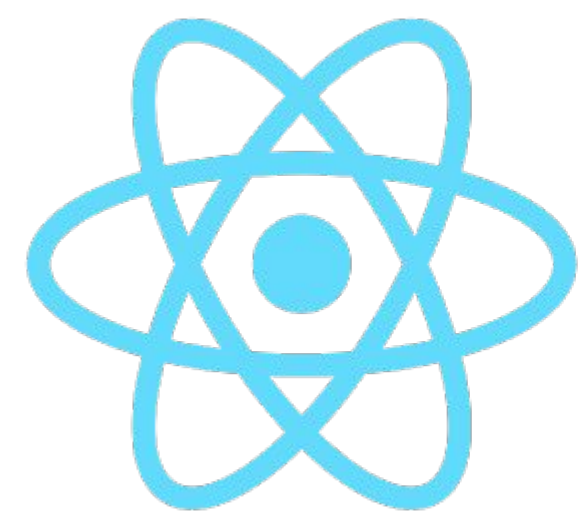


Introduction to Mobile App Development with:



React Native

Hola: *Jian* Tong Chia

+ Chung Wei

Software Engineer 7+ years

Project Lead at



WHITE ROOM

› Software agency

When 3rd party m.a.d. became a thing?

2008–*ish*?

a brief history, from 500 to 2mil

Popular types of mobile app development?



native

- Xcode, Android Studio
- Objective C, Swift, Java, Kotlin



hybrid

- Cordova, Ionic, Appcelerator
- HTML, CSS, JavaScript



x – platform

- React Native, Flutter, Vue Native, Native Script



Type#1 of mobile app development:

Native *iOS and Android apps*

- 👍 → Powerful, do anything on mobile
→ Performance, Amazing UI/UX
- 🗨️ → A lot of work, multiple codebases
→ It's hard



Type#2 of mobile app development:

Hybrid

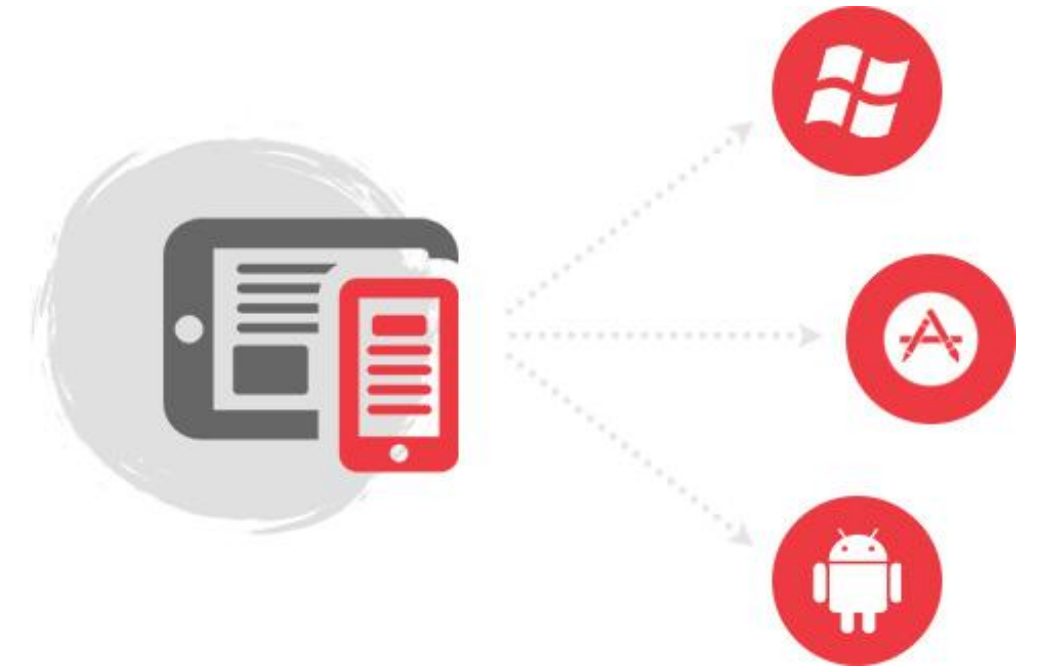
Web app wrapped in a mobile browser

👍 → Fast: easy transition from web developers

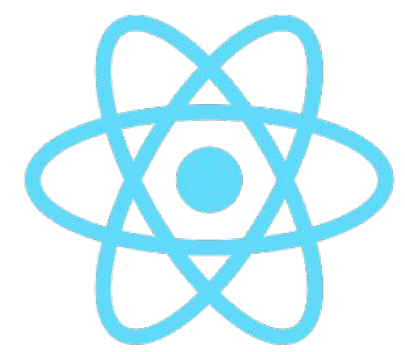
🗨️ → Only limited to what browsers can do
→ Very unauthentic UX

Type#3 of mobile app development:

Cross-platform



- 👍 → One codebase, multiple apps
→ Your favourite language
- 🗨️ → OK-performance (*depends, improving though*)
→ Dealing with native components



React Native

VS



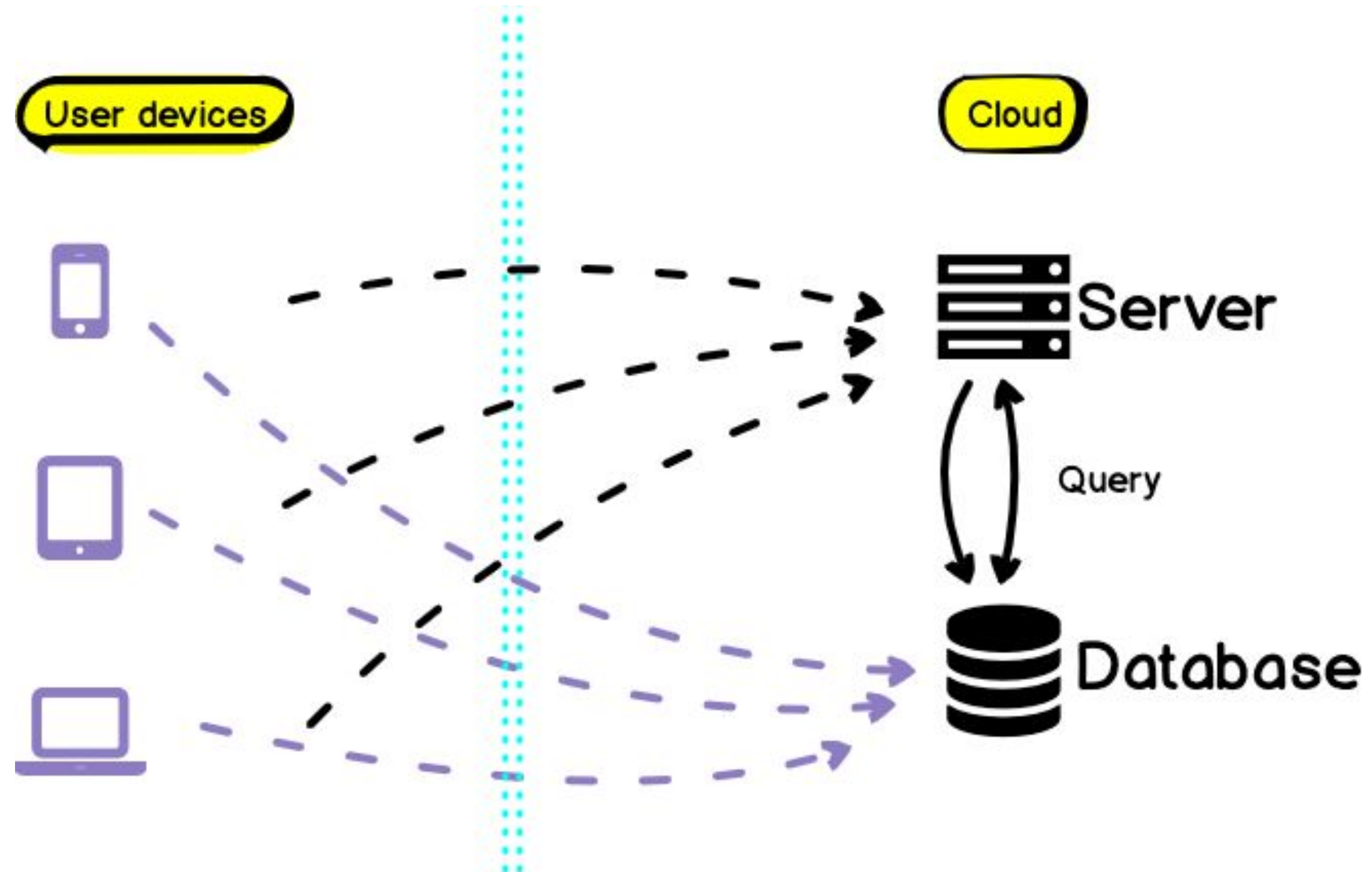
Flutter

VS



Vue Native

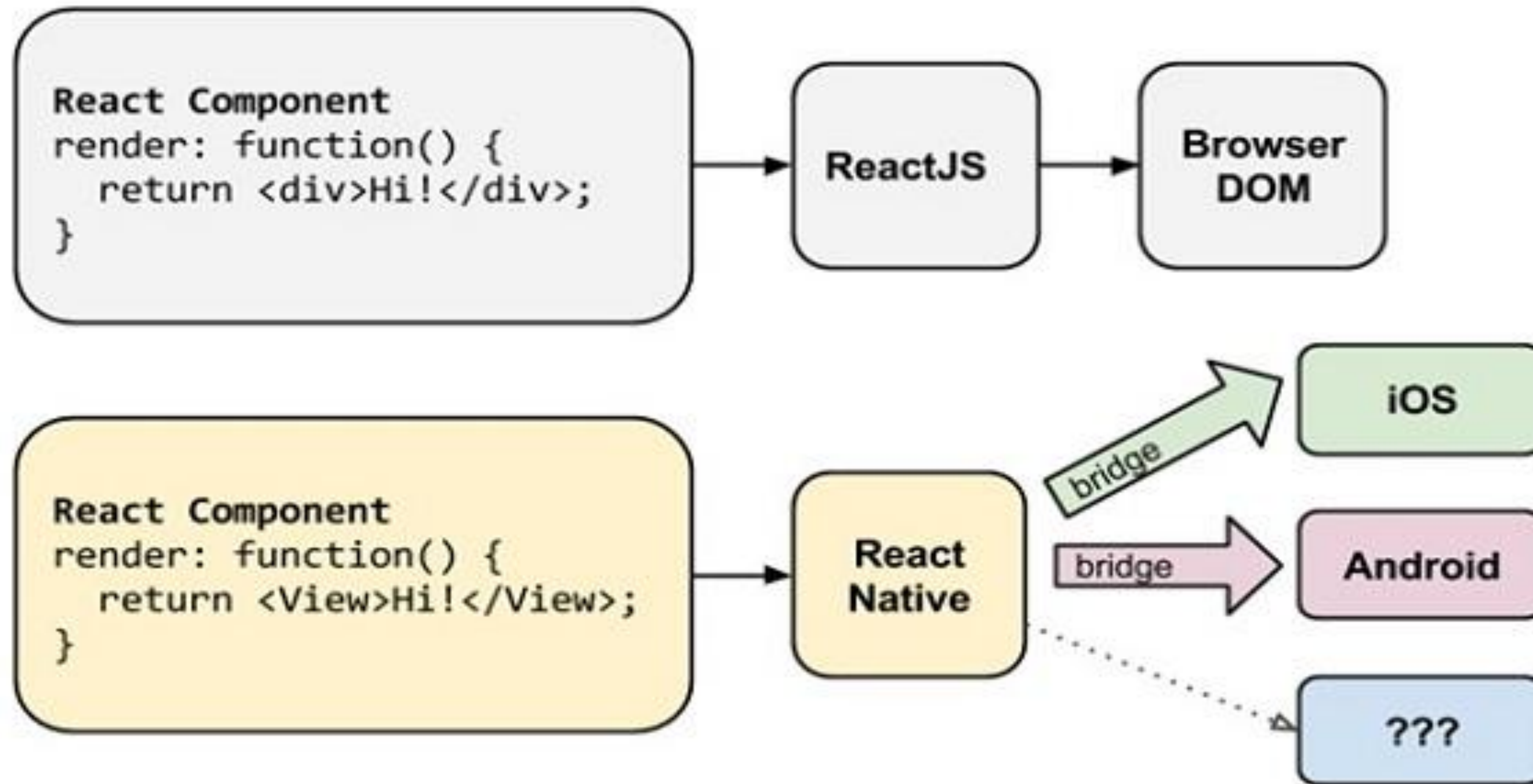
Standard Architecture



What's *good* with
React Native?

- **It's just React, but for mobile**
Learn Once, Write Everywhere

→ It's just React...



Source: <https://www.infoq.com/articles/react-native-introduction>

What's good with
React Native?

→ Runs on JavaScriptCore, mainly

What's good with **React Native?**

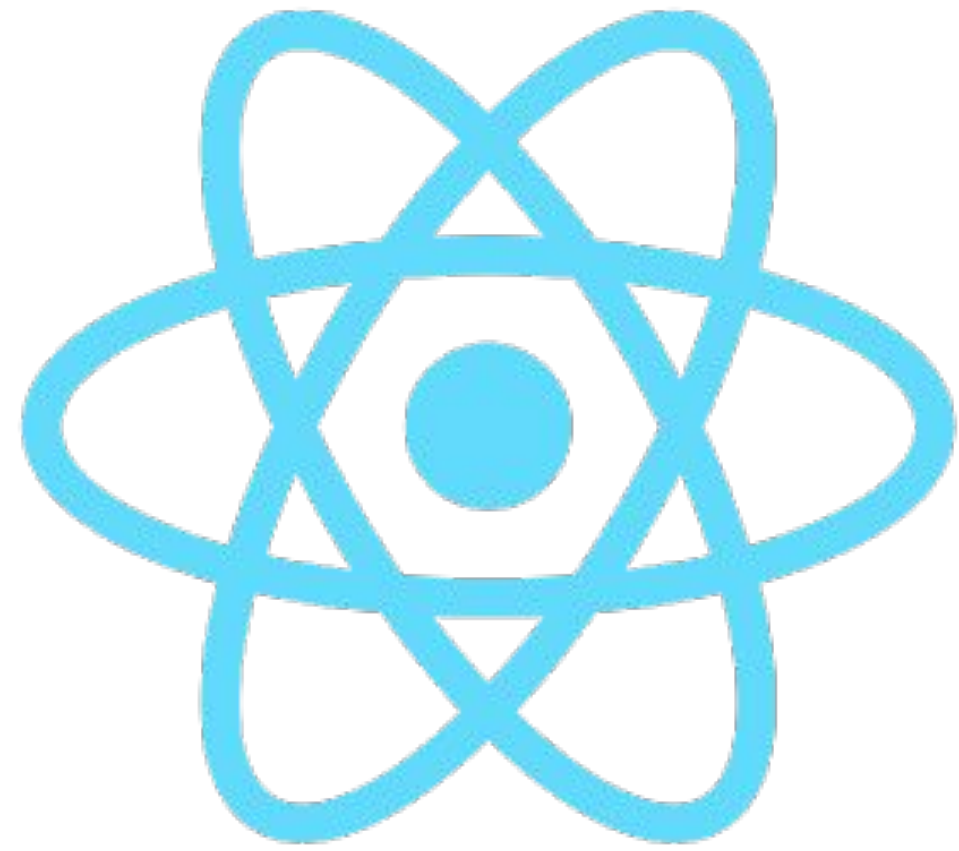
- Fast development process:
ie. Live Reload, Hot Reload

What's good with **React Native?**

- Use a little—or a lot
- Platform Specific Code

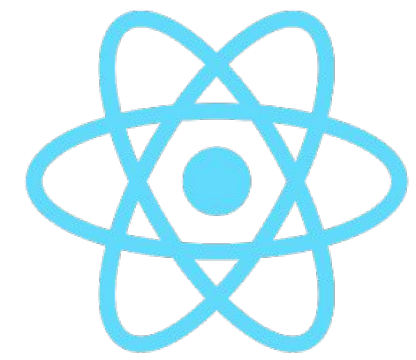
What's *bad* with **React Native?**

→ Google and Apple have very different Design Guidelines



Let's React Native!

<https://facebook.github.io/react-native/docs/tutorial>



React Native Basics

- Props
- States
- Styling
- Handling Touches



Expo

- Set of tools built around React Native
- Easy set up!
- Using ExpoSDK
- iOS without macOS

macOS / Windows

<https://facebook.github.io/react-native/docs/getting-started>

→ Install NodeJS

<https://nodejs.org/en/download/> or via **brew**

→ `npm install -g expo-cli`

→ `expo init detechProject`

→ `cd detechProject`

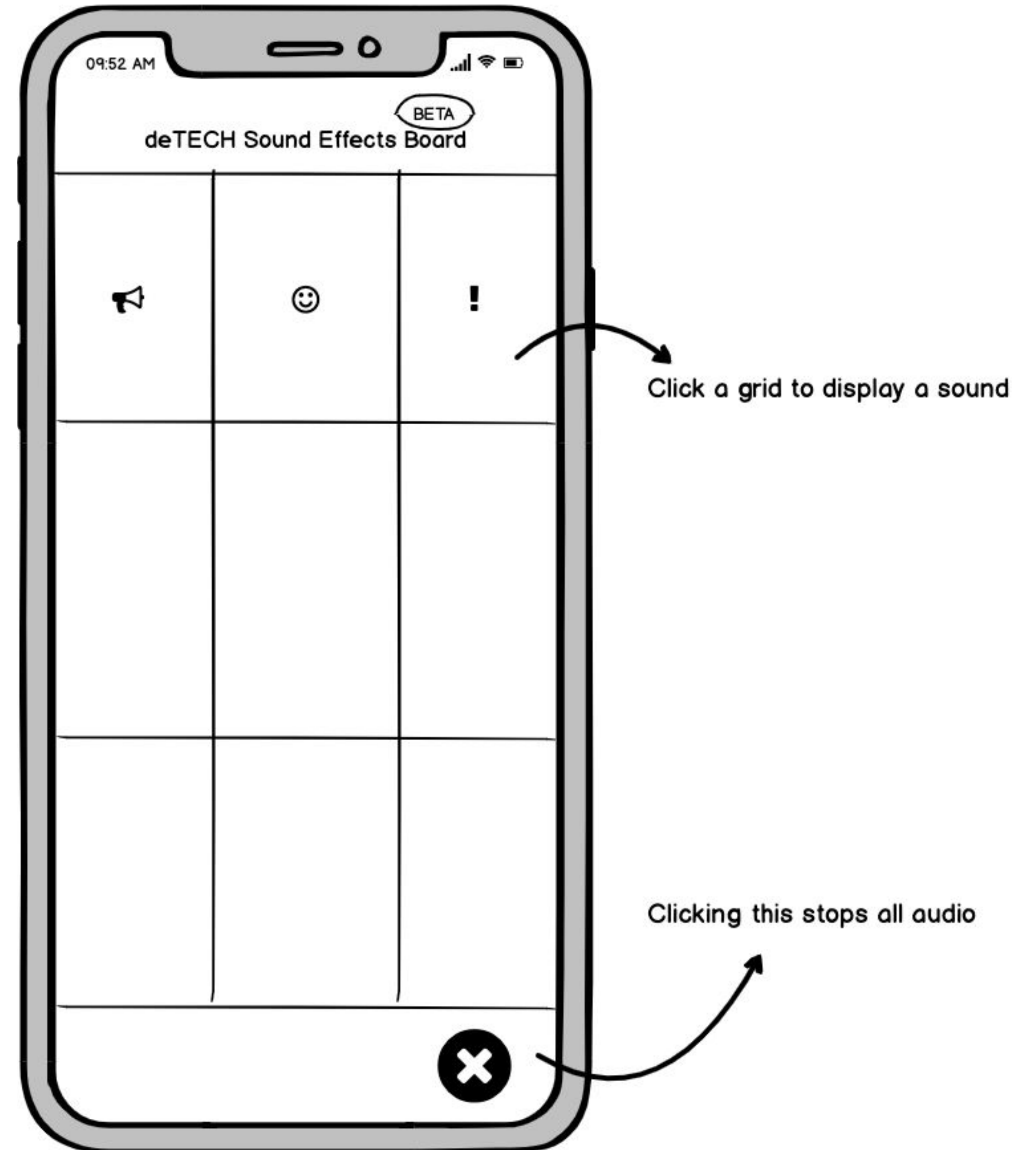
`npm start` # you can also
use: `expo start`

1st RN app

Expo

Main features:

- Grid layout
- Tap to play sound
- Stop all button





Why not Expo?!

- Expo bubble
- Limited SDK, no native modules
- Huge size
- Compatible issue, *possibly*

Sources:

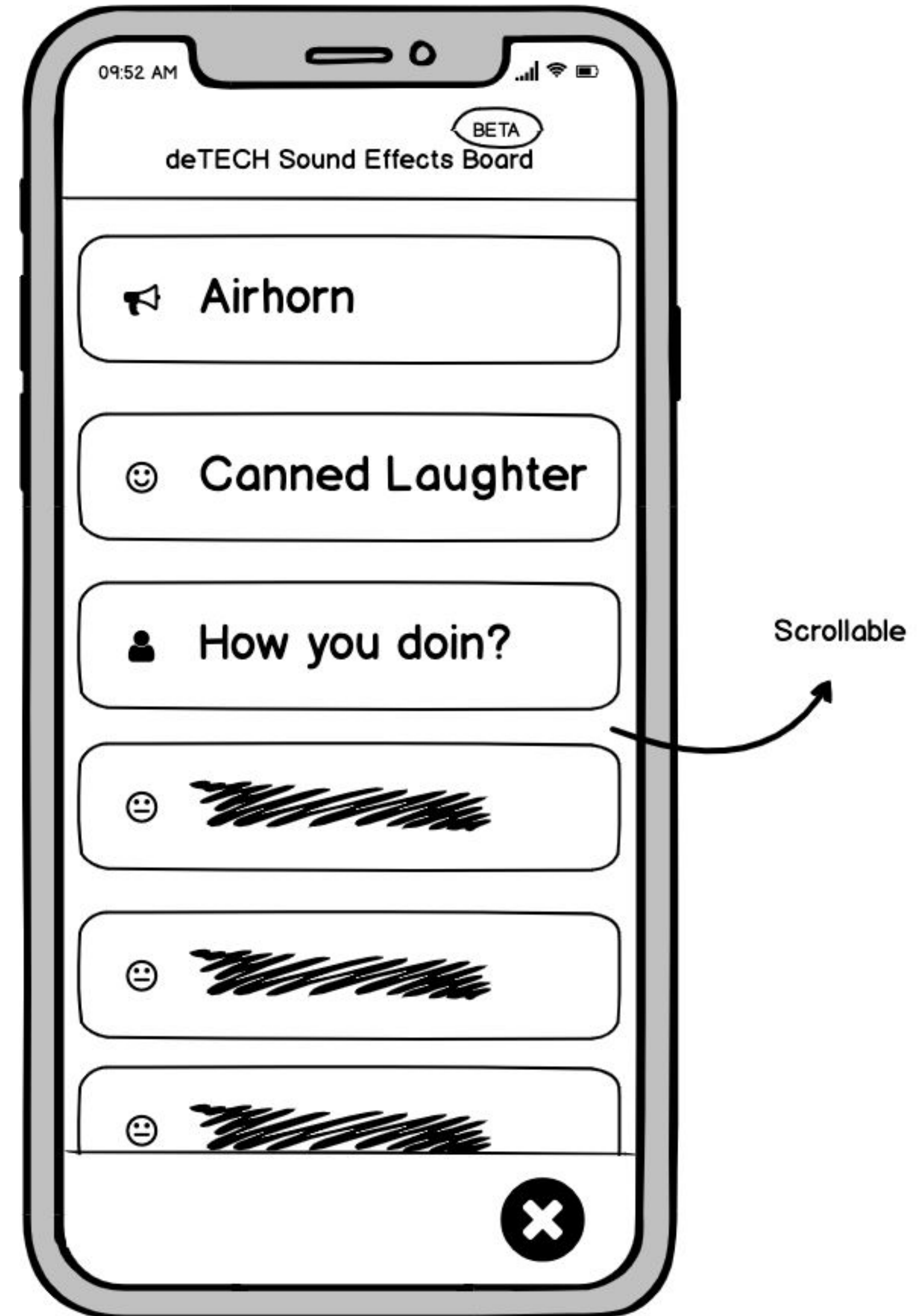
1. <https://docs.expo.io/versions/latest/introduction/why-not-expo/>
2. <https://apiko.com/blog/expo-vs-vanilla-react-native/>

1st RN app **cont.**

react native cli

Exercise #2, change to:

- List View
- Scrollable



Other important bits of **React Native**

- react-native-link
ie. Linking libraries
- Native modules
ie. Building bridges

Learning Curves

- Styling; ***Not-CSS***
- Navigation, routing
- Mobile development in general

Some **FUN** stuff worth checking out:

→ React 360

<https://facebook.github.io/react-360>

→ Sensors

<https://react-native-sensors.github.io>

What's next?

→ F8, React Conf, React-Native.eu

→ Local React Community
<https://www.facebook.com/groups/reactpenang>

→ React Native podcast
<https://devchat.tv/react-native-radio>

That's all folks!



WHITE ROOM

hello@whiteroomanalytics.com

Resources:

1. <https://github.com/jiantongc/detech2019-react-native>
2. <https://facebook.github.io/react-native/docs/>