# Introduction react-native

inovex Meetup Cologne, 01.03.2016, Christoph Jerolimov

# Agenda

- Motivation & Concept
- Components / Native Components
- Stylesheets / Flexbox
- Demo

# Write once, run anywhere Initially Java, but html5 too

# Write once, run anywhere Learn once, use anywhere

# React Native A FRAMEWORK FOR BUILDING NATIVE APPS USING REACT

React Native enables you to build world-class application experiences on native platforms using a consistent developer experience based on JavaScript and React. The focus of React Native is on developer efficiency across all the platforms you care about — learn once, write anywhere. Facebook uses React Native in multiple production apps and will continue investing in React Native.

Get started with React Native

#### **Native Components**

With React Native, you can use the standard platform components such as UITabBar on iOS and Drawer on Android. This gives your app a consistent look and feel with the rest of the platform ecosystem, and keeps the quality bar high. These components are easily incorporated into your app using their React component counterparts, such as TabBarlOS and DrawerLayoutAndroid.

### Idea

- Reuse react.js (web) to render the view hierarchy
- Renders native views (no WebView!)
- Polyfills for networking (fetch), Geolocation, ...
- (Easy) Integration options in both directions

#### React?

#### **Declerative UI**

(Unidirectional data flow)

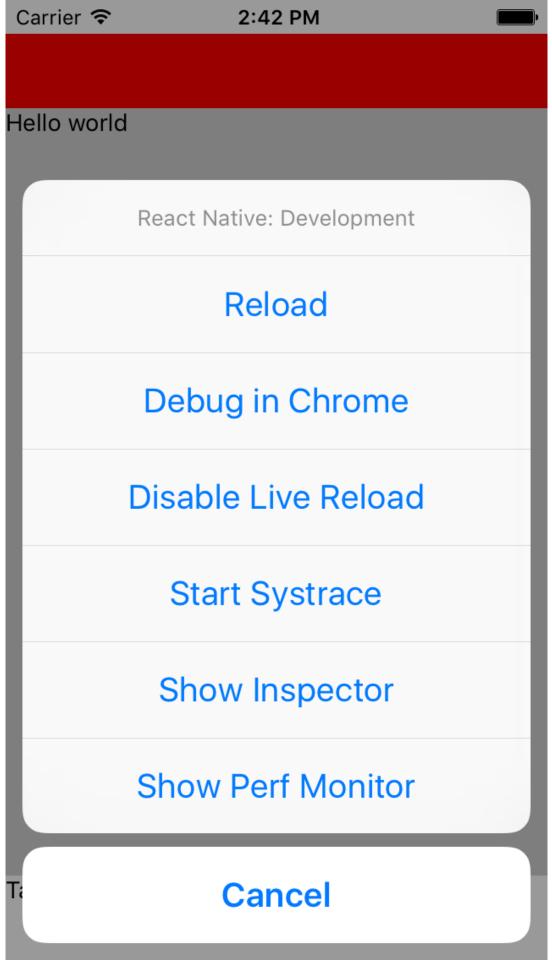
#### A view-only library

(the view in MVC, but MVC is not required)

#### Automatically updates the view hierarchy

# Developer Experience?

- "HTML- & CSS-like" => JSX + Flexbox
- Hot reloading (\mathbb{H}R) & Live Reload
- Debugger, Ul Inspector, Profiling



# In development

- You write "modern" javascript in your favorited editor
- Babel transform the sources (ES6 and more...)
- App communicates with a local http server

# In production

- Precompiled, minified JS bundled within the app
- Code updates are technical possible.. and allowed

## Technical

- Based on a minimal JS VM: JavaScriptCore
- JS controls the native UI
- JS renders the "virtual DOM" as JSON
- JS <-> Native bridge (multithreaded)
- Native part renders UI based on this JSON

# Supported platforms

• Android  $4.1+, >= 93 \%^{-1}$ 

• iOS 7+,  $>= 96 \%^{23}$ 

<sup>&</sup>lt;sup>1</sup> https://developer.android.com/about/dashboards/index.html

<sup>&</sup>lt;sup>2</sup> https://david-smith.org/iosversionstats/

<sup>&</sup>lt;sup>3</sup> https://developer.apple.com/support/app-store/

# **Getting Started<sup>4</sup>**

- Requires Node.js 4+, nvm is recommended
- OSX is the common dev platform (at FB)
- Linux and Windows should work<sup>5</sup>
- Android SDK<sup>6</sup> for Android / Xcode 7+ for iOS

<sup>&</sup>lt;sup>4</sup> http://facebook.github.io/react-native/docs/getting-started.html

<sup>&</sup>lt;sup>5</sup> http://facebook.github.io/react-native/docs/linux-windows-support.html

<sup>&</sup>lt;sup>6</sup> http://facebook.github.io/react-native/docs/android-setup.html

# Helloworld

#### JS + JSX

```
class HelloWorld extends Component {
    render() {
        return <Text>Hello World</Text>;
    }
}
AppRegistry.registerComponent('MyApp', () => HelloWorld);
```

# Stylesheets

```
const bold = {
    fontWeight: 'bold' // A string!
};
const styles = StyleSheet.create({
    bold: {
        fontWeight: 'bold'
});
<View style={{ borderWidth: 1, borderColor: 'red' }}>
    <Text style={ bold }>Hello World</Text>
    <Text style={ styles.bold }>Hello World</Text>
</View>
```

### Flexbox

```
// Grow 100% with childs 50%, 30% and 20%
<View style={{ flex: 1, flexDirection: 'row' }}>
   <View style={{ flex: 0.5, backgroundColor: 'red' }} />
   <View style={{ flex: 0.3, backgroundColor: 'blue' }} />
   </View>;
// Grow 100% where first and last child is fix
<View style={{ flex: 1 }}>
   <View style={{ height: 64, backgroundColor: 'red' }} />
   <View style={{</pre>
                            backgroundColor: 'blue' }} />
   <View style={{ height: 50, backgroundColor: 'green' }} />
</View>;
```

# View components

View, Text, TextInput, Image, Switch, ScrollView, PickerIOS, ProgressBarAndroid, ProgressViewIOS, WebView, ListView, Navigator, NavigatorIOS, Modal, MapView, RefreshControl, TabBarlOS, ActivityIndicatorlOS, DatePickerlOS, DrawerLayoutAndroid, PullToRefreshViewAndroid, SegmentedControllOS, SliderIOS, TouchableHighlight, TouchableOpacity, TouchableWithoutFeedback, ...

## Other APIs / modules

ActionSheetIOS, **Alert**, AlertIOS, **Animated**, AppRegistry, AppState, AppStateIOS, AsyncStorage, **BackAndroid**, CameraRoll, Dimensions, IntentAndroid, InteractionManager, LayoutAnimation, LinkingIOS, **NetInfo**, **PanResponder**, **PushNotificationIOS**, **StatusBarIOS**, **StyleSheet**, **ToastAndroid**, **VibrationIOS**, ...

#### Edit on GitHub

#### RefreshControl

This component is used inside a ScrollView to add pull to refresh functionality. When the ScrollView is at scrolly: 0, swiping down triggers an onRefresh event.

#### Props #

#### View props...

android colors [[object Object]]

The colors (at least one) that will be used to draw the refresh indicator.

android progressBackgroundColor color

The background color of the refresh indicator.

ios tintColor color

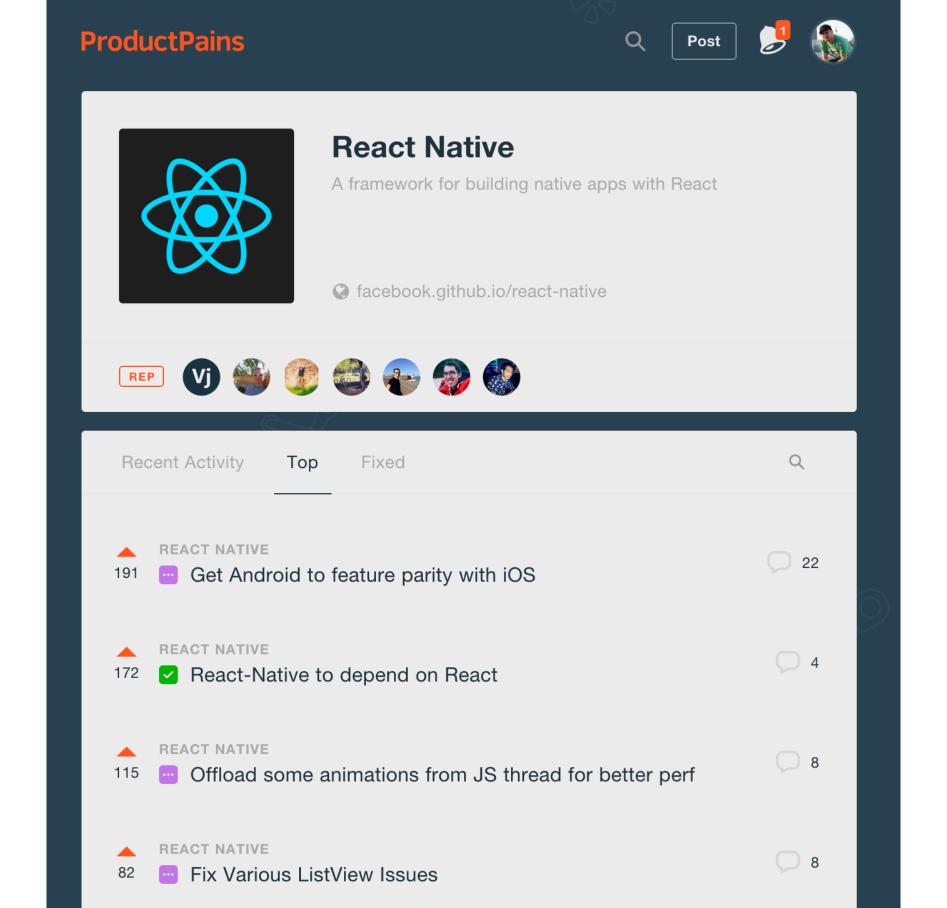
The color of the refresh indicator.

ios title string

The title displayed under the refresh indicator.

# 

# Production ready?



**▲ REACT NATIVE** 

# Status & Roadmap

- 0.x But production ready if your brave.
- Some components are not yet available on Android (MapView for example, but community projects are available for all common problems!)
- Android M permissions
- Performance and API improvements

# Navigation

pain: Navigator / Navigator IOS / Drawer Layout Android

better: ExNavigator by James @Ide

upcoming v0.21: NavigationExperimental

tip: Make your navigation stack serializable

## Performance

- Native UI, e.g. ScrollView
- Smooth animations
- Sometimes laggy, e.g. ListView, missing estimated cell height?
- Never as fast as optimized native code

## Platform switch

Auto-select component based on a file suffix:

```
CustomShoppingCardItem.android.js
CustomShoppingCardItem.ios.js
```

#### Or a good old platform switch:

#### Questions?

# Thank you