

React hands on workshop

By Vijay Shivakumar



Welcome to the React workshop



What do we need before we begin...?

Technical Skill: HTML5, CSS3, JavaScript 1.8.5

Hardware and software:

IDE : visual studio code Browsers : chrome latest Platform : nodejs latest

Database: mongodb / mlab / firebase

Version Control: git

Network: internet access to download from git and npmjs.org



Objectives

Understand and explore ES6 / ES7
Write Programs using Pure React
Understand JSX usage
Develop programs using React platform
Workflow with Context API
Workflow with Redux
Usage of middleware Saga
Unit testing with Jest



What are we learning in this course?

ES6+
Functional programming
Arrow functions
Immutable objects
Template strings
Destructuring
Array Methods
Scope Management

What is React? Tooling and setup for React-CLI React Components Understanding JSX Data binding Class and Style binding State Props and PropTypes Conditional Rendering Working with Forms **Events**

Context API Lifecycle Methods Working with HTTP Provider API Redux React Routing Lists and Keys Fragments Firebase / MongoDB

History API

CSS / SASS



Vijay Shivakumar

Designer | Developer | Trainer



Training & Consultation of Contemporary Web Technologies and Adobe products from past 14 years

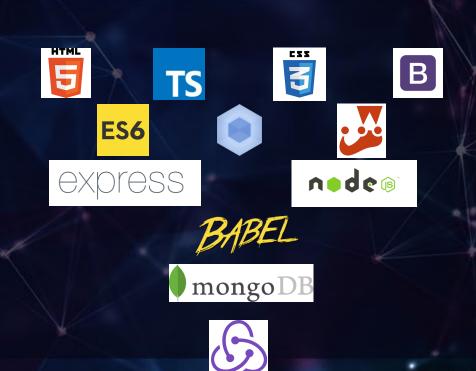


Developer
Designer
Manager
Architect
Technology Enthusiast



Prerequisites / Before we begin

HTML 5 CSS3 ES6 NodeJS **TypeScript** WebPack **Express** Babel **TDD** MongoDB





HTML 5 CSS3

I assume you know



ES6

block scope de structuring arrow function default parameters spread operator array methods template strings classes modules interfaces



HTML 5 CSS3

I assume you know



We shall learn these

ES6

block scope de structuring arrow function default parameters spread operator array methods template strings classes modules interfaces



Client Side Programming LIBRARY
Created and maintained by Facebook developers
Used to build dynamic user interfaces (Frontend)
Everything is a component
Often referred as V in the MVC



What makes React great / Principles of React

DOM Manipulation only with React
Components architecture / Composability
One way data flow (Unidirectional Data Flow)
A solid UI library



Component architecture

Easy to scale existing applications one component at a time

Partial refresh of UI Virtual DOM

Only renders the area that is modified avoiding page refresh

Fast

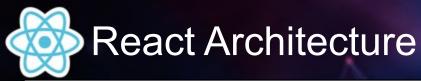
Client get a faster response from application and they are happy

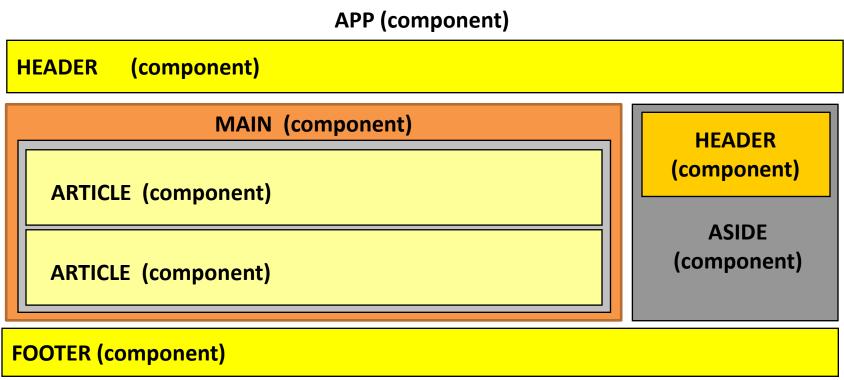
Leverage on ES6 and later

Existing knowledge of JavaScript can be used to scale with react



Components Just like functions Reusable and composable Can manage a private state Reactive updates Updates with user interaction Take updates to the browser Virtual view in memory write HTML in JavaScript Tree reconciliation







must return a single root element
className instead of class
htmlFor instead of for
events become camel cased eg : onclick will become
onClick

Inline elements too need to be closed



Components

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Composition

MAIN (component)

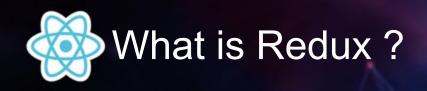
ARTICLE (component)

ARTICLE (component)



Function components are stateless hence less dynamic Class components are stateful and are dynamic

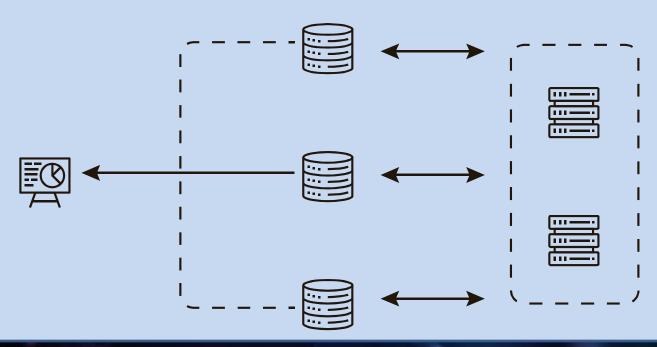




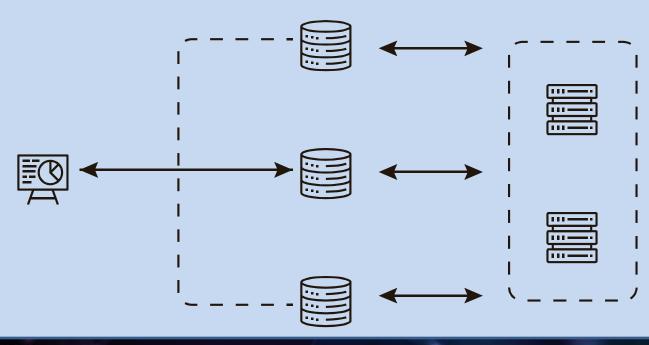
Manages Data Store that can be accessed across you app Redux makes state management more predictable by having a single source or truth

We can set strict rules for how the state can be updated

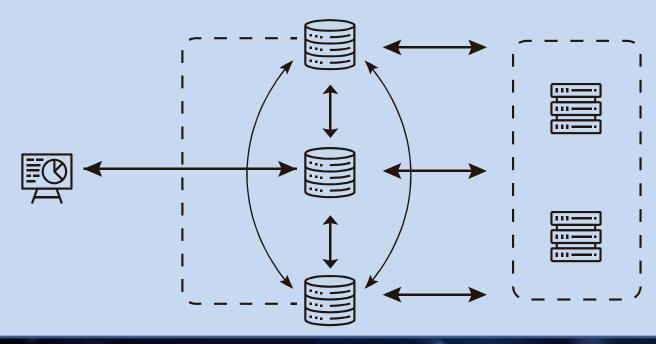




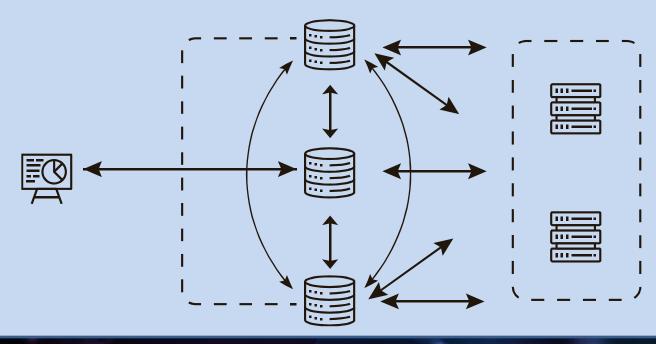




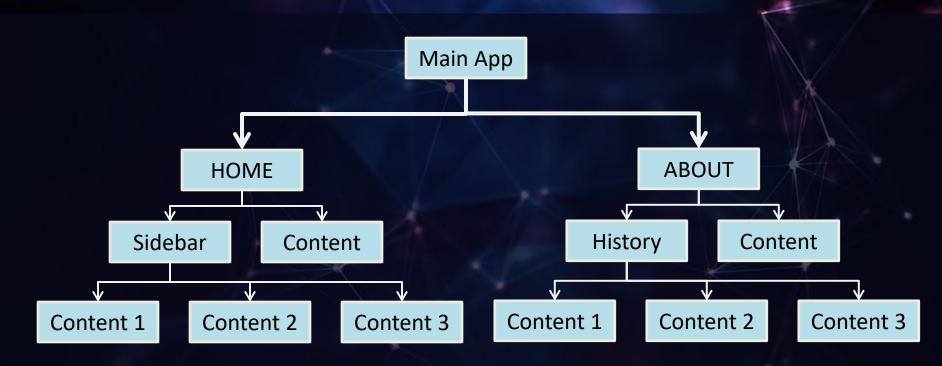




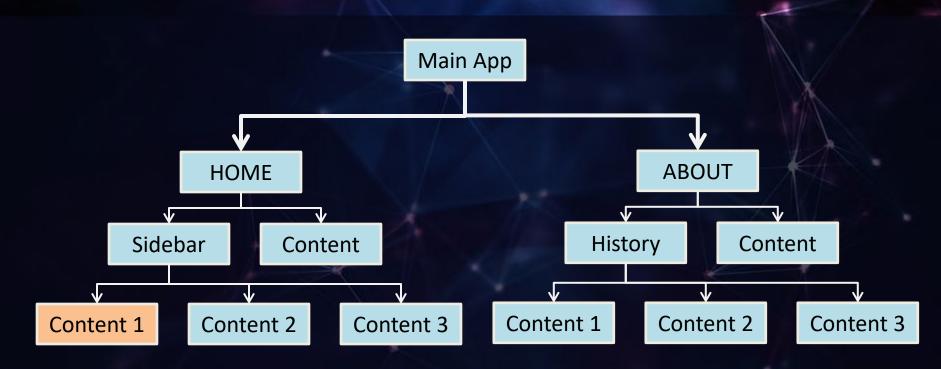




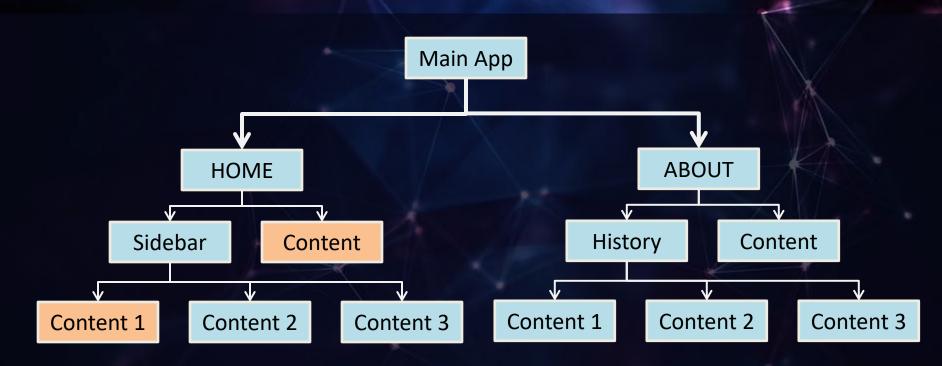




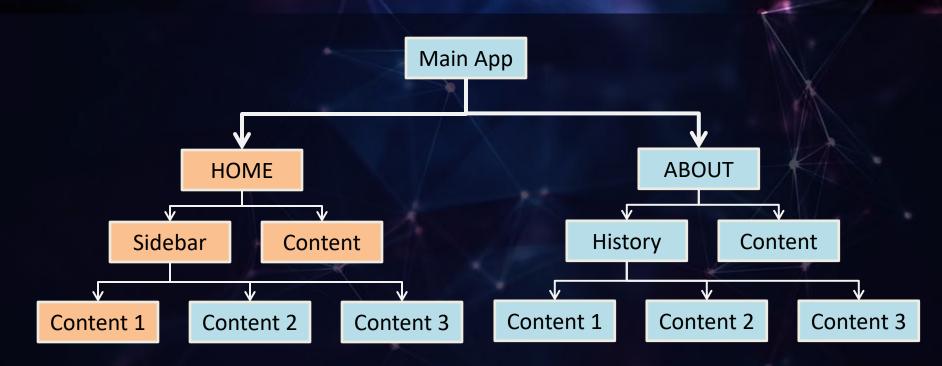




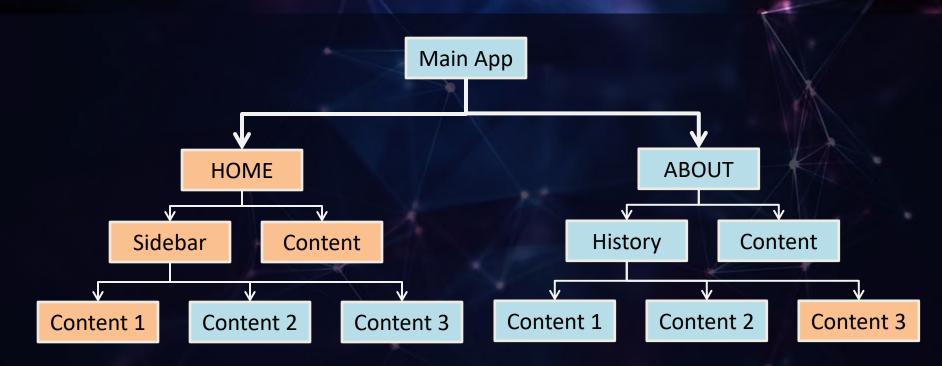




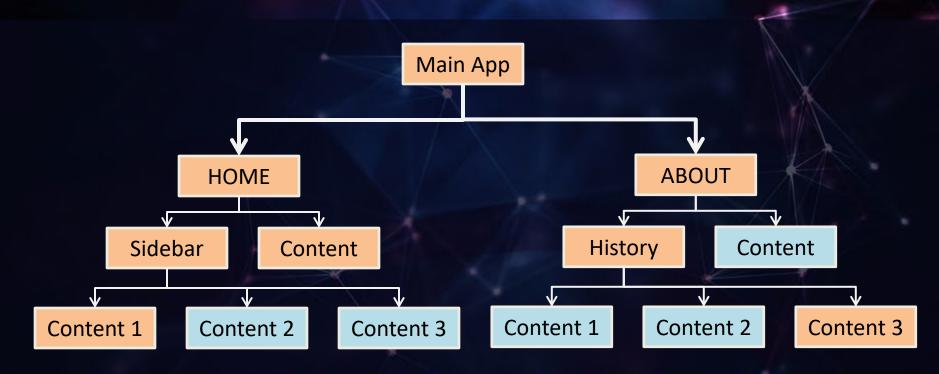




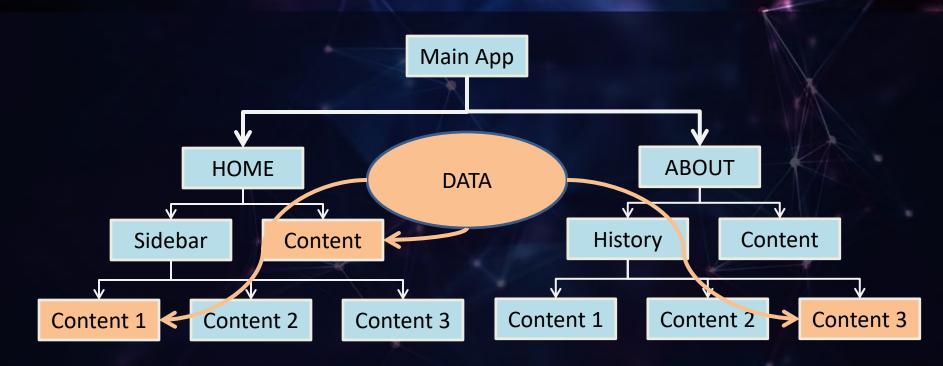


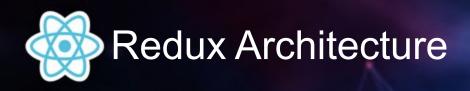


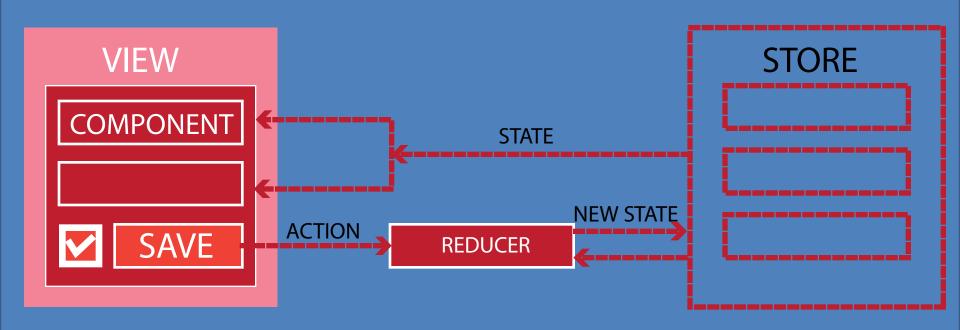














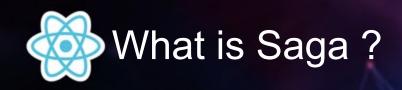




A Redux Middleware: Saga will be added in redux to cause an effect

Consumes Action: Saga consumes an action and in-turn may cause actions or side effects (async operations)

Runs continuously: Maintains continuous running process called sagas



A long running background process
Responsible for application's side effects
Ability to reverse the changes if failed
Leverages on ES6 generators and yield
It's a process manager Sagas manages one or more saga
like starting or stopping them

Summery: Sagas listen to actions and dispatch other actions using effects which can modify external resources like databases file-system etc.



Helps in making side effects easy

API calls, database transactions

Real world use cases

forking process (stop a process so another can run), yielding thread

Better than Thunk

Thunk encourage putting lot of code in action creators and at times it becomes a mess

(disadvantage of saga is its learning curve)



Thunk was developed by Redux developers

Developed by 3rd Party developers

Works in JavaScript

Works only on browsers that support ES5 with Yield

Issues between thunks when managing side effects between them

Uses plain actions to coordinate sagas





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