function	Arrow functions allow you to write shorter function syntax.	<pre>1. 1 2. 2 3. 3 4. 4</pre>
		<pre>1. hello = () => 2. { 3. return "Hello World!"; 4. }</pre> <div>Copied!</div>
Promises	The Promise object represents the eventual completion (or failure) of an asynchronous operation and its resulting value.	<pre>1. 1 2. 2 3. 3 4. 4 5. 5 6. 6 7. 7 8. 8 9. 9 10. 10 11. 11 12. 12</pre>
		<pre>1. let promiseArgument = (resolve, reject) => 2. setTimeout (() => { 3. let currTime = new Date().getTime(); 4. if(currTime % 2 === 0){ 5. resolve("Success") 6. }else{ 7. reject("Failed!!!") 8. } 9. }, 2000) 10. } 11. let myPromise = new Promise(promiseArgument); 12.</pre> <div>Copied!</div>
class	Class is a template or blueprint for creating object.	<pre>1. 1 2. 2 3. 3 4. 4 5. 5 6. 6 7. 7 8. 8 9. 9 10. 10</pre>
		<pre>1. function car(name,year) 2. { 3. this.name = name 4. this.year = year 5. return this; 6. } 7. let car = car("Ford", 2014) 8. console.log(car) 9. console.log(car.name) 10. console.log(car.year)</pre>
Inheritance	A class created with a class inheritance, inherits all the methods from another class.	<pre>1. 1 2. 2 3. 3 4. 4 5. 5 6. 6 7. 7 8. 8 9. 9</pre>

React components

Components are reusable segments of code that come under the class and functional component types.

React class Component

React class component contains-
Props: set from outside the class
State: internal to the class

onClick

When an event fires, event handlers decide what should happen next. This could involve pressing a button or altering a text entry.

```
10. 10
11. 11
12. 12
13. 13
14. 14
15. 15

1. class Square extends Rectangle
2. {
3.     constructor(height,width)
4.     {
5.         if(height === width)
6.         {
7.             super(height,width)
8.         }
9.         else
10.        {
11.            super(width,width)
12.        }
13.    }
14. }
15. let mySquare = new Square(5,5)
```

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```
1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8

1. import React from 'react';
2. import {Text} from 'react-native';
3. const Helloworld= ()=>
4. {
5.     return
6.     (Hello, World!);
7. }
8. export default Helloworld;
```

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```
1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. 9
10. 10
11. 11

1. import React from "react";
2. class App extends React.Component {
3.     constructor(props) {
4.         super(props);
5.         this.state={change: true };
6.     }
7.     render() {
8.         return(
9.         <button Click={()=>{this.setState({change: !this.state.change});}}>Click Here!</button>
10.        {this.state.change?(Hello!!):(Welcome to the React Course)}
11.        );})
11. export default App;
```

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```
1. 1
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. 9
10. 10

1. function changeColor() {
2.     const change = () => {
3.         alert("Color Changed!");
4.     }
5.     return (
6.     <button onClick={change}>Change the Color! </button>
7.     );
8. }
9. const root = ReactDOM.createRoot(document.getElementById('root'));
10. root.render(<changeColor />);
```

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