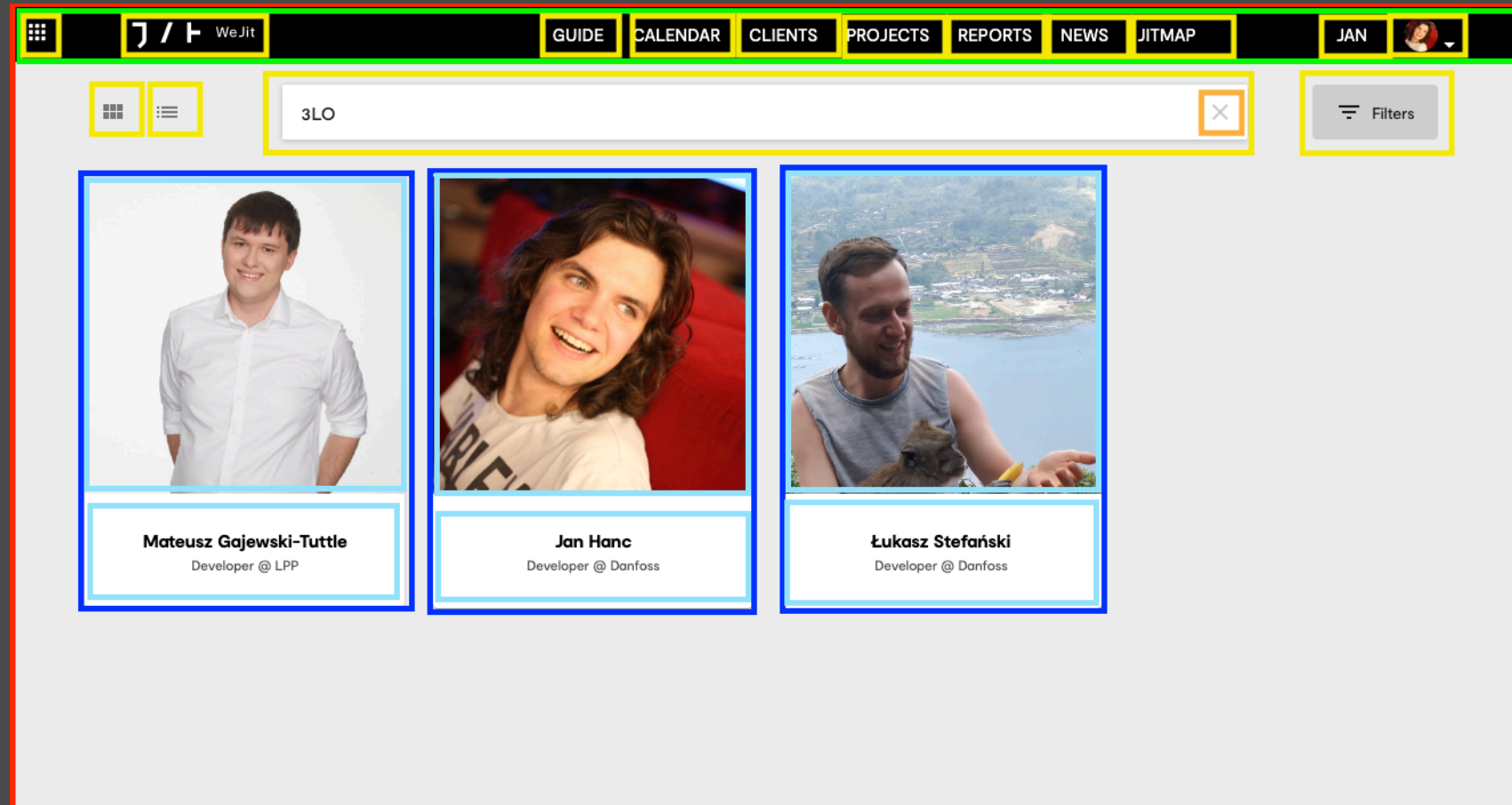


< React />

# React Components

- Small isolated pieces of code
- Combined into larger components
- Create entire application

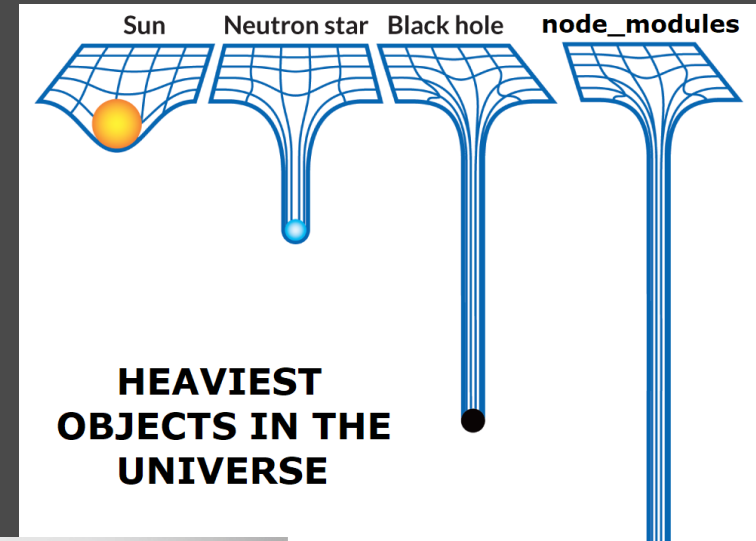


# Tools

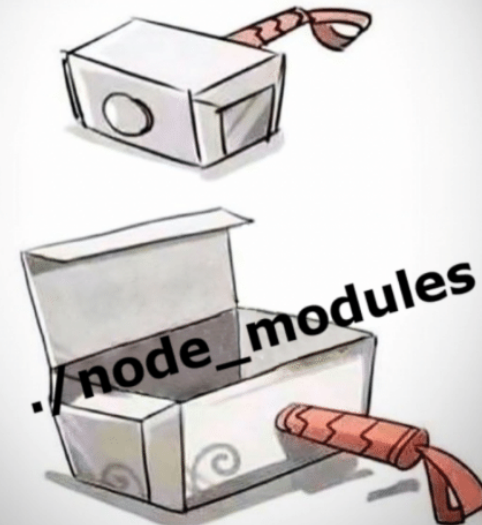
- React devtools
- Npm
- Node modules
- Webpack
- Babel
- create-react-app



A simple modern web app with  
npm install



**The secret behind  
Thor's hammer**



Is your hard drive worthy?

# JSX

```
const name = '3LO';  
  
const element = <h1>Hello, {name}</h1>;  
  
const element = <img src={user.avatarUrl} />
```

# Virtual DOM (ReactDOM)

- Virtual representation of DOM is kept in memory and synchronized with the actual DOM
- We tell React what we want the state of UI to be – no need for attribute manipulation, event handling, and manual DOM updating
- We use React elements to represent pieces of user interface
- Once React knows which virtual DOM objects have changed, then React updates only those objects, in the real DOM
- ReactDOM is a library used by React to handle this operation

# Lifecycle hooks

## Mounting

- constructor()
- *static* getDerivedStateFromProps()
- render()
- componentDidMount()

## Updating

- *static* getDerivedStateFromProps()
- shouldComponentUpdate()
- render()
- getSnapshotBeforeUpdate()
- componentDidUpdate()

## Unmounting

- componentWillUnmount()

## Error handling

- *static* getDerivedStateFromError()
- componentDidCatch()

# Class components

- Render method
- Lifecycle hooks
- JSX
- Props
- State
- <https://codesandbox.io/s/sweet-newton-l4rrt>

```
class Counter extends React.Component {
  state = {
    count: 0
  };
  //constructor(){
  //  super()
  //  this.state = {
  //    count: 0
  //  }
  // }

  add = () => {
    this.setState(state => ({ ...state, count: this.state.count + 1 }));
  };
  subtract = () => {
    this.setState(state => ({ ...state, count: this.state.count - 1 }));
  };
  componentDidMount() {
    console.log("mounted!");
  }
  componentDidUpdate() {
    console.log("updated!");
  }
  componentWillUnmount() {
    console.log("Unmounted!");
  }
  render() {
    return (
      <div className="App">
        <button onClick={this.add}></button>
        <button onClick={this.subtract}></button>
        <h1>{this.state.count}</h1>
      </div>
    );
  }
}
```

# Props - children

```
const Container = ({ children }) => {  
  return <div>{children}</div>;  
};  
  
const ContainerWithChildren = () => {  
  return (  
    <Container>  
      <h1>Hello Janusz!</h1>  
    </Container>  
  );  
};  
  
ReactDOM.render(<ContainerWithChildren />, rootElement);
```



# Function components

```
function Example(props) {  
  return <h1>Hello {props.name}</h1>;  
}
```

# Higher order component ( HOC )

```
const App = ({ name, color }) => {  
  return <h1 style={{ color }}>Hello {name} !</h1>;  
};  
  
const HigherOrderComponent = Component => props => {  
  const name = "Janusz";  
  
  return <Component {...props} name={name} />;  
};  
  
const NewApp = HigherOrderComponent(App);  
ReactDOM.render(<NewApp color="tomato" />, rootElement);
```

# Render children prop

```
const ChildrenPropComponent = ({ children }) => {  
  const name = "Janusz";  
  return children(name);  
};  
  
const AppWithRenderProp = () => {  
  return (  
    <ChildrenPropComponent>  
      {name => <h1>Hello {name}!</h1>}  
    </ChildrenPropComponent>  
  );  
};  
  
ReactDOM.render(<AppWithRenderProp />, rootElement);
```

# React hooks

- Complete overhaul of building react applications
- State hook
- Effect hook
- Callback hook
- Memoisation hook
- Custom hooks
- <https://reactjs.org/docs/hooks-overview.html>
- <https://codesandbox.io/s/xenodochial-kirch-ltyg9>

- Basic Hooks
  - useState
  - useEffect
  - useContext
- Additional Hooks
  - useReducer
  - useCallback
  - useMemo
  - useRef
  - useImperativeHandle
  - useLayoutEffect
  - useDebugValue

# One way data flow

```
function Grandparent(props) {  
  const handleClick = (arg)=>{...}  
  return (  
    <Parent  
      name="Sara"  
      onClick={handleClick}  
    />  
  )  
}
```

props

event

```
function Parent(props) {  
  return (  
    <Child  
      name={props.name}  
      onClick={props.handleClick}  
    />  
  )  
}
```

props

event

```
function Child(props) {  
  return (  
    <div className="itemContainer">  
      <p>{props.name}</p>  
      <input onClick={props.onClick} />  
    </div>  
  )  
}
```

# React higher order components

## ○ Memo

- PureComponent and shouldComponentUpdate for functional components
- memoizes the rendered output then skips unnecessary rendering

## ○ Portal

- allows us to render children in a DOM node which doesn't necessarily exist in the parent's DOM hierarchy
- usually used when we want a child to visually “break out” of its container. For example, dialogs, hovercards, and tooltips.

```
function propsAreEqual(prevMovie, nextMovie) {  
  return prevMovie.investor === nextMovie.investor  
    && prevMovie.provider === nextMovie.provider;  
}  
  
export default memo(SecurityTransactionsTable, propsAreEqual);
```

```
const PortalDialog = (props: IProps): ReactElement => {  
  const { children, ...rest } = props;  
  return createPortal(  
    <Dialog cancelOnBgClick={false} allowEsc={false} {...rest}>  
      {children} || <div />  
    </Dialog>,  
    document.body,  
  );  
};
```

# Rendering lists

```
const names = ["Janusz", "Stefan", "Basia"];

const RenderList = () => {
  return (
    <ul>
      {names.map(name => (
        <li key={name}>{name}</li>
      ))}
    </ul>
  );
};

ReactDOM.render(<RenderList />, rootElement);
```

# Forms

```
const Form = () => {  
  const [value, setValue] = useState('');  
  return (  
    <form>  
      <input value={value} onChange={setValue} />  
    </form>  
  );  
};  
  
ReactDOM.render(<Form />, rootElement);
```



# Context

Initialize new context



Consume context



Provide context



```
const Context = React.createContext();

const ContextProvider = ({ children }) => {
  const [value, setValue] = useState("");
  return (
    <Context.Provider value={{ value, setValue }}>{children}</Context.Provider>
  );
};

const ContextWithHooks = () => {
  const context = useContext(Context);
  const handleChange = event => {
    context.setValue(event.target.value);
  };
  return (
    <>
      <input value={context.value} onChange={handleChange} />
      <h1>{context.value}</h1>
    </>
  );
};

ReactDOM.render(
  <ContextProvider>
    <ContextWithHooks />
  </ContextProvider>,
  rootElement
);
```



Create provider

# Styling

- CSS
- CSS modules
  - local and global classes – no more name conflicts,
  - all class names and animation names are scoped locally by default – they apply to this component and nowhere else
- CSS in JS
  - camelCased properties e.g. `fontWeight` instead of `font-weight`,
  - possibility to include logic e.g. `height: Platform.OS === 'ios' ? 200 : 100`,
  - hooks compatible <https://cssinjs.org/?v=v10.0.0#react-jss-example>

# Exercise #1 Pokemon Pokedex

- <http://pokemontcg.io/>

# Exercise #1 – spacex api