


React.js: Getting Started

Introduction: Introduction



Basics of JavaScript

- Variables (const/let)
- Classes and functions
- Loops and conditionals

Interactive Labs

- jscomplete.com/learn-javascript

Table of ContentsNotes

Course Overview

Introduction

Introduction

Your First Component

Reusable Components

Summary

Working with Data

Introduction

Build a GitHub Card Component

Taking Input from the User

Summary

Building the Game Interface

Introduction

The Main Game Component

The Stars, Button, and Answer...

Random Number of Stars

The Numbers Frame

Summary

Numbers Selection

Introduction

The State of Selected Numbers

Selecting a Number

Changing The Answer

Enhancing the UI

Summary

Game State

105 / 8:01

ADD NOTE

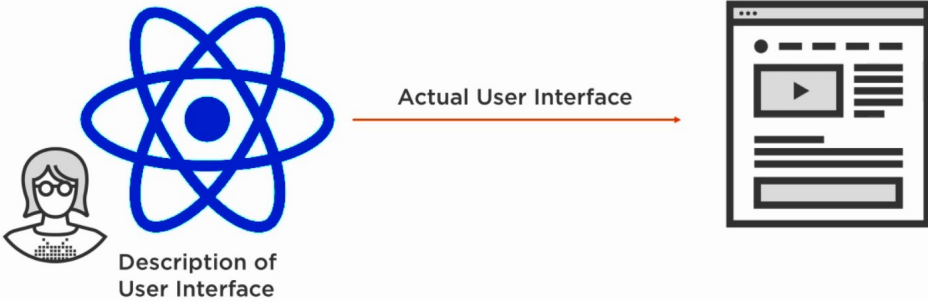


Table of ContentsNotes

Course Overview

Introduction

Introduction

Your First Component

Reusable Components

Summary

Working with Data

Introduction

Build a GitHub Card Component

Taking Input from the User

Summary

Building the Game Interface

Introduction

The Main Game Component

The Stars, Button, and Answer...

Random Number of Stars

The Numbers Frame

Summary

Numbers Selection

Introduction

The State of Selected Numbers

Selecting a Number

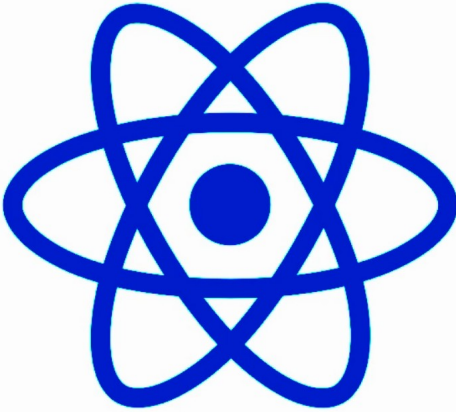
Changing The Answer

Enhancing the UI

Summary

Game State

React.js



A JAVASCRIPT LIBRARY
FOR BUILDING USER
INTERFACES

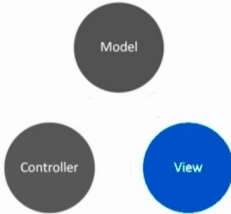
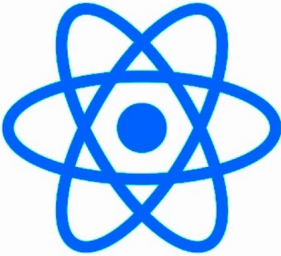


Table of Contents		Notes
Course Overview	1m 38s	
Introduction	20m 57s	
Introduction	8m 1s	
Your First Component	11m 11s	
Reusable Components	7m 41s	
Summary	3m 2s	
Working with Data	22m 4s	
Introduction	1m 39s	
Build a GitHub Card Component	8m 13s	
Taking Input from the User	10m 37s	
Summary	1m 37s	
Building the Game Interface	15m 38s	
Introduction	2m 50s	
The Main Game Component	1m 22s	
The Stars, Button, and Answer...	4m 47s	
Random Number of Stars	1m 31s	
The Numbers Frame	2m 35s	
Summary	0m 29s	
Numbers Selection	14m 8s	
Introduction	0m 51s	
The State of Selected Numbers	4m 37s	
Selecting a Number	4m 57s	
Changing The Answer	1m 31s	
Enhancing the UI	1m 27s	
Summary	0m 43s	
Game State	22m 13s	



Components

- Like functions
- Reusable and composable
- Can manage a private state

Reactive updates

- React will react
- Take updates to the browser

Virtual views in memory

- Write HTML in JavaScript
- **Tree reconciliation**

Table of Contents		Notes
Course Overview	1m 38s	
Introduction	20m 57s	
Introduction	8m 1s	
Your First Component	11m 11s	
Reusable Components	7m 41s	
Summary	3m 2s	
Working with Data	22m 4s	
Introduction	1m 39s	
Build a GitHub Card Component	8m 13s	
Taking Input from the User	10m 37s	
Summary	1m 37s	
Building the Game Interface	15m 38s	
Introduction	2m 50s	
The Main Game Component	1m 22s	
The Stars, Button, and Answer...	4m 47s	
Random Number of Stars	1m 31s	
The Numbers Frame	2m 35s	
Summary	0m 29s	
Numbers Selection	14m 8s	
Introduction	0m 51s	
The State of Selected Numbers	4m 37s	
Selecting a Number	4m 57s	
Changing The Answer	1m 31s	
Enhancing the UI	1m 27s	
Summary	0m 43s	
Game State	22m 13s	

React Components

Function Component

Class Component

Table of Contents Notes

Course Overview

Introduction

Introduction 8m 1s
Your First Component 10m 11s
Reusable Components 7m 41s
Summary 3m 2s

Working with Data

Introduction 1m 39s
Build a GitHub Card Component 8m 13s
Taking Input from the User 10m 37s
Summary 1m 37s

Building the Game Interface

Introduction 2m 50s
The Main Game Component 1m 22s
The Stars, Button, and Answer... 4m 47s
Random Number of Stars 1m 31s
The Numbers Frame 2m 35s
Summary 0m 29s

Numbers Selection

Introduction 0m 51s
The State of Selected Numbers 4m 37s
Selecting a Number 4m 57s
Changing The Answer 1m 31s
Enhancing the UI 1m 27s
Summary 0m 43s

Game State

Function Component

Props

```
const MyComponent = (props) => {  
  return (  
    <elementOrComponent ../>  
  );  
};
```

DOM

Table of Contents Notes

Course Overview

Introduction

Introduction 8m 1s
Your First Component 10m 11s
Reusable Components 7m 41s
Summary 3m 2s

Working with Data

Introduction 1m 39s
Build a GitHub Card Component 8m 13s
Taking Input from the User 10m 37s
Summary 1m 37s

Building the Game Interface

Introduction 2m 50s
The Main Game Component 1m 22s
The Stars, Button, and Answer... 4m 47s
Random Number of Stars 1m 31s
The Numbers Frame 2m 35s
Summary 0m 29s

Numbers Selection

Introduction 0m 51s
The State of Selected Numbers 4m 37s
Selecting a Number 4m 57s
Changing The Answer 1m 31s
Enhancing the UI 1m 27s
Summary 0m 43s

Game State

React.js: Getting Started - Mozilla Firefox

Pluralsight | React | Telegram | yarn react | Yarn: A new... | Classes - JavaScript | Functions | new opera | javascript | js So you wan... | this - JavaS... | Arrow fun... | javascript | Digital Wel... | New Tab

https://app.pluralsight.com/player/course=react-js-getting-started&author=samer-buna&name=react-js-getting-started-m1&clip=1&mode=live

Class Component

State →

```
class MyComponent extends React.Component {
  render () {
    return (
      <elementOrComponent ../>
    );
  }
}
```

Props →

DOM →

Table of Contents

- Course Overview
- Introduction
- Working with Data
- Building the Game Interface
- Numbers Selection

The state can be changed while the Props are all fixed values.

React.js: Getting Started

Introduction : Your First Component

Virtual DOM and JSX

```
class Hello extends React.Component {
  render () {
    return (
      <div className="container">
        <h1>Getting Started</h1>
      </div>
    );
  }
}
```

```
ReactDOM.render(<Hello />, mountNode);
```

```
class Hello extends React.Component {
  render () {
    return (
      React.createElement("div",
        { className: "container"},
        React.createElement("h1", null, "Getting Started")
      )
    );
  }
}
```

```
ReactDOM.render(React.createElement(Hello, null), mountNode);
```

Table of Contents

- Course Overview
- Introduction
- Working with Data
- Building the Game Interface
- Numbers Selection
- Game State

React.js: Getting Started - Mozilla Firefox

Pluralsight x React.js: Getting Started x js JavaScript REPL x Functions - JavaScript x new operator x javascript - What is it? x js So you want to x this - JavaScript x Arrow function: x javascript - How to x Digital Web M... x

https://app.pluralsight.com/player/course-reactjs-getting-started&author=samer-buna&name=reactjs-getting-started-m1&clip=1&mode=live 90% Search

React.js: Getting Started

Introduction: Your First Component

JavaScript REPL and Playground x jsComplete

Secure https://jscomplete.com/repl

jsComplete JavaScript REPL Playground

```
1 function () {  
2   return (  
3     <button>Go</button>  
4   );  
5 }
```

true

3:32 / 11:11 ADD NOTE

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back!

Refresh Firefox...

Table of Contents

Notes

Course Overview 1m 38s

Introduction 2m 57s

- Introduction 8m 1s
- Your First Component 1m 11s
- Reusable Components 7m 41s
- Summary 3m 2s

Working with Data 2m 34s

- Introduction 1m 39s
- Build a GitHub Card Component 8m 13s
- Taking Input from the User 10m 37s
- Summary 1m 37s

Building the Game Interface 15m 58s

- Introduction 2m 50s
- The Main Game Component 1m 22s
- The Stars, Button, and Answer... 4m 47s
- Random Number of Stars 1m 31s
- The Numbers Frame 2m 35s
- Summary 0m 29s

Numbers Selection 14m 5s

- Introduction 0m 51s
- The State of Selected Numbers 4m 37s
- Selecting a Number 4m 57s
- Changing The Answer 1m 31s

React.js: Getting Started - Mozilla Firefox

Pluralsight x React.js: Getting Started x js JavaScript REPL x Functions - JavaScript x new operator x javascript - What is it? x js So you want to x this - JavaScript x Arrow function: x javascript - How to x Digital Web M... x

https://app.pluralsight.com/player/course-reactjs-getting-started&author=samer-buna&name=reactjs-getting-started-m1&clip=1&mode=live 90% Search

React.js: Getting Started

Introduction: Your First Component

JavaScript REPL and Playground x jsComplete

Secure https://jscomplete.com/repl

jsComplete JavaScript REPL Playground

```
1 function () {  
2   return (  
3     // <button>Go</button>  
4     React.createElement("button", null, "Go")  
5   );  
6 }
```

true

3:32 / 11:11 ADD NOTE

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back!

Refresh Firefox...

Table of Contents

Notes

Course Overview 1m 38s

Introduction 2m 57s

- Introduction 8m 1s
- Your First Component 1m 11s
- Reusable Components 7m 41s
- Summary 3m 2s

Working with Data 2m 34s

- Introduction 1m 39s
- Build a GitHub Card Component 8m 13s
- Taking Input from the User 10m 37s
- Summary 1m 37s

Building the Game Interface 15m 58s

- Introduction 2m 50s
- The Main Game Component 1m 22s
- The Stars, Button, and Answer... 4m 47s
- Random Number of Stars 1m 31s
- The Numbers Frame 2m 35s
- Summary 0m 29s

Numbers Selection 14m 5s

- Introduction 0m 51s
- The State of Selected Numbers 4m 37s
- Selecting a Number 4m 57s
- Changing The Answer 1m 31s

React.js: Getting Started - Mozilla Firefox

Pluralsight x React.js: Getting Started x js JavaScript RE x Functions - Ja x new operator x javascript - Wh x js So you want to x this - JavaScri x Arrow function x javascript - Ho x Digital Web M x

https://app.pluralsight.com/player/course=reactjs-getting-started&author=samer-buna&name=reactjs-getting-started-m1&clip=1&mode=live 90% Search

JavaScript REPL and Playground x jsComplete

Secure https://jscomplete.com/repl

jsComplete JavaScript REPL Playground

```
1 const Button = (props) => {
2   return (
3     <button>Go</button>
4   );
5 };
6
7 ReactDOM.render(<Button />, mountNode);
```

Go

Table of Contents Notes

- Course Overview 1m 38s
- Introduction 2m 57s
 - Introduction 8m 1s
 - Your First Component 1m 11s
 - Reusable Components 7m 41s
 - Summary 3m 2s
- Working with Data 2m 16s
 - Introduction 1m 39s
 - Build a Github Card Component 8m 13s
 - Taking Input from the User 10m 37s
 - Summary 1m 37s
- Building the Game Interface 15m 18s
 - Introduction 2m 50s
 - The Main Game Component 1m 22s
 - The Stars, Button, and Answer 4m 47s
 - Random Number of Stars 1m 31s
 - The Numbers Frame 2m 35s
 - Summary 0m 29s
- Numbers Selection 14m 19s
 - Introduction 0m 51s
 - The State of Selected Numbers 4m 37s
 - Selecting a Number 4m 57s
 - Changing The Answer 1m 31s

It looks like you haven't started Firefox in a while. Do you want to clean it up for a fresh, like-new experience? And by the way, welcome back! Refresh Firefox...

React.js: Getting Started - Mozilla Firefox

Pluralsight x React.js: Getting Started x js JavaScript RE x Functions - Ja x new operator x javascript - Wh x js So you want to x this - JavaScri x Arrow function x javascript - Ho x Digital Web M x super - JavaS x extends - Java x

https://app.pluralsight.com/player/course=reactjs-getting-started&author=samer-buna&name=reactjs-getting-started-m1&clip=1&mode=live 90% Search

JavaScript REPL and Playground x jsComplete

Secure https://jscomplete.com/repl

jsComplete JavaScript REPL Playground

```
1 class Button extends React.Component {
2   state = { counter: 0 };
3
4   handleClick = () => {
5     this.setState({
6       counter: this.state.counter + 1
7     });
8   };
9
10  render() {
11    return (
12      <button onClick={this.handleClick}>
13        {this.state.counter}
14      </button>
15    );
16  }
17 }
18
19 ReactDOM.render(<Button />, mountNode);
```

5

Table of Contents Notes

- Course Overview 1m 38s
- Introduction 2m 57s
 - Introduction 8m 1s
 - Your First Component 1m 11s
 - Reusable Components 7m 41s
 - Summary 3m 2s
- Working with Data 2m 16s
 - Introduction 1m 39s
 - Build a Github Card Component 8m 13s
 - Taking Input from the User 10m 37s
 - Summary 1m 37s
- Building the Game Interface 15m 18s
 - Introduction 2m 50s
 - The Main Game Component 1m 22s
 - The Stars, Button, and Answer 4m 47s
 - Random Number of Stars 1m 31s
 - The Numbers Frame 2m 35s
 - Summary 0m 29s
- Numbers Selection 14m 19s
 - Introduction 0m 51s
 - The State of Selected Numbers 4m 37s
 - Selecting a Number 4m 57s
 - Changing The Answer 1m 31s
 - Enhancing the UI 1m 27s

React.js: Getting Started
Introduction : Your First Component

pluralsight.com is now full screen
Exit Full Screen (Esc)

JavaScript REPL and Playground X

jsComplete

Secure https://jscomplete.com/repl

bit.ly/psreact1

```
1 class Button extends React.Component {
2   state = { counter: 0 };
3
4   handleClick = () => {
5     this.setState((prevState) => ({
6       counter: prevState.counter + 1
7     }));
8   };
9
10  render() {
11    return (
12      <button onClick={this.handleClick}>
13        {this.state.counter}
14      </button>
15    );
16  }
17 }
18
19 ReactDOM.render(<Button />, mountNode);
```

0

Table of Contents

Notes

Course Overview
0 1m 38s

Introduction
0 8m 1s

Your First Component
1m 11s

Reusable Components
7m 41s

Summary
3m 2s

Working with Data
0 2m 4s

Introduction
1m 39s

Build a Github Card Component
8m 13s

Taking Input from the User
10m 37s

Summary
1m 37s

Building the Game Interface
0 1m 38s

Introduction
2m 50s

The Main Game Component
1m 22s

The Stars, Button, and Answer...
4m 47s

Random Number of Stars
1m 31s

The Numbers Frame
2m 35s

Summary
0m 29s

Numbers Selection
0 1m 3s

Introduction
0m 51s

The State of Selected Numbers
4m 37s

Selecting a Number
4m 57s

Changing The Answer
1m 31s

Enhancing the UI
1m 27s

Summary
0m 43s

Game State
0 2m 11s

11:10 / 11:11

ADD NOTE

CC 1.0x

React.js: Getting Started - Mozilla Firefox

Pluralsig Rea x js JavaScript Function new oper javascript js So you w this - Jav Arrow fu javascript Digital W super - J extends reactjs - f syntax - v Strict mo React Co

https://app.pluralsight.com/player/course=reactjs-getting-started&author=samer-buna&name=reactjs-getting-started-m1&clip=2&mode=live 90% Search

React.js: Getting Started
Introduction : Reusable Components

pluralsight.com is now full screen
Exit Full Screen (Esc)

JavaScript REPL and Playground X

jsComplete

Secure https://jscomplete.com/repl

bit.ly/psreact1

```
1 class Button extends React.Component {
2   // handleClick = () => {
3   //   this.setState((prevState) => ({
4   //     counter: prevState.counter + 1
5   //   }));
6   // };
7
8   render() {
9     return (
10      <button onClick={this.props.onClickFunction}>
11        +1
12      </button>
13    );
14  }
15 }
16
17 const Result = (props) => {
18   return (
19     <div>{props.counter}</div>
20   );
21 };
22
23 class App extends React.Component {
24   state = { counter: 0 };
25
26   incrementCounter = () => {
27     this.setState((prevState) => ({
28       counter: prevState.counter + 1
29     }));
30   };
31
32   render() {
33     return (
34       <div>
35         <Button onClick={this.incrementCounter}>
36           +1
37         </Button>
38         <Result counter={this.state.counter}>
39           {this.state.counter}
40         </Result>
41       </div>
42     );
43   }
44 }
```

0

Table of Contents

Notes

Course Overview
0 1m 38s

Introduction
0 8m 1s

Your First Component
1m 11s

Reusable Components
7m 41s

Summary
3m 2s

Working with Data
0 2m 4s

Introduction
1m 39s

Build a Github Card Component
8m 13s

Taking Input from the User
10m 37s

Summary
1m 37s

Building the Game Interface
0 1m 38s

Introduction
2m 50s

The Main Game Component
1m 22s

The Stars, Button, and Answer...
4m 47s

Random Number of Stars
1m 31s

The Numbers Frame
2m 35s

Summary
0m 29s

Numbers Selection
0 1m 3s

Introduction
0m 51s

The State of Selected Numbers
4m 37s

Selecting a Number
4m 57s

Changing The Answer
1m 31s

Enhancing the UI
1m 27s

4:40 / 7:41

ADD NOTE

CC 1.0x

React.js: Getting Started
Introduction: Reusable Components

pluralsight.com is now full screen
Exit Full Screen (Esc)

JavaScript REPL and Playground

jsComplete

Secure https://jscomplete.com/repl

jsComplete JavaScript REPL Playground

```
1 class Button extends React.Component {
2   // handleClick = () => {
3   //   this.setState(prevState => ({
4   //     counter: prevState.counter + 1
5   //   }));
6   // };
7
8   render() {
9     return (
10      <button
11        onClick={()=>this.props.onClickFunction(this.props.incrementValue)}
12        +{this.props.incrementValue}
13      </button>
14    );
15  }
16 }
17
18 const Result = (props) => {**};
19
20 class App extends React.Component {
21   state = { counter: 0 };
22
23   incrementCounter = (incrementValue) => {
24     this.setState(prevState => ({
25       counter: prevState.counter + incrementValue
26     }));
27   };
28
29   render() {
30     return (
31       <div>
32         <Button incrementValue={1} onClickFunction={this.incrementCounter} />
33         <Button incrementValue={5} onClickFunction={this.incrementCounter} />
34       </div>
35     );
36   }
37 }
```

+1 +5 +10 +100

116

6:40 / 7:41

ADD NOTE

Table of Contents

Notes

Course Overview
0 1m 38s

Introduction
0 2m 57s

Introduction 8m 1s

Your First Component 1m 11s

Reusable Components 7m 41s

Summary 3m 2s

Working with Data
0 2m 4s

Introduction 1m 39s

Build a GitHub Card Component 8m 13s

Taking Input from the User 10m 37s

Summary 1m 37s

Building the Game Interface
0 1m 38s

Introduction 2m 50s

The Main Game Component 1m 22s

The Stars, Button, and Answer... 4m 47s

Random Number of Stars 1m 31s

The Numbers Frame 2m 35s

Summary 0m 29s

Numbers Selection
0 1m 8s

Introduction 0m 51s

The State of Selected Numbers 4m 37s

Selecting a Number 4m 57s

Changing The Answer 1m 31s

Enhancing the UI 1m 27s

Summary 0m 43s

Game State
0 2m 13s

JavaScript REPL and Playground

jsComplete

Secure https://jscomplete.com/repl

jsComplete JavaScript REPL Playground

```
1 class Button extends React.Component {
2   handleClick = () => {
3     this.props.onClickFunction(this.props.incrementValue);
4   };
5
6   render() {
7     return (
8       <button onClick={this.handleClick}>
9         +{this.props.incrementValue}
10      </button>
11    );
12  }
13 }
14
15 const Result = (props) => {**};
16
17 class App extends React.Component {
18   state = { counter: 0 };
19
20   incrementCounter = (incrementValue) => {
21     this.setState(prevState => ({
22       counter: prevState.counter + incrementValue
23     }));
24   };
25
26   render() {
27     return (
28       <div>
29         <Button incrementValue={1} onClickFunction={this.incrementCounter} />
30         <Button incrementValue={5} onClickFunction={this.incrementCounter} />
31         <Button incrementValue={10} onClickFunction={this.incrementCounter} />
32         <Button incrementValue={100} onClickFunction={this.incrementCounter} />
33         <Result counter={this.state.counter} />
34       </div>
35     );
36   }
37 }
```

+1 +5 +10 +100

136

6:40 / 7:41

ADD NOTE

Table of Contents

Notes

Course Overview
0 1m 38s

Introduction
0 2m 57s

Introduction 8m 1s

Your First Component 1m 11s

Reusable Components 7m 41s

Summary 3m 2s

Working with Data
0 2m 4s

Introduction 1m 39s

Build a GitHub Card Component 8m 13s

Taking Input from the User 10m 37s

Summary 1m 37s

Building the Game Interface
0 1m 38s

Introduction 2m 50s

The Main Game Component 1m 22s

The Stars, Button, and Answer... 4m 47s

Random Number of Stars 1m 31s

The Numbers Frame 2m 35s

Summary 0m 29s

Numbers Selection
0 1m 8s

Introduction 0m 51s

The State of Selected Numbers 4m 37s

Selecting a Number 4m 57s

Changing The Answer 1m 31s

Enhancing the UI 1m 27s

Summary 0m 43s


Game State
0 2m 13s

React.js: Getting Started - Mozilla Firefox

js JavaScript | Function | new op | javascript | js So you w | this - Ja | Arrow fr | javascript | Digital v | super - J | extend | reactjs | syntax | Strict m | React.C | The diff |

https://app.pluralsight.com/player/course=reactjs-getting-started&author=samer-buna&name=reactjs-getting-started-m1&clip=3&mode=live 90% Search

Summary



jsComplete Playground

Components

- props
- state

JSX and the Virtual DOM

Function and class components

ReactDOM.render(..., mountNode)

React Events

Table of Contents Notes

Course Overview 1m 38s

Introduction 2m 57s

- Introduction 8m 1s
- Your First Component 11m 11s
- Reusable Components 7m 41s
- Summary 3m 2s

1 Working with Data 2m 34s

- Introduction 1m 39s
- Build a GitHub Card Component 8m 13s
- Taking Input from the User 10m 37s
- Summary 1m 37s

4 Building the Game Interface 15m 38s

- Introduction 2m 50s
- The Main Game Component 1m 22s
- The Stars, Button, and Answer 4m 47s
- Random Number of Stars 1m 31s
- The Numbers Frame 2m 35s
- Summary 0m 29s

5 Numbers Selection 1m 5s

- Introduction 0m 51s
- The State of Selected Numbers 4m 37s
- Selecting a Number 4m 57s
- Changing The Answer 1m 31s
- Enhancing the UI 1m 27s