Web Application Development for Industrial Engineers

การพัฒนาเวปแอปพลิเคชันสำหรับวิศวกรอุตสาหการ

JavaScript Frameworks

What is a framework?

- A framework is a library that offers opinions about how software gets built.
- These opinions allow for predictability and homogeneity in an application.
 - Predictability allows software to scale to an enormous size and still be maintainable.
 - Predictability and maintainability are essential for the health and longevity of software.

Imperative and declarative programming

• Imperative

• Tell a computer how to do something.

Declarative

• Describe to a computer what you want.

To do this

- List 1
- List 2
- List 3

Imperative programming

JavaScript

```
const ul = document.createElement('ul');
for (let i = 1; i < 4; i++) {
   const li = document.createElement('li');
   li.textContent = `List ${i}`;
   ul.appendChild(li);
}
document.body.appendChild(ul);</pre>
```

Declarative

Just use HTML

```
     \List 1
     \List 2
     \List 3
```

But...

- HTML only works for static site.
- For dynamic web application, a **framework** can help us write code more **declaratively**.

Vanilla JS or Framework?

Vanilla JS

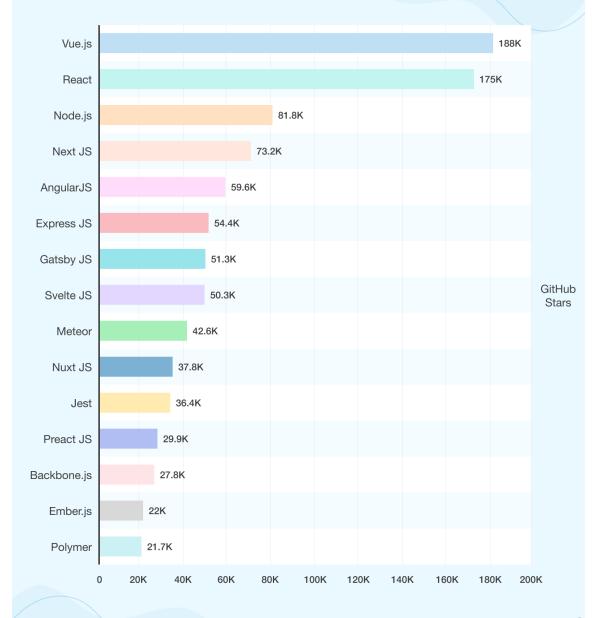
 A less complex site, for example a personal to-do list or a site that displays mostly static content

Framework

 A large site with a complex UI. Frameworks provide solutions to common problems that would take an absurd amount of time and patience to implement with pure JavaScript.

The state of JavaScript frameworks 2022

Most Popular Javascript Frameworks as per GitHub Stars



Source: https://github.com/



Job market

- https://th.jobsdb.com
- Try searching for React , Vue , Angular , ...

React

Concepts

- JSX
- Virtual DOM
- Rendering

Source:

- https://reactjs.org/docs/introducing-jsx.html
- https://dev.to/teo_garcia/understanding-rendering-in-react-i5i

Get started with react

https://reactjs.org/docs/create-a-new-react-app.html

```
npx create-react-app my-app
cd my-app
npm start
```

Online IDE

https://codesandbox.io/