

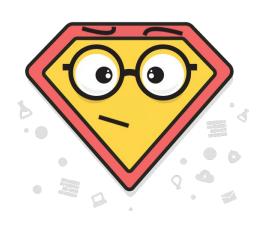
# **Programmazione Web**



Davide Mantovani

synesthesia

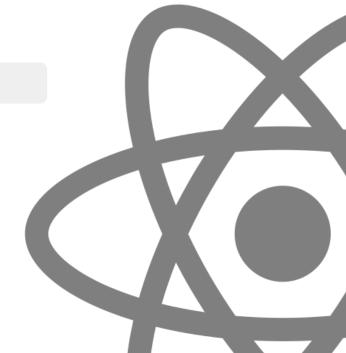




# React JS From zero to nooh



# **But first, hands on!**



# **IDE setup**



Visual Studio Code is a lightweight but powerful source code editor that runs on the web or desktop and is available for Windows, macOS, and Linux. It includes out-of-the-box support for JavaScript, TypeScript, and Node.js, and offers a rich ecosystem of extensions for other languages and runtimes (e.g., C++, C#, Java, Python, PHP, Go, .NET).



Web version

→ <a href="https://vscode.dev/">https://vscode.dev/</a>

Desktop app

→ <a href="https://code.visualstudio.com/">https://code.visualstudio.com/</a>

# **Basic HTML page**





https://gist.github.com/davesyn/8bd2dc059ae3f 8ceddb59ebd50ff7f5d

# **Basic STATIC React HTML page**





https://gist.github.com/davesyn/87142b95f3ae8 ca5719fc9518b8b1531 (not for production)

# **Basic Interactive React HTML page**





https://gist.github.com/davesyn/c845476554bff 9ebdeb9f93259454f53 (not for production)

#### **What is React?**

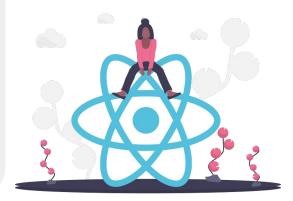




#### **What is React?**

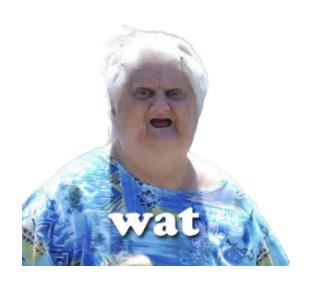


- Library/UI framework released by Facebook in 2013
- ReactJS takes care to render JSX into the DOM
- Core programming is all done in pure Javascript/Typescript
- Supports all EcmaScript latest features



# **WAIT WAT\_ a bit of glossary**





→**UI:** User Interface

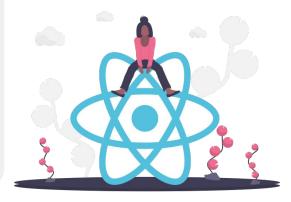
→ JSX: Syntax to create HTML elements in JavaScript

→**DOM:** HTML document model made of objects

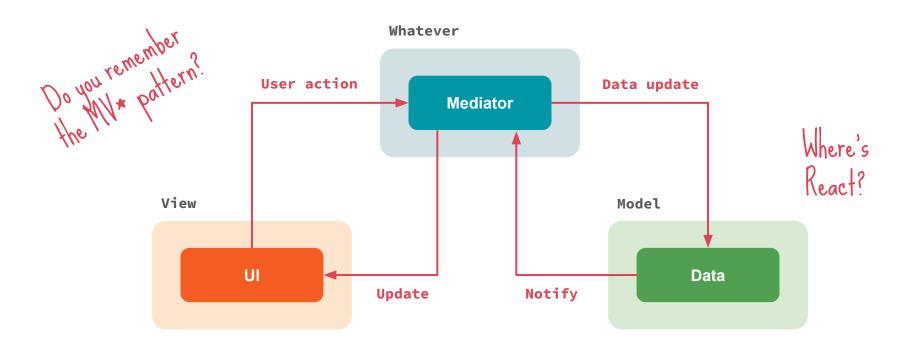
→ **EcmaScript:** JavaScript standard meant to ensure the interoperability of Web apps across different Web browsers



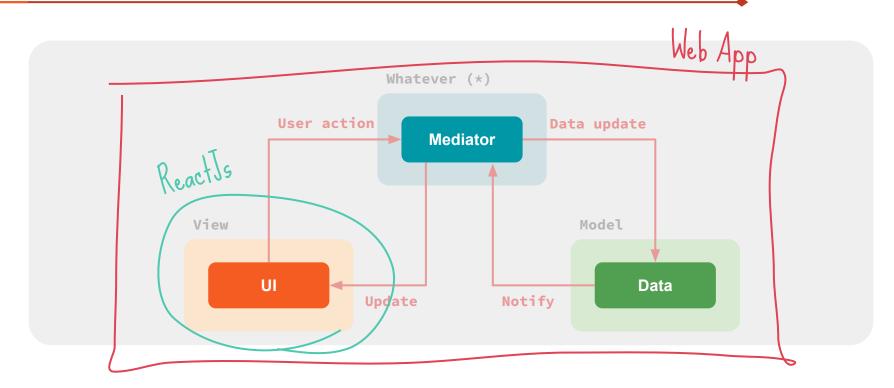
- Library/UI framework released by Facebook in 2013
- ReactJS takes care to render JSX into the DOM
- Core programming is all done in pure
   Javascript/Typescript
- Supports all EcmaScript latest features













- Has an enormous **community** all around the Net
- Used by many companies





```
array = [1, 2, 3, 4, 5];
for(i = 0; i < array.length; i++) {</pre>
    array[i] = array[i] + 1;
} // normal js
array = array.map(function (v) { return v + 1; }); // es5
array = array.map(v \Rightarrow v + 1); // es6
```

Map array and arrow functions



```
curr = [ 4, 5, 6 ];
prev = [ 1, 2, 3 ].concat(curr); // es5

prev = [ 1, 2, 3, ...curr]; // es6
```

Array spread operators

```
user = { id: 1, name: "Dave" };
flags = { premium: true };
user = { ...user, ...flags }; // es6
```

**Object spread** operators



```
message = "Hello " + customer.name + "!"; // normal js
message = `Hello ${customer.name}!`; // es6
```

**String templates** 

```
x = 0; y = 0;
obj = { x: x, y: y }; // es5
obj = { x, y }; // es6
```

**Property** shorthand



```
array = [1, 2, 3];
var a = array[0], b = array[2]; // normal js
let [ a, , b ] = array // es9
obj = { id: 1, name: "Dave" };
var id = obj.id, name = obj.name; // normal js
let { id, name, premium = true } = obj // es9
```

**Destructuring** 



```
var xmlHttp = new XMLHttpRequest();
xmlHttp.onreadystatechange = function() {
  console.log(xmlHttp.responseText);
};
xmlHttp.open("GET", url, true);
xmlHttp.send(null); // normal js
fetch(url)
  .then(function(res) { return res.json() })
  .then(function(data) { console.log(data) }); // es5
let res = await fetch(url);
console.log(await res.json()); // es8
```

Promise and async/await

#### **Can I use\_P**



#### ECMAScript 2015 (ES6)

Support for the ECMAScript 2015 specification. Features include Promises, Modules, Classes, Template Literals, Arrow Functions, Let and Const, Default Parameters, Generators, Destructuring Assignment, Rest & Spread, Map/Set & WeakMap/WeakSet and many more.

IE	Edge *	Firefox	Chrome	Safari	iOS Safari	Chrome for Android	Firefox for Android
	<sup>2</sup> 12-14	2-5	4-20	3.1-7	3.2-6.1		
	<sup>2.3</sup> 15-18	6-53	21 - 50	7.1-9.1	7-9.3		
6-10	<sup>2</sup> 79-84	<sup>2</sup> 54-80	<b>51</b> - 84	10-13.1	10-13.7		
<sup>1 2</sup> 11	<sup>2</sup> 85	<sup>2</sup> 81	<b>8</b> 5	14	14.0	<sup>2</sup> 85	<sup>2</sup> 79
		82-83	86-88	TP			

→ caniuse.com/



# Filling the dots



# BABEL

```
// Input: es6 arrow function
[1, 2, 3].map((n) => n + 1);

// Babel Output: es5 equivalent
[1, 2, 3].map(function(n) {
   return n + 1;
});
```

#### <Polyfills>

```
function isArray(a) {
   if (Array.isArray) {
      // if available
      return Array.isArray(a);
   }
   // polyfilling instead
   return Object.prototype.toString
      .call(a) === '[object Array]';
}
```



# **Speaking about ReactJS**



- It's (mostly) just a cooler version of **HTML+JS**
- Everything is a **component**
- It's all **state** and **props**
- What you **render** is what you **get**

# A cooler version of HTML+JS - example 1

<button onclick="javascript:alert('Saving');">



```
HTML
  Save
</button>
<button onClick={() => alert('Saving');}>
  Save
                                                         JSX
</button>
                                   - Regular button tag
```



# A cooler version of HTML+JS - example 2



**HTML** 

**JSX** 



# A cooler version of HTML+JS - example 3



```
<div>
  <h2>This is a card title</h2>
  <button onclick="javascript:alert();">Cool</button>
</div>
<MyCustomCard
  title={"This is a card title"}
  buttonAction={() => alert();}
  buttonLabel={"Cool"}
```

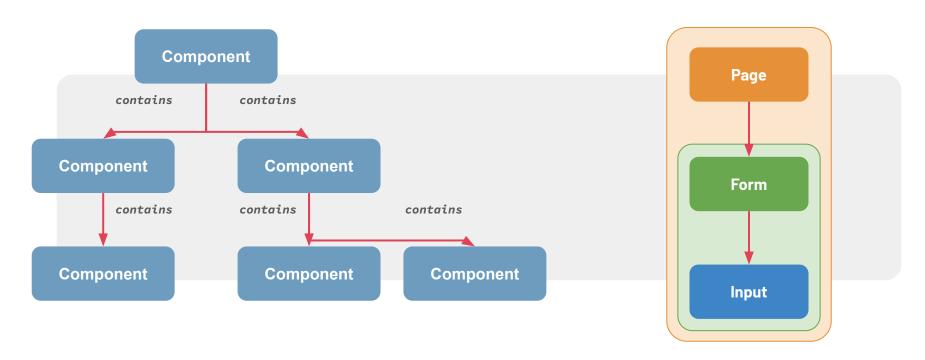
HTML

JSX PROPERTY OF THE PROPERTY O

Custom component!

# **Everything is a component**





# **Everything is a component**



```
// functional component
function Welcome(props) {
  return <h1>Hello, {props.name}</h1>;
// class component
class Welcome extends React.Component {
  render() {
    return <h1>Hello, {this.props.name}</h1>;
```

Functional and Class components

# **Everything is a component**



```
// functional component with es6 arrow function
const Welcome = ({ name }) => <h1>Hello, {name}</h1>;
// class component
class Welcome extends React.Component {
  render() {
    const { name } = this.props; // es6 destructuring
    return <h1>Hello, {name}</h1>;
```

Functional and Class components (es6 way)

## it's all state and props

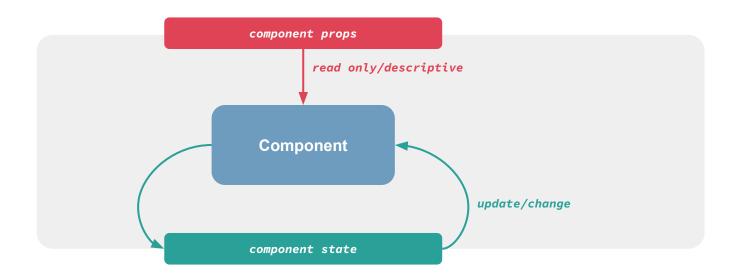


```
// JSX custom component with "name"
const name = "Dave";
const element = <Welcome name={name} />;
// this works both for Class and Function Comps
```

Pass props to a component

# It's all state and props

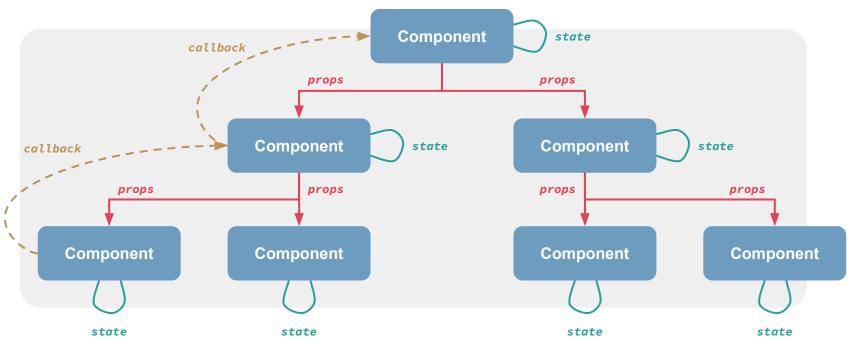




```
this.setState({ key: value })
const [ value, setValue ] = useState(null)
```

# It's all state and props





## it's all state and props



```
<WikiSearch
  title="Search here"
/>;
```

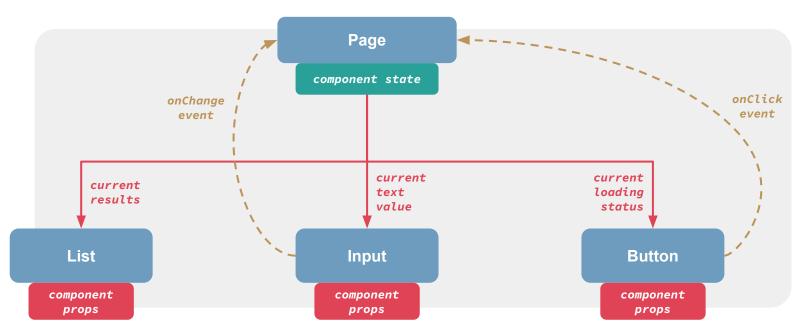
#### Search here

```
import React, { Component } from "react";
export class WikiSearch extends Component {
 constructor(props) {
    super(props);
   this.state = { search: [], query: null };
 render() {
    const { title } = this.props;
    const { search, query } = this.state;
   return (
      <div>
       <h1>{ title }</h1>
     </div>
   );
```

Props and state

# It's all state and props





### it's all state and props



#### Search here

React Search

React (web framework)

React (noto anche come React

ReactOS

ReactOS (in precedenza conos

React

React - libreria JavaScript per l

React (Pussycat Dolls)

```
<div>
  <h1>{ this.props.title }</h1>
  <input
   onChange={(e) => this.setState({ query: e.currentTarget.value })}
   value={this.state.query}
  <button onClick={() => this.searchWiki(this.state.query)}>
   Search
  </button>
  {this.state.search.map((s, i) => (
   <div key={i}>
     <a href={`...`}>{ s.title }</a>
     { s.snippet }
   </div>
</div>
```

# It's all state and props

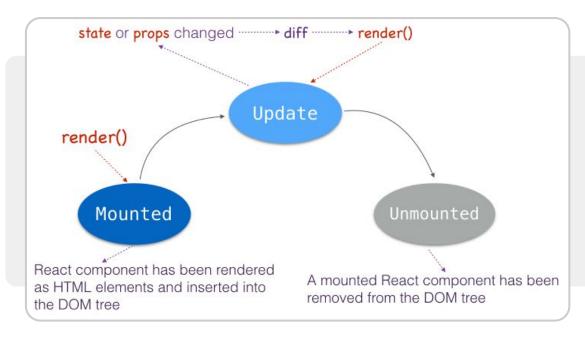


```
async searchWiki(value) {
 const url = `https://it.wikipedia.org/w/api.php?
               action=query&format=json&list=search&srsearch=${value}`;
  const res = await fetch(url); // call API
  if(res.ok) {
    const data = await res.json(); // get response in JSON format
    const { search } = data.query;
    this.setState({ search }); // save results into state
 } else {
    this.setState({ search: []}); // reset state
```

Updating the state

## it's all state and props





Some lifecycle steps:

- → component DidMount
  When a component is created
- → componentDidUpdate
  When state or props are updated
- → component Will Unmount
  When a component is destroyed

# **What you render is what you get**



```
// our functional component
const Welcome = ({ name }) => <h1>Hello, {name}</h1>;

// the virtual DOM element
const element = <Welcome name="Dave" />;

// rendering into the web page
ReactDOM.render( element, document.getElementById("root") );
```

Render the virtual DOM to into the real one

## **React App Internal organization**



```
package.json
                            // Package definition
README.md
                            // Project readme
public/
                            // App main HTML page
  index.html
src/
  index.jsx
                            // React App main entrypoint
  index.scss
                            // General App styles
  App.jsx
                            // React App main component
  components/
    Button/
                            // Component folder
       Button.jsx
       Button.scss
  pages/
                            // Page container folder
    PageOne/
      PageOne.pages.jsx
      PageOne.scss
                            // API definitions
  api/
   users.api.js
                            // Additional libraries
  libs/
   utils.js
```

React doesn't force you to use any kind of file structure. This is a proposed approach to bring order to the various elements composing a single app.

# **Add styles**



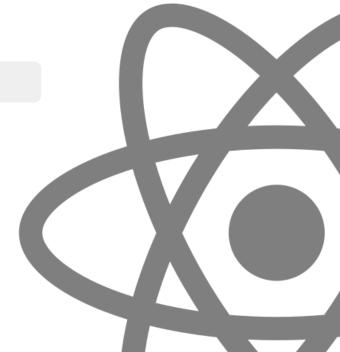
```
import React, { Component } from 'react';
import './App.css'; // css file styles
export default class App extends Component {
 constructor(props) {
   super(props);
 render() {
   return (
      <div
        className="my-div-style"
        style={ { color: '#888', marginTop: 20, textAlign: 'center' } }
     > // inline styles </div>
   );
```

## **Split in components**



```
import React, { Component } from 'react';
import './Counter.css'; // css file styles
                                                                           ./Counter/Counter.jsx
export default class Counter extends Component {
import Counter from ./Counter/Counter; // import custom component
export default class App extends Component {
                                                                                 ./App.jsx
  render() {
    return <Counter />; // include custom component
```

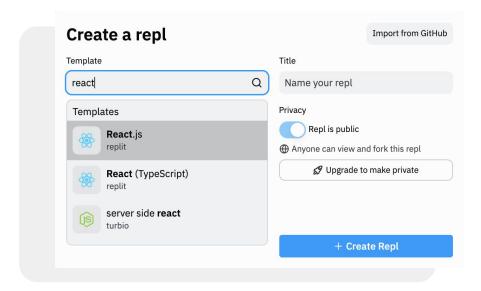
# **Exercises**



#### **Exercises**



#### Online IDE → <a href="https://replit.com/">https://replit.com/</a>





#### **Exercises - Datetime alert**



ОК
,

Variation: display time in page with state

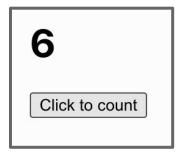
#### **Exercises - Datetime alert**



```
import React, { Component } from 'react';
                                                             23/9/2021, 15:08:00
export default class App extends Component {
                                                                                                  OK
  constructor(props) {
    super(props);
                                                             Current datetime
 render() {
    return (
      <div>
        // create here a button to open an alert (() => alert(????))
        // Datetime string: (new Date()).toLocaleString()
      </div>
    );
```

#### **Exercises - Counter**





Variation: random dice throw

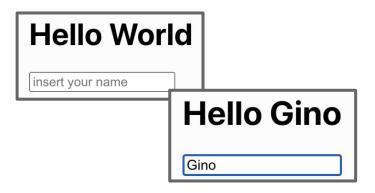
#### **Exercises - Counter**



```
import React, { Component } from 'react';
export default class App extends Component {
 constructor(props) {
   super(props);
   this.state = { // state initialization }
                                                                                Click to count
 render() {
    const { ???? } = this.state; // state retrieval
    return (
      <div>
        <h1>{ ???? }</h1> // place here the state to be shown
        // create here a button to change the state (this.setState({ ??? }))
      </div>
   );
```

## **Exercises - Hello World**





Variation: add button to confirm input

#### **Exercises - Helio World**



```
import React, { Component } from 'react';
                                                           Hello World
export default class App extends Component {
 constructor(props) {
   super(props);
                                                            insert your name
   this.state = { // state initialization }
                                                                             Hello Gino
 render() {
   const { ???? } = this.state; // state retrieval
                                                                             Gino
   return (
     <div>
       <h1>Hello { ???? }</h1> // place here the state to be shown
       // create here an input to change the state (this.setState({ ??? }))
     </div>
   );
```

## **Set up a development environment**



Visual Studio Code: open source IDE

https://code.visualstudio.com/

**npm**: package manager

https://www.npmjs.com/get-npm

NodeJS: runner

https://nodejs.org/

git: version control system

https://git-scm.com/

**Create React App**: official boilerplate

https://create-react-app.dev/docs/getting-started/

