React.js cheatsheet

import React from 'react' import ReactOOM from 'react-dom'	Properties		States	
Import ReactDOM from 'react-dom'	-video fullscreen-(tra		this-setState({ username: 'rotacruz' })	
class Hello extends React.Component (render () (render () (this props fallscree		render () (this.state.sername	
return "dir className" message-box" Wello (this props name)) Use this props to access properties passed to the) Use states (this, state) to manage dynamic data.	
	component.		and the second s	
const el = document.body ReactDDM.render(-Hello name:'John' />, el)	Children		Nesting	
Use the React is jefddle to start hacking, (or the unofficial jable)	-Alertico -hi/You have pending -/Alertico	antifications (N)	class Info extends React.Component { render () { const { avatar, username } = this.props	
			return odio: - deerhoeter oro-(eveter) /> - deerhoeter oro-(eveter) /> - deerhoeter oro-(eveter) /> - deerhoeter oro-(eveter)	
	class Alertics extends render () { return odiv classi (this preps chil odiv)	React.Component (-UserProfile userrane-[username] /> -/630- }	
	(this props that	dren)	Nest components to separate concerns.	
	Children are passed as the	children property.		
Defaults				
Setting default props		Setting default state		
Hello defaultProps = { color: 'blue' }	class Wello extends constructor (preps super(props)		React.Component (b) (visible: true)	
	this state = (v		sible: true)	
		Set the default state in the	constructor().	
Other components				
Function components	Pure components —		Component API	
function MyComponent ((name)) (return <div 'message-box'="" classifiame=""></div>	class MessageBox exten	ds React PureComponent (this.forceUpdate()	
return cdiv classMame='message-box'> Hello (name) <td></td> <td></td> <td>this.setState({ })</td>			this.setState({ })	
Functional components have no state. Also, their grops are passed as the first parameter to a function.	Reformance-optimized ver Doesn't rerender if props/s	sion of React . Component. tate hasn't changed.	this state this props	
are passed as the first parameter to a function.			These methods and properties are available for Component instances.	
Lifemula				
Lifecycle				
Mounting constructor (pops)	Safore randering *	Updating corporation Library was	reps (newProps) Use setState() her	
componentNillMount()	Don't use this *	shouldComponentIpdate	(newTrops, newState) Skips mender () if returns false	
render() componentDidMount() After	Render # rendering (DOM available) #	componentWillOpdate (vereder()	orPops, nevState() here Rende	
componentNillSemount() componentDidCatch()	Sefore DOM removal * Catch errors (16+) *	componentSidSpdate (pro		
componentDisGatch() Set initial the state on constructor(). Add DOM event han componentDisPlauxt(), then remove them on componentDis	Sers, timers letcl on	Called when parents chang renders.	re properties and .setState(). These are not called for initial	
component(I), then remove them on component(I),	llsmount().			
DOM nodes				
References		DOM Events		
			ends React Component (
class MyComponent extends React.Component (reader () { return odus> comput ref=(el => this.imput = el) />		<pre>cinput type="text" value=[this.st onChange=[ever</pre>	ends React.Camponent (tate.value) It >> this.anchange(event)) >>	
) componentDidRount () (this input focus()				
this.input.focus() }		onChange (event) { this.setitate((value: event.target.value)) } }		
Allows access to DOM nodes.		Pass functions to attributes	like onChange.	
Other features				
Transferring props		Top-level API		
-VideoTlayer src-"video.mpa" />		Meact.createClass((React.isWalldElement(s		
class VideoPlayer entends Meact.Component [render [] { return -dideoEmbed [this.grops] />		######################################		
return <pre>return <pre>return</pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre></pre>		MaacTDCM_unmountComponentAlRode(@menode) MaacTDCMServer_resderTsString(-Component />) BascTDCMServer_resderTsStaticMsrkup(-Component />)		
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