



# Frontend Application Development

using React, React Native and TypeScript

# Why to Attend This Training?

*What will you learn?*

# The Course Main Goals

The course provides in-depth study of state-of-the-art *React*, *React Native* and *TypeScript* platform for rapid development of modern, component-based, mobile-first, responsive web applications, that are easy to extend and maintain.

# You Will Learn How To:

- Set up different kinds of *TypeScript* projects – with *React*, *React Native* and *Redux*, and how to integrate them with backend *REST/JSON* APIs;
- Practice development of type-safe *React Native* components, views and applications, and integrate them with backend services;
- Understand how to boost *development performance* using *JS/TS* tooling;
- Become proficient in *debugging React* and *React Native TS* applications;
- Learn how to *optimize the performance* of *React* and *React Native* applications – using *shouldComponentUpdate*, immutability, memoizing, JS frame rate, UI (main thread) frame rate, animations, using *ListView getItemLayout*, optimizing slow navigator transitions;

# You Will Learn How To:

- Manage the application state using *Redux* design pattern, and *Redux Toolkit*, *Immer*, and *Reselect* libraries;
- Implement asynchronous state transitions (like fetching backend data) using *Redux-Saga* library, *channels*, and *workers*;
- Implement performant navigation between views using new *React Navigation* library.
- Implement performant and precise animations using *react-native-reanimated v2* library

# Course Topics and Homeworks - I

1. Web Technologies - HTML5, CSS and JavaScript – 6 h
2. Modern JavaScript – 20 h
3. HTTP Client and Fetch APIs – 10 h
4. TypeScript – 24 h
5. Building React components and Single Page Applications (SPA) with TypeScript – 10 h
6. Introduction to React Native architecture – 20 h
7. React Native in depth – 40 h

# Course Topics and Homeworks - II

8. Exporting the project for the Web using React Native for Web – 10 h
9. TypeScript components composition in depth – 10h
10. Dependency Injection (DI) of custom application services using React Context – 10 h
11. Performance optimization and profiling – 10h
12. Navigating Between Screens using React Navigation – 20h
13. Redux – predictable state container for JavaScript apps – 22h
14. Implementing async actions using Redux Saga – 20 h
15. Native performance and precise animations using react-native-reanimated v2 library – 8 h

# Four Exams

1. *First Exam:* on [Web Technologies, JavaScript and TypeScript](#)
2. *Second Exam:* on [React and React Native](#)
3. *Third Exam:* on [React Native for Web, Refs, Context, Optimization and React Navigation](#)
4. *Forth Exam:* on [Redux, Redux Saga, and react-native-reanimated v2](#)

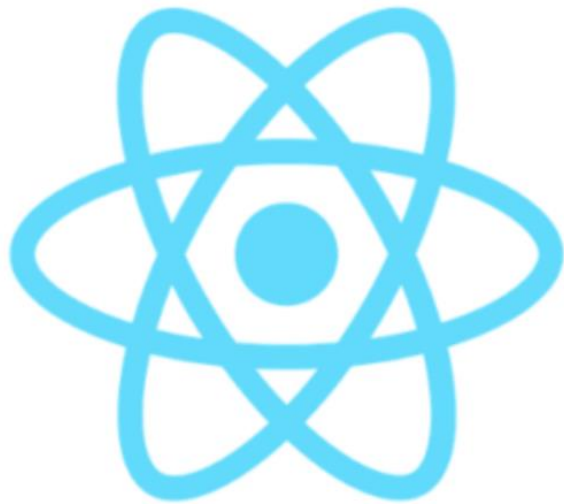


# Time Schedule

- 09:00– 12:00 – Block 1
- 12:00 – 13:00 – Lunch break
- 13.00 – 16.00 – Block 2

# Where to Find The Code and Materials?

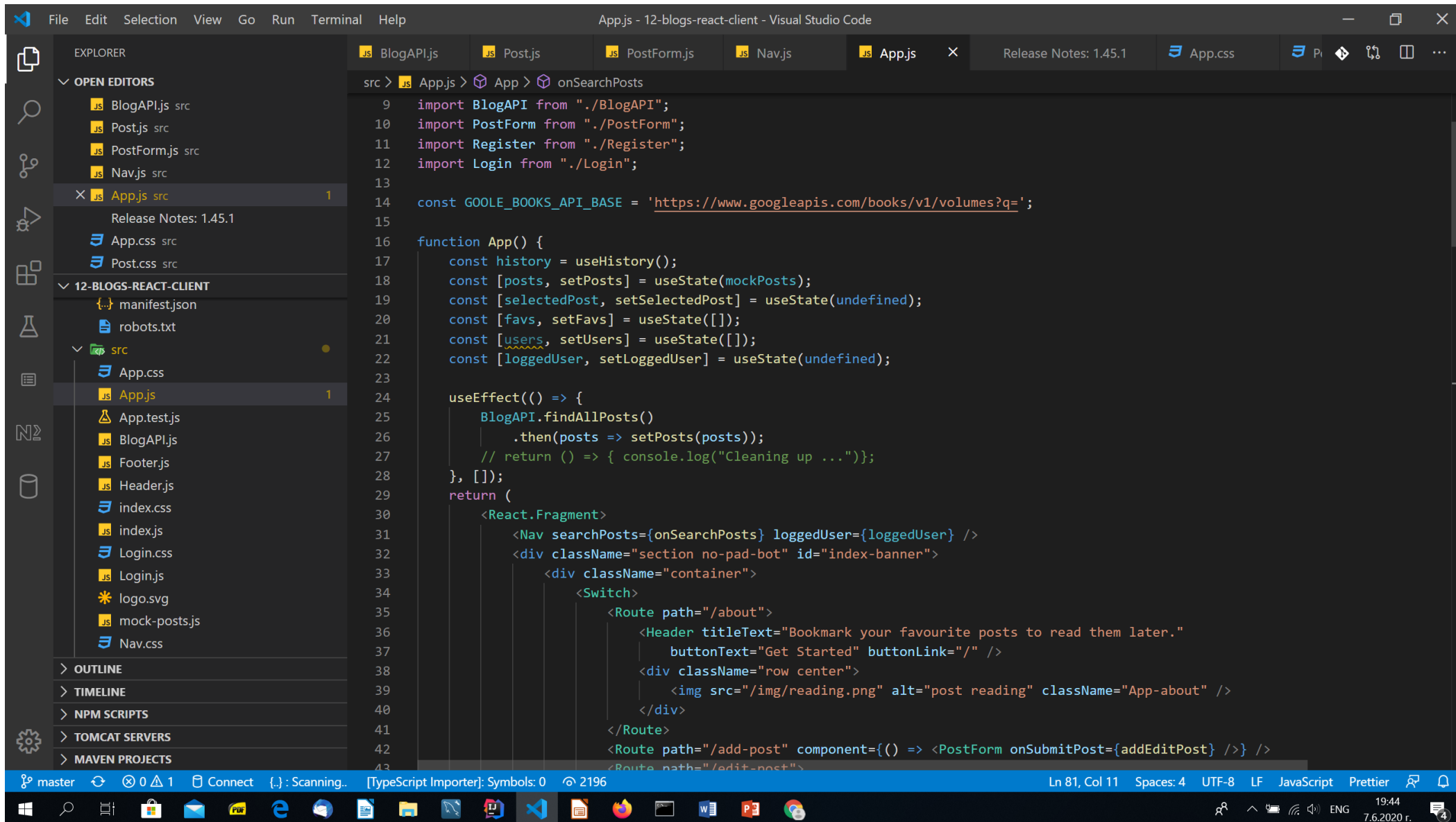
<https://github.com/iproduct/react-native-training>



# Software to Install

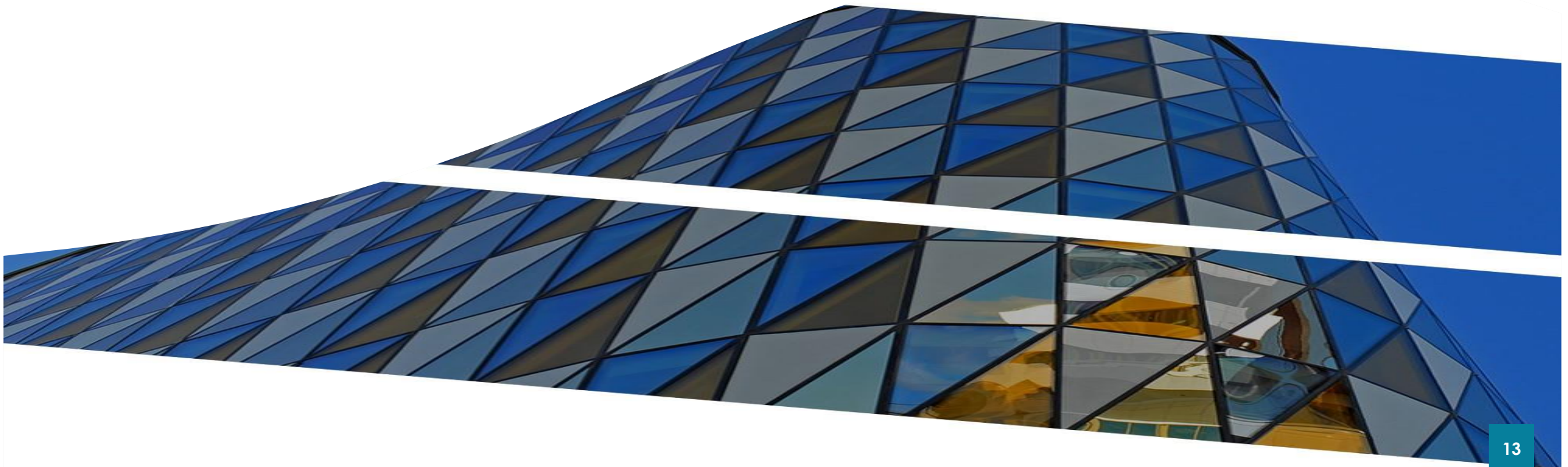
- NodeJS - <https://nodejs.org/en/download/>
- Visual Studio Code - <https://code.visualstudio.com/download>
- Yarn package manager for NodeJS - <https://classic.yarnpkg.com/en/docs/install/#windows-stable>
- MongoDB Community Server - <https://www.mongodb.com/try/download/community>  
Don't forget to install MongoDB Compass (GUI) too.
- Chrome Web Browser

# Visual Studio Code



# Introduction to HTML5, CSS & JavaScript

Web design technologies recap





# Introduction to HTML 5

Base tags, semantic markup, styling



# We will follow the [HTML 5 Tutorials at W3Schools:](#)

- HTML Elements
- Styles and formatting
- Integration with CSS
- Basic building blocks: links, images, tables, lists
- Block and inline elements
- Ids and classes. Basic CSS selectors
- Adding behaviour with JavaScript
- Basic layouts with HTML and CSS
- Semantic markup

# We will follow the [HTML 5 Tutorials at W3Schools:](#)

- Charsets and URL encoding
- HTML forms and validation
- HTML Graphics with Canvas and SVG
- HTML 5 Media API - <audio>, <video>
- HTML 5 Geolocation API
- Drag and drop support
- Web Storage API – localStorage and sessionStorage
- Web Workers
- Server Sent Events (SSE)



# Quiz Time

<https://www.w3schools.com/quiztest/quiztest.asp?qtest=HTML>



# Exercises

<https://www.w3schools.com/html/exercise.asp>





# Introduction to CSS

Selectors, positioning, backgrounds, box model and layout, grid system, Flexbox



# We will follow the [CSS Tutorials at W3Schools:](#)

- Selectors
- Positioning
- Colours
- Gradients
- Backgrounds
- Borders
- Box model
- Text and fonts
- Horizontal and vertical alignment

# We will follow the [CSS Tutorials at W3Schools:](#)

- Complex selectors
- Pseudo-classes and pseudo-elements
- How-to's: navigation bar, dropdowns, gallery
- Forms styling
- Counters
- CSS units
- Selectors specificity
- Web page layout using CSS floating
- Animations and transforms. Styling images

# We will follow the CSS Tutorials at W3Schools:

- CSS variables (custom properties) - [https://developer.mozilla.org/en-US/docs/Web/CSS/Using\\_CSS\\_custom\\_properties](https://developer.mozilla.org/en-US/docs/Web/CSS/Using_CSS_custom_properties)
- calc() Function - <https://developer.mozilla.org/en-US/docs/Web/CSS/calc>, <https://css-tricks.com/creating-color-themes-with-custom-properties-hsl-and-a-little-calc/>
- Responsive web design (RWD)
- CSS @media rule and media queries
- Flexbox - <https://css-tricks.com/snippets/css/a-guide-to-flexbox/>
- Responsive page layout using Flexbox
- CSS Grid Layout - <https://css-tricks.com/snippets/css/complete-guide-grid/>, <https://css-tricks.com/auto-sizing-columns-css-grid-auto-fill-vs-auto-fit/>

# Quiz Time

[https://www.w3schools.com/css/css\\_quiz.asp](https://www.w3schools.com/css/css_quiz.asp)





# Exercises

<https://www.w3schools.com/css/exercise.asp>



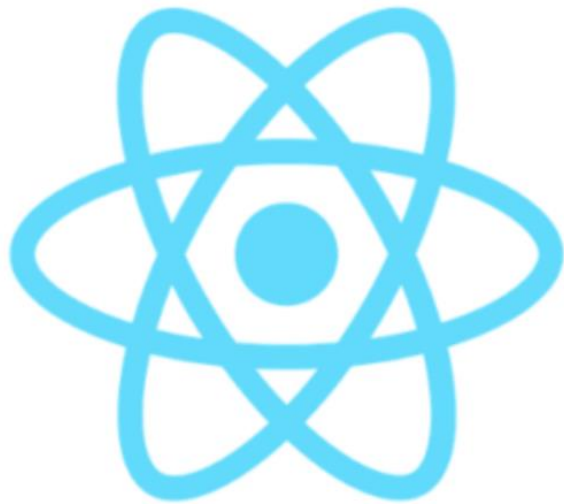


# Exercise: MyBlogs - Page Layouts



# Where to Find The Code and Materials?

<https://github.com/iproduct/react-native-training>



# Brief History of JavaScript™

- JavaScript™ created by Brendan Eich from Netscape for less than 10 days!
- Initially was called Mocha, later LiveScript – Netscape Navigator 2.0 - 1995
- December 1995 Netscape® и Sun® agree to call the new language JavaScript™
- “JS had to 'look like Java' only less so, be Java's dumb kid brother or boy-hostage sidekick. Plus, I had to be done in ten days or something worse than JS would have happened.”



B. E. (<http://www.jwz.org/blog/2010/10/every-day-i-learn-something-new-and-stupid/#comment-1021>)

# The Language of Web

- JavaScript™ success comes fast. Microsoft® create own implementation called **JScript** to overcome trademark problems. JScript was included in Internet Explorer 3.0, in August 1996.
- In November 1996 Netscape announced their proposal to **Ecma International** to standardize JavaScript → **ECMAScript**
- JavaScript – most popular client-side (in the browser) web programming language („de facto“ standard) and one of most popular programming languages in general.
- Highly efficient server-side platform called **Node.js** based on **Google V8 JS engine**, compiles JS to executable code Just In Time (JIT) during execution (used at the client-side also).

# Object-Oriented JavaScript

Three standard ways to create objects in JavaScript:

- Using **object literal**:

```
var newObject = { };
```

- Using **Object.create(prototype[, propertiesObject])** (prototypal)

```
var newObject = Object.create(Object.prototype);
```

- Using **constructor function** (pseudo-classical)

```
var newObject = new Object();
```

# Object Properties

- Object-Oriented (OO) – object literals and constructor functions
- Objects can have named properties

Ex.: `myObject.name = 'Scene 1';`  
`myObject['num-elements'] = 5;`  
`MyObject.prototype.toString = function() {`  
 `return "Name: " + this.name + ": " + this['num-elements'] }`

- Configurable object properties – e.g. read only, get/set, etc.

Ex.: `Object.defineProperty( newObject, "someKey", {`  
 `value: "fine grained control on property's behavior",`  
 `writable: true, enumerable: true, configurable: true`  
`});`

# Property Getters and Setters

Ex.: `function PositionLogger() {`  
    `var position = null, positionsLog = [];`  
    `Object.defineProperty(this, 'position', {`  
        `get: function() {`  
            `console.log('get position called');`  
            `return position;`  
        `},`  
        `set: function(val) {`  
            `position = val;`  
            `positionsLog.push({ val: position });`  
        `}`  
    `});`  
    `this.getLog = function() { return positionsLog; };`  
}

# JavaScript Features

- The state of objects could be changed using JS functions stored in object's **prototype**, called **methods**.
- Actually in JavaScript **there were no real classes**, - only objects and constructor functions before ES6 (ES 2015, Harmony).
- JS is **dynamically typed language** – new properties and methods can be added runtime.
- JS supports object inheritance using **prototypes** and **mixins** (adding dynamically new properties and methods).
- **Prototypes** are objects (which also can have their prototypes) → inheritance = traversing prototype chain
- Main resource: **Introduction to OO JS YouTube video**  
<https://www.youtube.com/watch?v=PMfcsYzj-9M>



# JavaScript Features

- Supports **for ... in** operator for iterating object's properties, including inherited ones from the prototype chain.
- Provides a number of predefined datatypes such as: **Object, Number, String, Array, Function, Date** etc.
- Dynamically typed – variables are universal containers, no variable type declaration.
- Allows dynamic script evaluation, parsing and execution using **eval()** – **discouraged as a bad practice**.

# Datatypes in JavaScript

- Primitive datatypes:
  - **boolean** – values **true** и **false**
  - **number** – floating point numbers (no real integers in JS)
  - **string** – strings (no char type → string of 1 character)
- Abstract datatypes:
  - **Object** – predefined, used as default prototype for other objects (defines some common properties and methods for all objects: **constructor**, **prototype**; methods: **toString()**, **valueOf()**, **hasOwnProperty()**, **propertyIsEnumerable()**, **isPrototypeOf()**;) )
  - **Array** – array of data (really dictionary type, resizable)
  - **Function** – function or object method (defines some common properties: **length**, **arguments**, **caller**, **callee**, **prototype**)

# Datatypes in JavaScript

- Special datatypes:
  - **null** – special values of **object type** that does not point anywhere
  - **undefined** – a value of variable or argument that have not been initialized
  - **NaN** – Not-a-Number – when the arithmetic operation should return numeric value, but result is not valid number
  - **Infinity** – special numeric value designating infinity  $\infty$
- Operator **typeof**

Example: **typeof myObject.toString** //-->'function'

# Problem 1: OOP in JavaScript

Create a JS file **employees.js** that implements the following functionality:

- Create constructor **Employee(name, experienceInYears, qualifications)**. The **qualifications** should be an **array of strings**.
- Override the method **toString()** from base class Object in order to return as string all provided employee object attributes.
- Create **two employees** using the implemented constructor, and print their state to the **console** (using **console.log()**)

# New Array Methods in ECMAScript 5 (1)

- Introduces in JavaScript 1.6 (ECMAScript Language Specification 5.1th Edition - ECMA-262) – November 2005
- **indexOf (searchElement[, fromIndex])** – returns the index of **first** occurrence of the *searchElement* element in the array
- **lastIndexOf (searchElement[, fromIndex])** – returns the index of **last** occurrence of the *searchElement* element in the array
- **every(callback[, thisObject])** – calls the boolean result **callback function** for each element in the array till callback returns false, if callback returns true for each element => every returns true
- Ex: **function isYoung(value, index, array) { return value < 45; }**  
**var areAllYoung = [41, 20, 17, 52, 39].every(isYoung);**

## New Array Methods in ECMAScript 5 (2)

- **some(callback[, thisObject])** – calls the boolean result *callback function* for each element in the array till callback returns true, if callback returns false for each element => some returns false
- *Ex:* **function isYoung(value, index, array) { return value < 45; }**  
**var isSomebodyYoung = [41, 20, 17, 52, 39].some(isYoung);**
- **filter(callback[, thisObject])** – calls the boolean result *callback function* for each element in the array, and returns new array of **only** these elements, for which the predicate (callback) is true
- *Ex:* **function isYoung(value, index, array) { return value < 45; }**  
**var young = [41, 20, 17, 52, 39].filter(isYoung);**  
*// returns [41, 20, 17, 39]*

## New Array Methods in ECMAScript 5 (3)

- **map(callback[, thisObject])** – calls the *callback function* for **each** element of the array, and returns new array with containing the **results** returned by *callback function*
- *Ex:* **function nextYear(value, index, array) { return value + 1;}**  
**var newYearAges = [41, 20, 17, 52, 39].map(nextYear);**  
*// returns [42, 21, 18, 53, 40]*
- **forEach(callback[, thisObject])** – executes the *callback function* for each element in the array
- *Ex:* **function print(value, index, array) { console.log(value) }**  
**[41, 20, 17, 52, 39].filter(isYoung).map(ageNextYear).forEach(print);**  
*// prints in console: 42, 21, 18 и 40*

## New Array Methods in ECMAScript 5 (4)

- **reduce(callback[, initialValue])** – applies *callback function* for an *accumulator variable* and for *each of the array elements* (left-to-right) – reducing this way the array to a *single value (the final accumulator value)*, returned as a result.
- **reduceRight(callback[, initialValue])** – the same but right-to-left
- **Ex:** **function sum(previousValue, currentValue, index, array) {**  
    **return previousValue + currentValue; }**  
**var result = [41, 20, 17, 52, 39]**  
    **.filter(isYoung).map(ageNextYear).reduce(sum, 0);**  
**console.log("Sum = ", result);** // prints: Sum = 121



# Functional JavaScript

- **Functional language** – functions are “first class citizens”
- Functions can have **own properties and methods**, can be assigned to variables, pass as arguments and returned as a result of other function's execution.
- Can be called by reference using operator **()**.
- Functions can have embedded inner functions at arbitrary depth
- All arguments and variables of outer function are accessible to inner functions – even after call of outer function completes
- Outer function = **enclosing context (Scope)** for inner functions → **Closure**

# Closures

Example:

```
function countWithClosure() {  
    var count = 0;  
    return function() {  
        return count++;  
    }  
}
```

```
var count = countWithClosure(); <-- Function call – returns inner  
    function wich keeps reference to count variable from the outer scope  
console.log( count() );      <-- Prints 0;  
console.log( count() );      <-- Prints 1;  
console.log( count() );      <-- Prints 2;
```

# Default Values & RegEx

- Functions can be called with different number of arguments. It is possible to define default values – Example:

```
function Polygon(strokeColor, fillColor) {  
    this.strokeColor = strokeColor || "#000000";  
    this.fillColor = fillColor || "#ff0000";  
    this.points = [];  
    for (i=2; i < arguments.length; i++) {  
        this.points[i] = arguments[i];  
    }  
}
```

- Regular expressions – Example: `/a*/.match(str)`

# Object Literals. Using this

- Object literals – example:

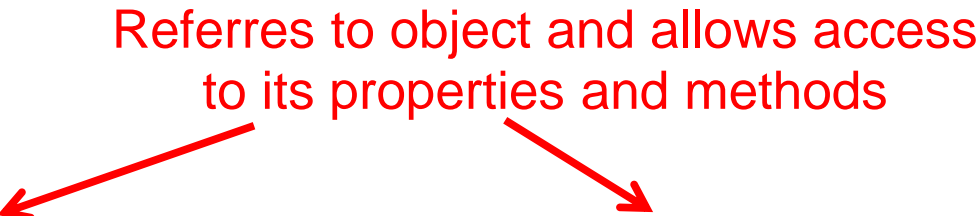
```
var point1 = { x: 50, y: 100 }
```

```
var rectangle1 = { x: 200, y: 100, width: 300, height: 200 }
```

- Using **this** calling a function /D. Crockford/ - „Method Call“:

```
var scene1 = {  
  name: 'Scene 1',  
  numElements: 5,  
  toString: function() {  
    return "Name: " + this.name + ", Elements: " + this['numElements'] }  
}  
console.log(scene1.toString()) // --> 'Name: Scene 1, Elements: 5'
```

Refers to object and allows access  
to its properties and methods

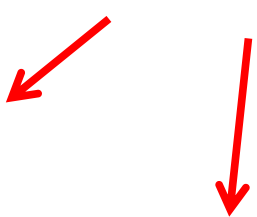


# Accessing this in Inner Functions

- Using **this** calling a function /D. Crockford/ - „Function Call“:

```
var scene1 = {  
  ...  
  log: function(str) {  
    var self = this;  
    var createMessage = function(message) {  
      return "Log for '" + self.name + "' („ + Date() + “): “  
+ message;  
    }  
    console.log( createMessage(str) );  
  }  
}
```

It's necessary to use additional variable,  
because **this** points to global object (window)  
*undefined* in strict mode



# „Classical“ Inheritance, call() apply() & bind()

- Pattern „Calling a function using special method“

**Function.prototype.apply(thisArg, [argsArray])**

**Function.prototype.call(thisArg[, arg1, arg2, ...])**

**Function.prototype.bind(thisArg[, arg1, arg2, ...])**

```
function Point(x, y, color){
```

```
    Shape.apply(this, [x, y, 1, 1, color, color]);
```

```
}
```

```
extend(Point, Shape);
```

```
function extend(Child, Parent) {
```

```
    Child.prototype = new Parent;
```

```
    Child.prototype.constructor = Child;
```

```
    Child.prototype.supper = Parent.prototype;
```

```
}
```

# „Classical“ Inheritance. Using call() & apply()

```
Point.prototype.toString = function() {  
    return "Point [" + this.supper.toString.call( this ) + "];"  
}  
  
Point.prototype.draw = function(ctx) {  
    ctx.fillStyle = this.fillColor;  
    ctx.fillRect(this.x, this.y, 1, 1);  
}  
  
point1 = new Point(200,150, „blue“);  
console.log(point1.toString() );
```

# „Classical“ Inheritance. Using call() & apply()

```
Point.prototype.toString = function() {  
    return "Point [" + this.supper.toString.apply( this, [] ) + "];"  
}  
  
Point.prototype.draw = function(ctx) {  
    ctx.fillStyle = this.fillColor;  
    ctx.fillRect(this.x, this.y, 1, 1);  
}  
  
point1 = new Point(200,150, „blue“);  
console.log(point1.toString() );
```



# JavaScript Design Patterns

- **Software design patterns** gained popularity after the book Design Patterns: Elements of Reusable Object-Oriented Software [1994], GoF: Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides
- **Def: Software design pattern** is a general reusable solution to a commonly occurring problem within a given context in software design
- **Proven solutions** – proven techniques that reflect the experience and insights the developers
- **Easily reused** – out of the box solutions to common problems
- **Expressiveness** – define common vocabulary and structure

# JavaScript Design Patterns

- Prototype ( `Object.create()` / `Object.assign()` )
- Constructor (using prototypes)
- Singleton (literals, lazy instantiation)
- Module
- Observer (publish/subscribe events)
- Dynamic loading of JS modules
- DRY (Don't Repeat Yourself)
- Command
- Facade
- Factory
- Mixin
- Decorator
- Function Chaining

# Examples Using JavaScript Design Patterns

Learning JavaScript Design Patterns

A book by Addy Osmani:

<https://addyosmani.com/resources/essentialjsdesignpatterns/book/>

# JS Design Patterns: Prototype

- Intent: creates objects based on a template of an existing object through cloning: `Object.create(prototype[, propertiesObject])`

```
function Person(first, last, age, gender, interests) {  
  // property and method definitions  
  this.name = { 'first': first, 'last' : last };  
  this.age = age; this.gender = gender;  
  //... more properties here  
}
```

```
let person1 = new Person('Bob', 'Smith', 32, 'male', ['music', 'skiing']);
```




# JS Design Patterns: Constructor

- Intent: **constructor** is a special function used to initialize properties of a new object once memory allocated

```
function Vehicle( model, year, kilometers ) {  
  this.model = model;  
  this.year = year;  
  this.kilometers = kilometers;  
  this.toString = function () {  
    return this.model + " (" + this.year + ") has travelled "  
      + this.kilometers + " kilometers";  
  };  
}  
  
var focus = new Vehicle( "Ford Focus", 2010, 90000 );  
var jazz = new Vehicle( "Honda Jazz", 2005, 170000 );
```

Better solution is to place the object methods in the prototype instead of making copies for each instance



# JS Design Patterns: Module

- Intent: Group several related elements, such as singletons, properties and methods, into a single conceptual entity.
- A portion of the code must have global or public access and be designed for use as global/public code. Additional private or protected code can be executed by the main public code.
- A module must have an initializer/finalizer functions that are equivalents to, or complementary to object constructor/ destructor methods
- In JavaScript, there are several options for implementing modules: Module pattern, as [Object literal](#), [AMD modules](#), [CommonJS modules](#), [ECMAScript Harmony modules \(ES Modules\)](#)

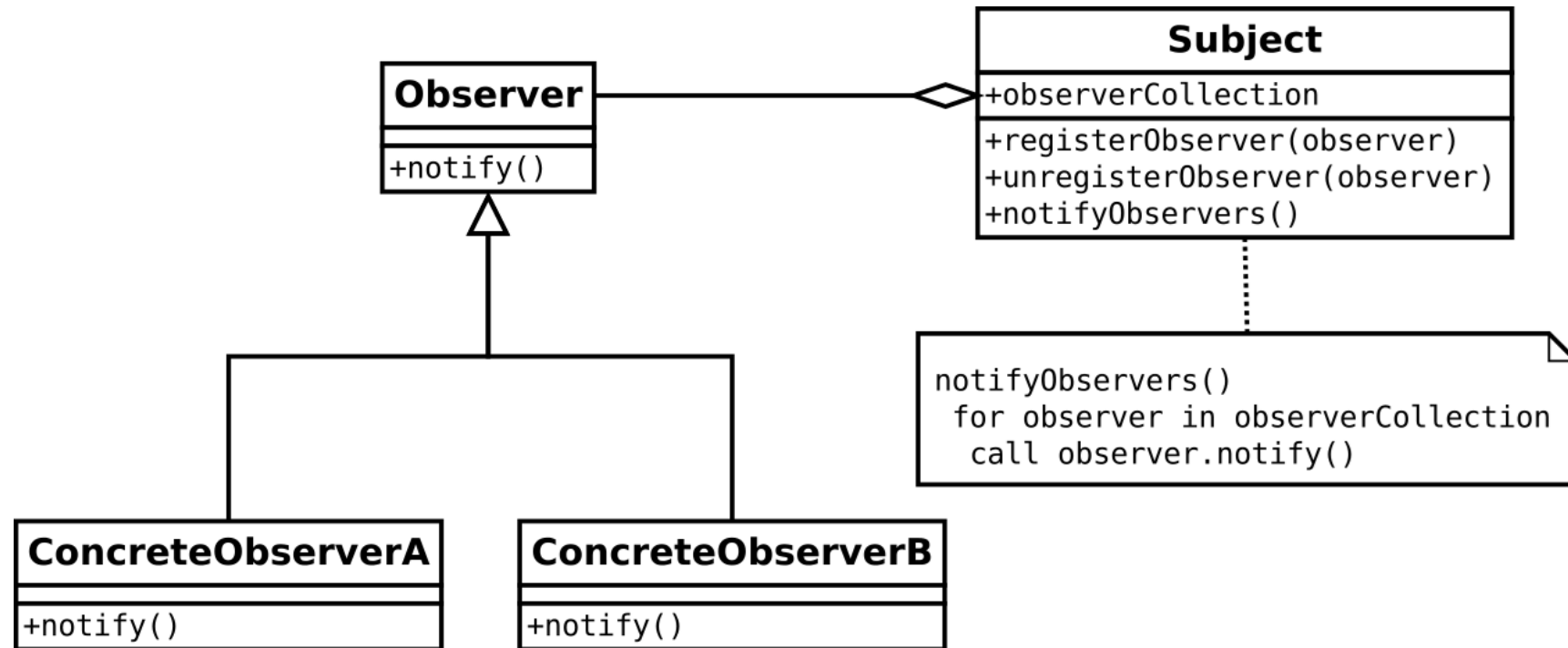
# JS Design Patterns: Singleton

- Intent: Ensure a class has only one instance, and provide a global point of access to it.
- Object literals `{ }` in JavaScript are a natural way to implement Singletons
- Often Singletons are lazily initialized, like:

```
getInstance: function( myOptions ) {  
    if( instance === undefined ) {  
        instance = new MySingleton( myOptions );  
    }  
    return instance;  
}
```

# JS Design Patterns: Observer (Publish/Subscribe)

- Intent: Define a one-to-many dependency between objects where a state change in one object results in all its dependents being notified and updated automatically.





# JS Design Patterns: Mixin

- Intent: Mixins as a means of collecting functionality through extension – simple alternative to multiple inheritance
- Example:

```
var o1 = { a: 1, b: 1, c: 1 };
```

```
var o2 = { b: 2, c: 2 };
```

```
var o3 = { c: 3 };
```

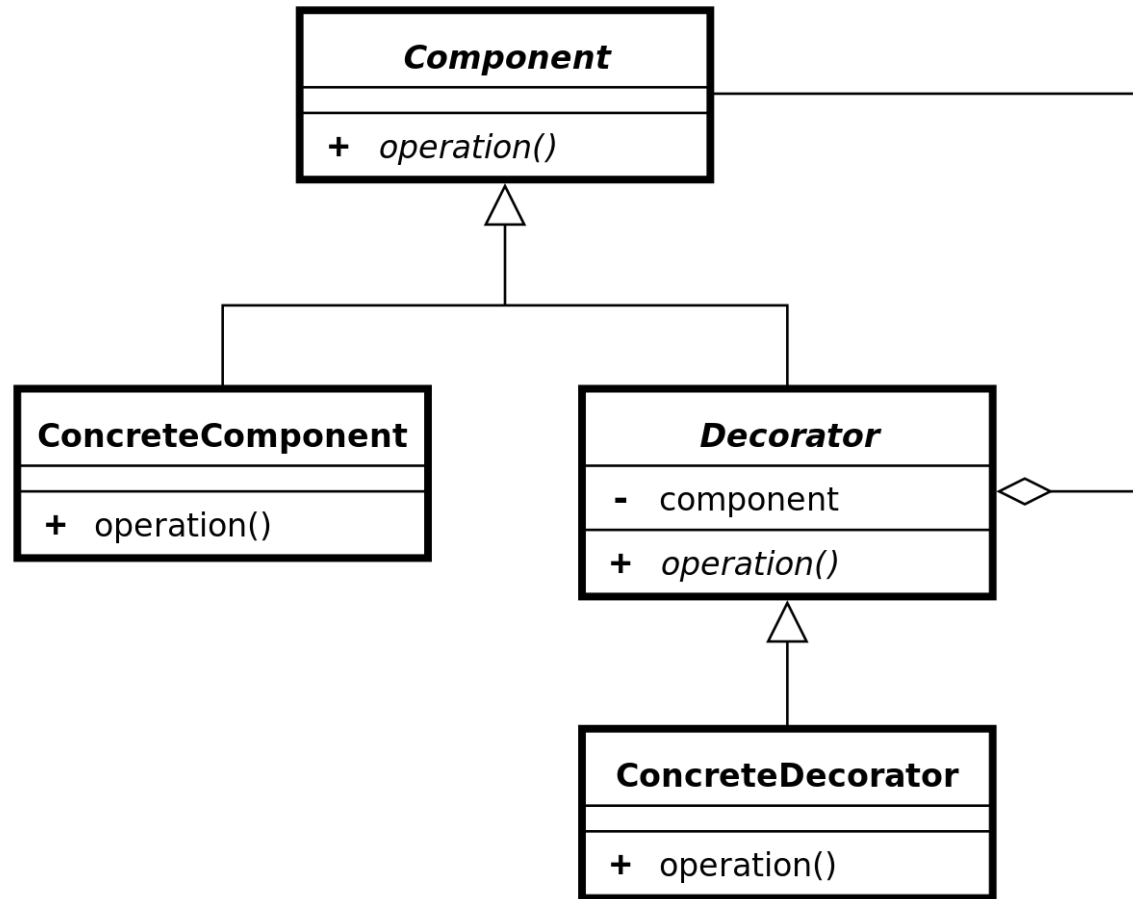
```
var obj = Object.assign({ }, o1, o2, o3);
```

```
console.log(obj); // { a: 1, b: 2, c: 3 }
```

- In ECMAScript 6 there is **Object.assign(target, ...sources)**

# JS Design Patterns: Decorator

- Intent: Attach additional responsibilities to an object dynamically keeping the same interface.
- Decorators provide a flexible alternative to subclassing for extending functionality.



# Conclusions – OO JavaScript Development

JavaScript™ provides everything needed for contemporary object-oriented and functional software development. JavaScript supports:

- **Data encapsulation** (separation of public and private parts) – How?: Using design patterns **Module**
- **Inheritance** – before ES 6 there were no classes but several choices for constructing new objects using object templates (“pseudo-classical” using **new**, OR **using functions**, OR **Object.create(baseObject)**, OR **Mixin**)
- **Polimorphism** supported – there are methods with the same name and different implementations – **duck typing**

# Event Handling Models in JavaScript

- DOM Level 0 (original Netscape model)

```
<a href="#" onclick= "alert('I\'m clicked!'); return false;" />
```

- Traditional model (as properties)

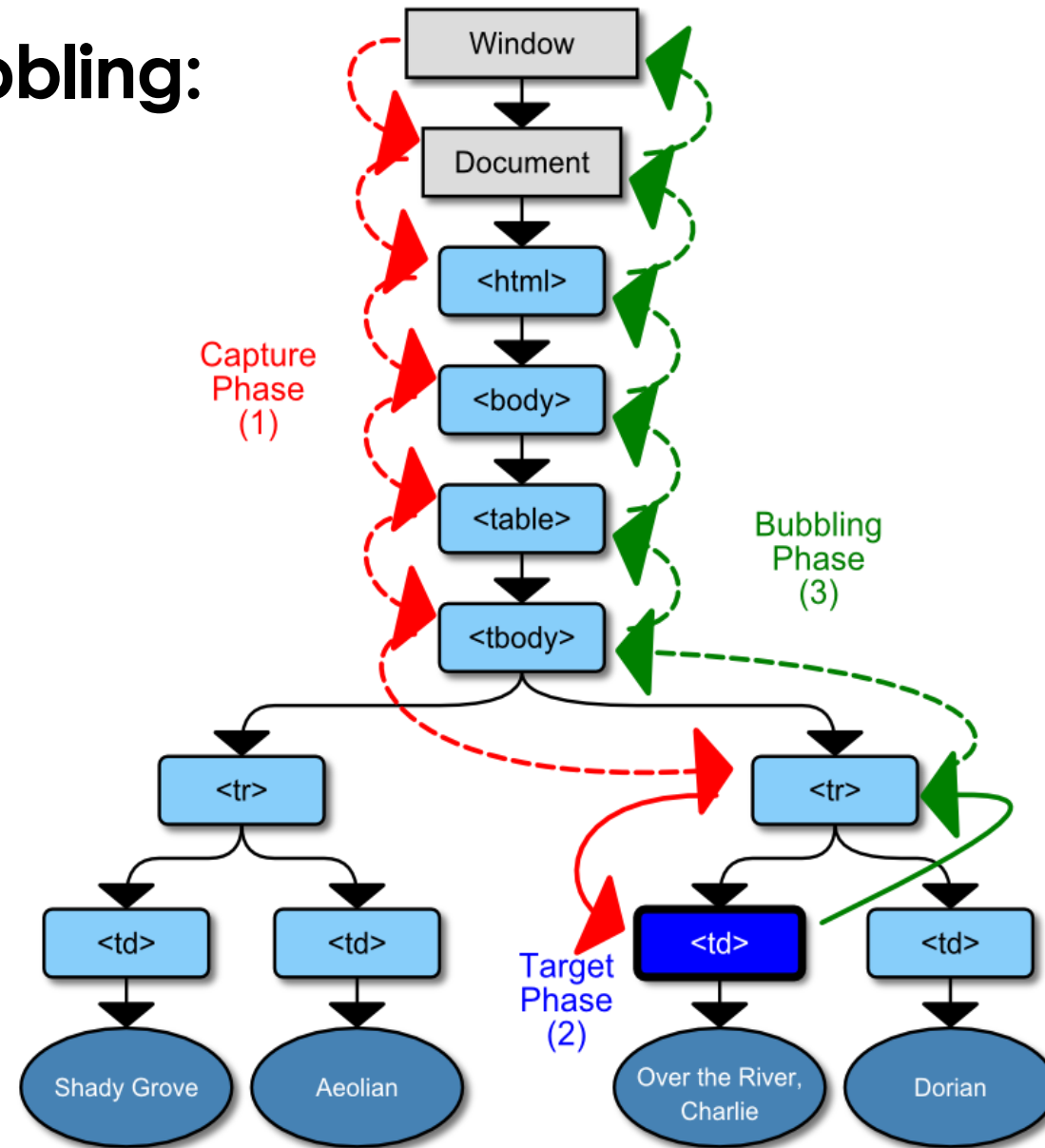
```
anElem.onclick = function() { this.style.color = 'red'; }
```

- can register multiple event handlers:

```
var oldHandler = (anElem.onclick) ? anElem.onclick : function (){};  
anElem.onclick = function () {oldHandler(); this.style.color = 'red'; };
```

- Microsoft Event Handling Model
- DOM Level 2 Event Handling Model
- DOM Level 3 Event Handling Model

# Events Capturing and Bubbling:



# W3C DOM Level 2 Event Handling Model

- Three phases in event handling life-cycle:
  - **Capturing** phase – from document to target element
  - **At Target** phase – processing in the target element
  - **Bubbling** phase – returns back from target to document
- All events go through Capturing phase, but not all through Bubbling phase – only low level (raw) events
- **event.stopPropagation()** - stops further processing
- **event.preventDefault()** - prevents standards event processing
- Register/deregister event handlers:

**anElement.addEventListener('click', eventListener, false)**

**anElement.removeEventListener('click', eventListener, false)**

# Microsoft Event Handling Model (Older IE)

- Register/deregister event handlers:

**`anElement.attachEvent('onclick', eventListener)`**

**`anElement.detachEvent('onclick', eventListener)`**

- Callback function *eventListener* does not receive *event* object:

**`function crossBrowserEventHandler(event) {`**

**`if(!event) event = window.event; ... // processing follows ... }`**

- No Capturing phase – every element has methods **`setCapture()`** and **`releaseCapture()`**
- from document towards target element
- **`window.event.cancelBubble = true;`** // stops bubbling -a
- **`window.event.returnValue=false;`** // prevents default action



## W3C DOM Level 2 Events and APIs – Sample Events

Interface Name	Events
Event	abort, blur, change, error, focus, load, reset, resize, scroll, select, submit, unload
MouseEvent	click, mousedown, mousemove, mouseout, mouseover, mouseup
UIEvent	DOMActivate, DOMFocusIn, DOMFocusOut

# Resources

- Crockford, D., JavaScript: The Good Parts. O'Reilly, 2008.
- Douglas Crockford: JavaScript: The Good Parts video at YouTube – [http://www.youtube.com/watch?v=\\_DKkVvOt6dk](http://www.youtube.com/watch?v=_DKkVvOt6dk)
- Douglas Crockford: JavaScript: The Good Parts presentation at <http://crockford.com/onjs/2.pptx>
- Koss, M., Object Oriented Programming in JavaScript – <http://mckoss.com/jscript/object.htm>
- Osmani, A., Essential JavaScript Design Patterns for Beginners <http://addyosmani.com/resources/essentialjsdesignpatterns/book/>
- Fielding's REST blog – <http://roy.gbiv.com/untangled/2008/rest-apis-must-be-hypertext-driven>

# Thank's for Your Attention!



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