React class App extends Component

What happens when the DOM updates?

- Traverse DOM to add elements
- Reflow compute layout of page

Is this a problem?

```
<html>
Element:
                                            Element:
<head>
                                            <body>
                                                     Element:
Element:
                   Attribute:
                                    Element:
 <title>
                     href
                                                      <h1>
                                      <a>
                                                     Element:
  Text:
                                      Text:
"My Title"
                                     "A link"
                                                     header"
```

Document

Root Element

```
<!doctype html> <html> <head>
```

```
<title>My title</title> </head> <body>
```

A link <h1>A header</h1>

</body> </html>

Strategies for preventing excessive DOM updates

- Make changes to the DOM in batch as much as possible
 - Use classes for CSS so that you can just add or remove the class from an element
 - Build a complex component and add it to the DOM at the end

https://www.learnsteps.com/javascript-understanding-repaint-and-reflow-of-dom-for-increasing-performance/

Classes

- Recall that there are multiple ways to create objects in Javascript.
- ES6 introduced a "class" structure that looks a lot more like classes from other languages.
- Remember that underlying the new syntax is still the prototype model of objects.

Javascript ES6 and OO

```
Underneath is Function
                                         signature of the Point
                                              function
        class Point {
              constructor(a,b) {
                   this.x = a;
                   this.y = b;
                         Class methods have a
                           simpler syntax
              product() {
                   return this.x * this.y;
                          Objects must be created
                               using new
        let pt = néw Point(10, 20);
```

```
Inheritance
class ThreeDPoint extends Point
     constructor(a,b,c) {
         >super(a, b);
Call parent
constructor
          this.z = c;
                            Call function
                           defined in parent
     product() {
          return super.product() * this.c;
```

this

- Recall that this is related to the context in which a function is called.
- ES6 classes make this look a little more like what you would expect.
- But you may need to explicitly bind this to the enclosing object. (See example)

https://medium.freecodecamp.org/react-binding-patterns-5-approaches-for-handling-this-92c651b5af56

What is React?

- React is a library used to write the view layer
- Think in terms of components

React

- Declarative
- Pure functional
- JSX makes it easier to see what will be rendered

Virtual DOM

DOM <div> < h3 >Currency < Exchange Rates "CAD -> "USD -> "JPY -> 1.45" 1.01" 9.99"

Virtual DOM

A simplified abstract version of the DOM. Mostly browser agnostic.

React does computations on the virtual DOM and then inserts the resulting component into the real DOM, if something has changed.

				• • •	
•	state	IS	ınıtıalızed	in the	constructor.

• **props** are passed down to nested components and are immutable

Component life cycle

- Mounting
 - constructor
 - componentWillMount
 - render
 - componentDidMount
- Updating conditional on the change in data
 - componentWillReceiveProps
 - shouldComponentUpdate
 - componentWillUpdate
 - componentDidUpdate
- Unmounting
 - componentWillUnmount