Information Technologies for Industrial Engineers

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React Basics

JSX

App.tsx

```
import "./App.css";
function App() {
  const msg = "This is from a variable.";
  const num = 0;
  return (
    <div>
      <div>This is just like HTML.</div>
      <div>{msg}</div>
      <div>Calculation: {num + 1}</div>
      <div>Call function: {sum(1, 2)}</div>
    </div>
export default App;
```

```
App.tsx (Below)

function sum(a: number, b: number) {
  return a + b;
}
```

Style

index.css

```
body {
  margin: 0;
  padding: 0;
  font-family: Arial, Helvetica, sans-serif;
}
```

app.css

```
.wrapper {
  margin: 0.5em auto;
  width: 95vh;
}
.header {
  color: teal;
}
```

App.tsx

• Note the keyword className

Event

App.tsx

```
return (
   // ...
   <button onClick="{handleClick}">Click</button>
);

function handleClick() {
   alert("Hello!");
}
```

• Note the keyword onClick

Component

- Components are foundation upon which you build user interfaces (UI).
- Components are functions that return JSX (called React Nodes).

./src/Nav.tsx

App.tsx

Notice the use of <>...</>

App.css

```
.nav {
  display: flex;
  align-items: center;
  gap: 0.5em;
  color: teal;
  background-color: rgb(243, 243, 243);
  padding: 0.2em 0.5em;
}
```

Counter app

```
function App() {
  let counter = 0;
  function handleClick() {
    counter += 1;
    console.log(counter);
  return (
    <>
      <div>{counter}</div>
      <button onClick={handleClick}>Add</button>
    </>>
```

Why doesn't this work?

• React doc

useState hook (function)

```
import { useState } from "react";
function App() {
 const [counter, setCounter] = useState(0); 
 function handleClick() {
   console.log(counter);
 return (
 // ...
```

Code

Common mistake

• Do not put setCounter in the main body.

Form app

- Use htmlFor in <label>
- Type of event in an even handler is ChangeEvent<HTMLInputElement>
- Use e.target.id to determine the input clicked.
- use e.target.value to get the typed value.

Code

Todo app

- Use interface to specify object shape.
- Display a list of items using map array method.
 - Two ways of writing the arrow function.
- Use todoInput state to capture use input.
- Use value={todoInput} to sync the value of the form to the value of the state.
 - Controlled input form.
- Prevent adding item when the input is blank

Code