CS47: Cross-Platform Mobile Development

Lecture 5B: Introduction to Navigation

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https://cs47.stanford.edu

cs47-fall19.slack.com

Administrivia

Assignment 4

Cancelled

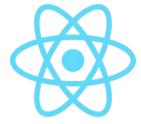
More than 2 absences?

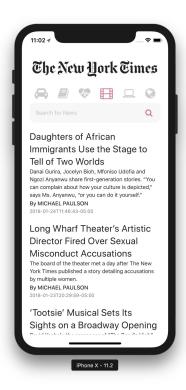
1- Talk to us asap
2- Do NOT miss any more classes with no
excuse (we will fail you)

Overview for today

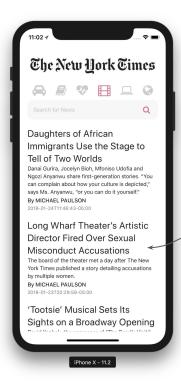
- Introduction to navigation
 - React Navigation
- How to do things with code?
 - o Demo
 - Follow demo here:

https://reflect.sh/jaded-design





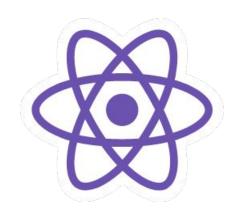
Single Screen App



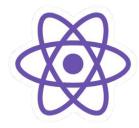
What happens when you want to show a different screen?

Maybe a Settings screen, or an individual screen for one of those articles?

Single Screen App









School of thought

React Native navigation should be based off "native" iOS and Android navigation components.

Usually a Java and Swift/Obj-C implementation









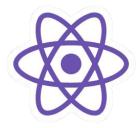
Native Navigation http://airbnb.io/native-navigation/

School of thought

React Native navigation should be based off "native" iOS and Android navigation components.

Usually a Java and Swift/Obj-C implementation



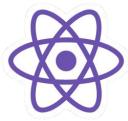


School of thought

React Native navigation should be based off as many existing components in the JavaScript layer.

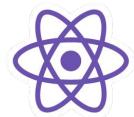
A JavaScript Implementation





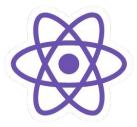


React Navigation https://reactnavigation.org







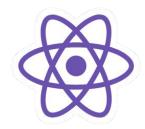


React Navigation

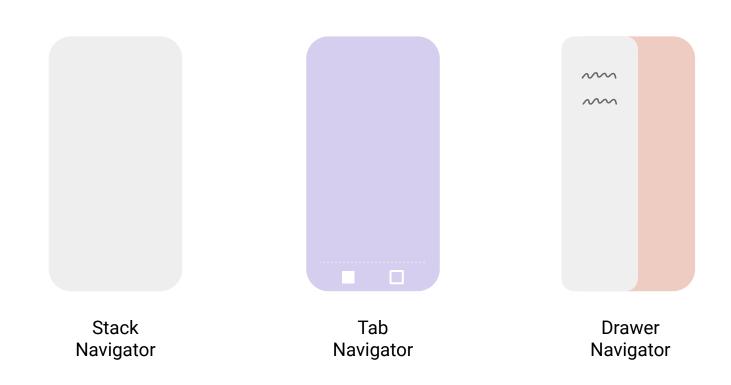
https://reactnavigation.org

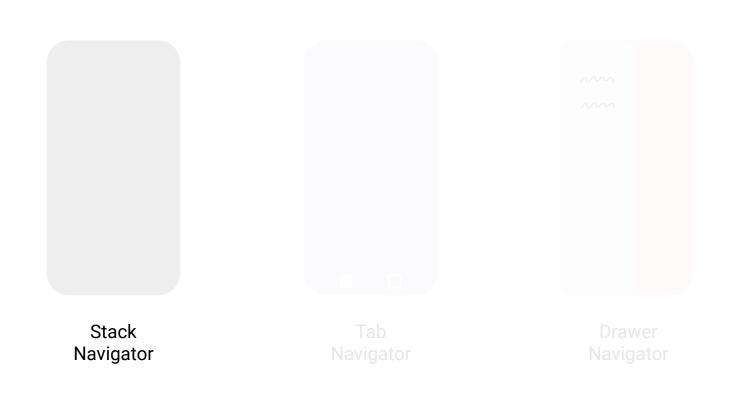
JavaScript implementation means:

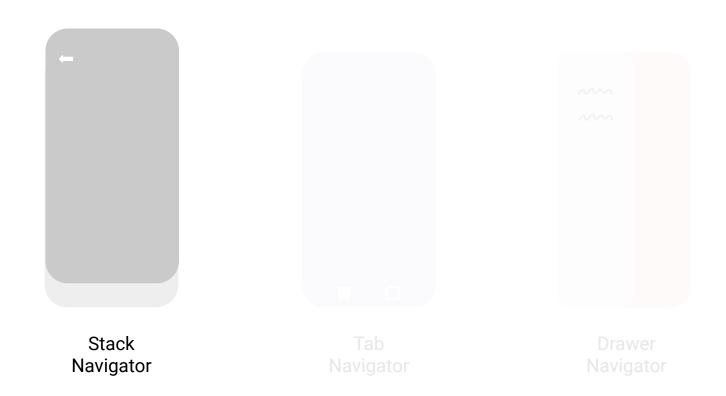
- Greatest amount of customization
- Better fit for the RN ecosystem
- Room for growth independent of the navigation solutions that native platforms provide
- Integration with existing state-management systems like Redux

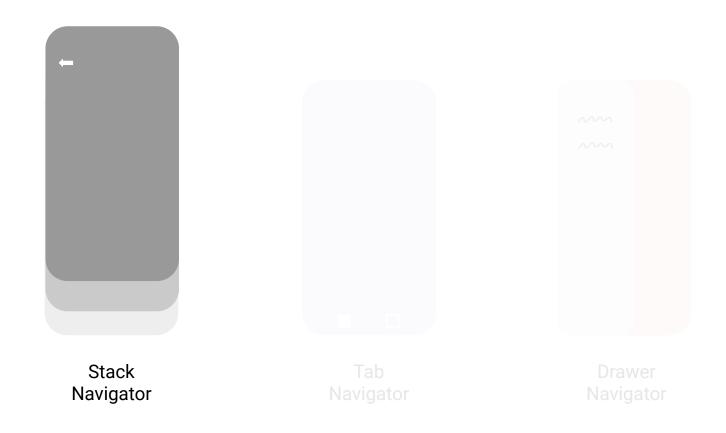


React Navigation https://reactnavigation.org





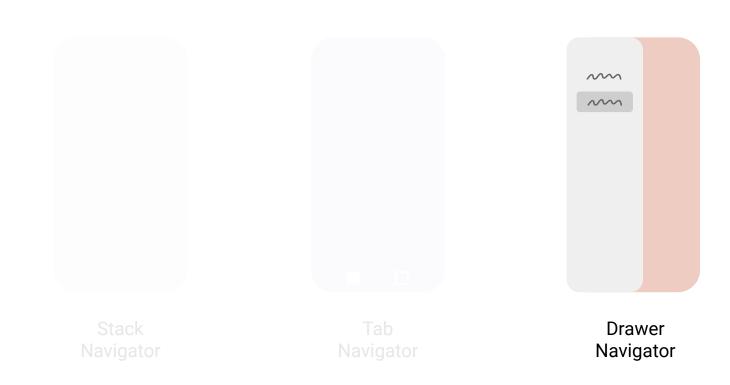


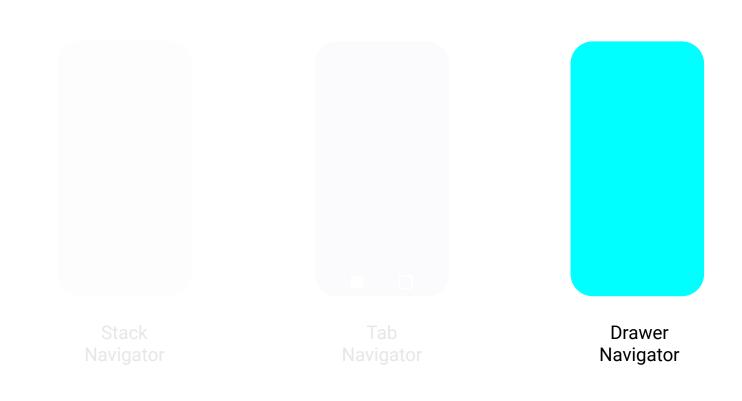








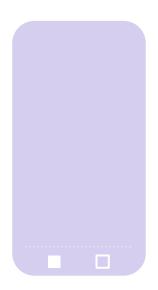




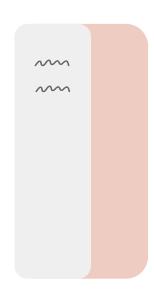
Live Demo



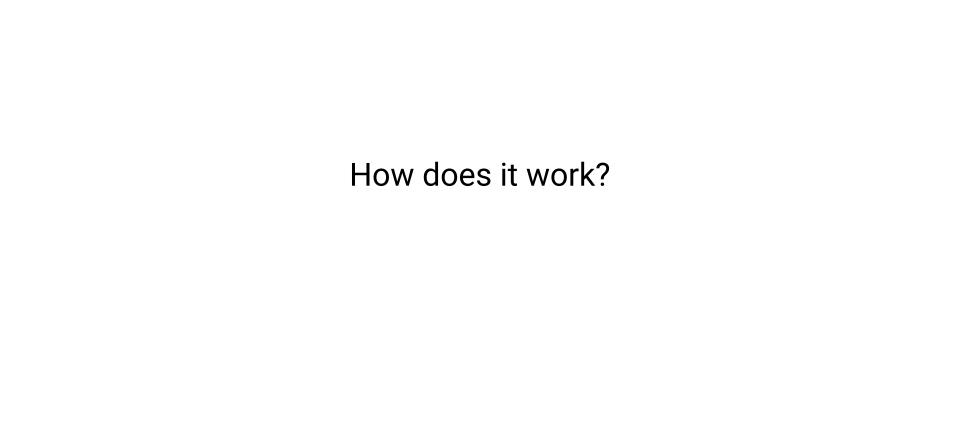
Stack Navigator



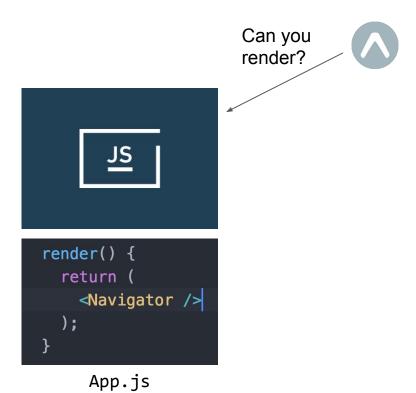
Tab Navigator



Drawer Navigator

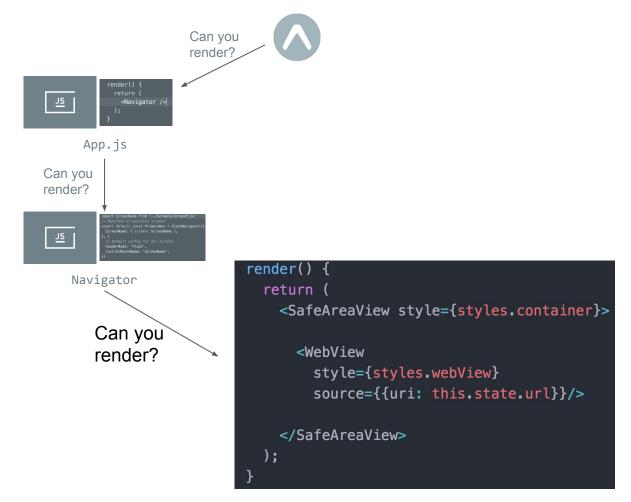






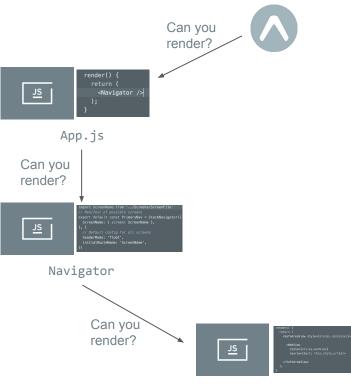
```
Can you
                                    render?
                   <u>JS</u>
                       App.js
                Can you
               render?
import ScreenName from '../Screens/ScreenFile'
export default const PrimaryNav = StackNavigator({
  ScreenName: { screen: ScreenName },
}, {
  headerMode: 'float',
  initialRouteName: 'ScreenName',
```

Navigator

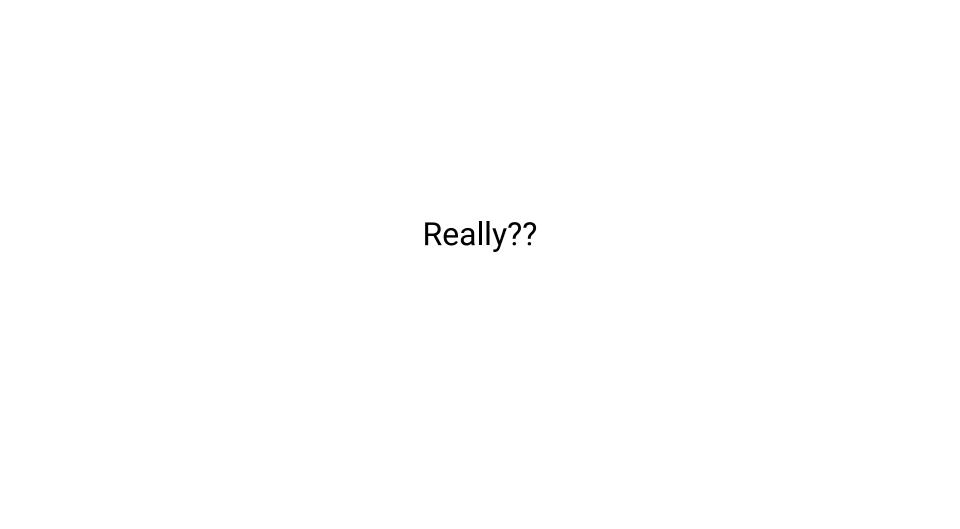


ScreenName

How does it work?



ScreenName



Really??

Kinda...

Sorta...

```
import ScreenName from '../Screens/ScreenFile'
// Manifest of possible screens
export default const PrimaryNav = StackNavigator({
    ScreenName: { screen: ScreenName },
}, {
    // Default config for all screens
    headerMode: 'float',
    initialRouteName: 'ScreenName',
})
```

Navigator

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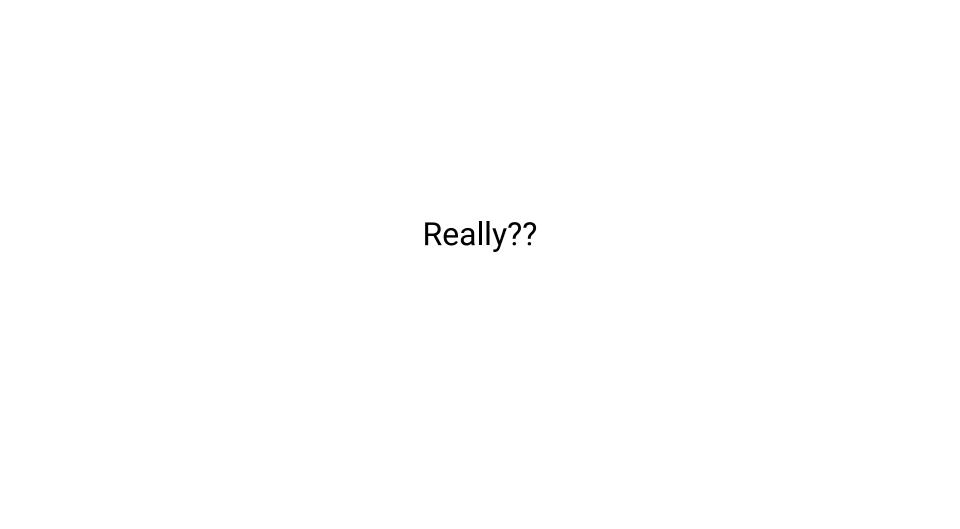
Navigator

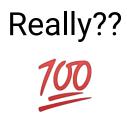
Injects

```
<0therComponents>
  <MainScreen navigation={...}>
<0therComponents>
```

```
import ScreenName from '../Screens/ScreenFile'
export default const PrimaryNav = StackNavigator({
  ScreenName: { screen: ScreenName },
}, {
  headerMode: 'float',
  initialRouteName: 'ScreenName',
                  Navigator
   Injects
                                                   Tries to
                                                  get
```

```
static navigationOptions = ({ navigation }) => {
    var {params} = navigation.state;
    //Some code to get values
    var options = {
        //key : //Value
    }
    return options;
};
```

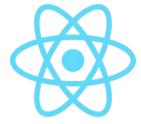




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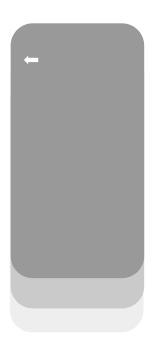
https://reflect.sh/jaded-design





Deeper Dive

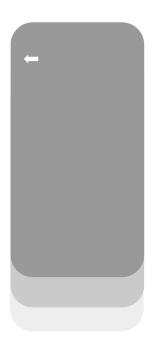
- navigate('RouteName')
 - If screen is in stack, navigates to screen; else pushes to stack
- push('RouteName')
- .goBack()
- .popToTop()



- navigate('RouteName')
- push('RouteName')
 - Pushes route to stack irregardless if it is already in the stack
- .goBack()
- .popToTop()



- navigate('RouteName')
- push('RouteName')
- .goBack()
 - A way to go back from within the class; a button for example
- .popToTop()



- navigate('RouteName')
- push('RouteName')
- .goBack()
- .popToTop()
 - Goes back to the first screen in the stack



Demo

Params

- Very Similar to Props
 - Passed in With Navigation
 - this.props.navigation.navigate('RouteName', { /* params go here */ })
 - this.props.navigation.navigate('Opinions', {myParam: 'Dogs are Overrated'});
 - Getting Params
 - const paramBam = this.props.navigation.getParam('myParam', 'default')
 - this.props.navigation.state.params
 - Null if no params supplied

Headers

static navigationOptions

```
class HomeScreen extends React.Component {
  static navigationOptions = {
   title: 'Home',
    headerStyle: {
      backgroundColor: '#f4511e',
    },
    headerTintColor: '#fff',
    headerTitleStyle: {
      fontWeight: 'bold',
   },
 /* render function, etc */
```

Headers

- static navigationOptions
 - Configuration object (static property of component)

```
class DetailsScreen extends React.Component {
   static navigationOptions = ({ navigation }) => {
      return {
      title: navigation.getParam('otherParam', 'A Nested Details Screen'),
      };
   };

/* render function, etc */
}
```

NavigationOptions is a static property of the component

- NavigationOptions is a static property of the component
 - You can't just call a function from the header

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 - You can't just call a function from the header

- NavigationOptions is a static property of the component
 - You can't just call a function from the header

- Instead you use params, and treat them like state
 - You set/update a param in the class, and access that param from the navigation options to call the function

```
class HomeScreen extends React.Component {
 static navigationOptions = ({ navigation }) => {
   return {
     headerTitle: () => <LogoTitle />,
     headerRight: () => (
       <Button
          onPress={navigation.getParam('increaseCount')}
         title="+1"
          color="#fff"
 };
 componentDidMount() {
   this.props.navigation.setParams({ increaseCount: this. increaseCount });
  state = {
   count: 0,
 _increaseCount = () => {
   this.setState({ count: this.state.count + 1 });
 };
 /* later in the render function we display the count */
```

Demo

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Fall 2019