

# REACT NATIVE WORKSHOP

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**ABOUT ME**

# WORKSHOP STRUCTURE

- ▶ **DIVE-IN**
- ▶ **BASIC THEORY**
- ▶ **CONNECT THE DOTS**
- ▶ **ADVANCED THEORY**
- ▶ **TRY IT!**

**DIVE-IN**

- ▶ **TO-DO APP**
- ▶ **ABILITY TO CREATE NEW ITEMS**
- ▶ **RENDER LIST OF CREATED ITEMS**
- ▶ **LAYOUT**
- ▶ **STYLING**

**WHY NATIVE**



**WHAT IS REACT**

# WHY USE REACT NATIVE

- ▶ **DOES NOT RUN INSIDE A WEB BROWSER  
(WEBVIEW)**
- ▶ **VERY DIFFERENT FROM PHONEGAP/CORDOVA**
- ▶ **DOES NOT USE HTML**
- ▶ **RENDERS GENUINE NATIVE UI ELEMENTS**

# REQUIREMENTS

- 
- ▶ Node & npm
  - ▶ Xcode
  - ▶ Android Studio with Android SDK and Android Emulator
  - ▶ Atom (with Babel Syntax Highlighting)

# DIVE-IN REVIEW

# EXPLORING DOCUMENTATION



## THE BASICS

[Getting Started](#)[Tutorial](#)[Props](#)[State](#)[Style](#)[Height and Width](#)[Layout with Flexbox](#)[Handling Text Input](#)[Using a ScrollView](#)[Using a ListView](#)[Networking](#)[Using Navigators](#)[More Resources](#)

## GUIDES

[Integration With Existing Apps](#)[Colors](#)[Images](#)[Handling Touches](#)[Animations](#)

# AsyncStorage

`AsyncStorage` is a simple, unencrypted, asynchronous, persistent, key-value storage system that is global to the app. It should be used instead of `LocalStorage`.

It is recommended that you use an abstraction on top of `AsyncStorage` instead of `AsyncStorage` directly for anything more than light usage since it operates globally.

On iOS, `AsyncStorage` is backed by native code that stores small values in a serialized dictionary and larger values in separate files. On Android, `AsyncStorage` will use either [RocksDB](#) or SQLite based on what is available.

The `AsyncStorage` JavaScript code is a simple facade that provides a clear JavaScript API, real `Error` objects, and simple non-multi functions. Each method in the API returns a `Promise` object.

Persisting data:

```
try {
  await AsyncStorage.setItem('@MySuperStore:key', 'I like to save it.');
```

```
} catch (error) {
  // Error saving data
}
```



# INSTALLING 3RD PARTY LIBRARIES

<> Code

Issues 419

Pull requests 18

Projects 0

Pulse

Graphs

React Native Mapview component for iOS + Android

react-native

maps

google-maps

496 commits

14 branches

35 releases

106 contributors

MIT

Branch: master

New pull request

Create new file

Upload files

Find file

Clone or download

spikebrehm committed on GitHub Merge pull request #1013 from airbnb/spike/update-version-script ... Latest commit 1efb8ef 17 days ago		
android	Merge pull request #1008 from ModusCreateOrg/master	23 days ago
components	Add on layout.width/height check	23 days ago
docs	update animateToCoordinate arguments (#1018)	22 days ago
example	Lint	a month ago
ios	Merge pull request #940 from unboundfire/react-native-maps-draw-base	23 days ago
scripts	Integrate better with `npm version`	17 days ago
eslintignore	Add ESLint	6 months ago

# HISTORY OF REACT NATIVE

- ▶ **STARTED AS FACEBOOK'S INTERNAL HACKATHON PROJECT, IN THE SUMMER OF 2013**
- ▶ **NOW ONE OF THE MOST POPULAR FRAMEWORKS WITH 44,000 STARS IN GITHUB**
- ▶ **THE FIRST PUBLIC PREVIEW WAS IN JANUARY OF 2015 AT REACT.JS CON**
- ▶ **IN MARCH OF 2015, FACEBOOK ANNOUNCED AT F8 THAT REACT NATIVE IS OPEN AND AVAILABLE ON GITHUB**

# LAYOUTS IN CSS USING YOGA

# A cross-platform layout engine

Yoga is a cross-platform layout engine enabling maximum collaboration within your team by implementing an API familiar to many designers and opening it up to developers across different platforms.

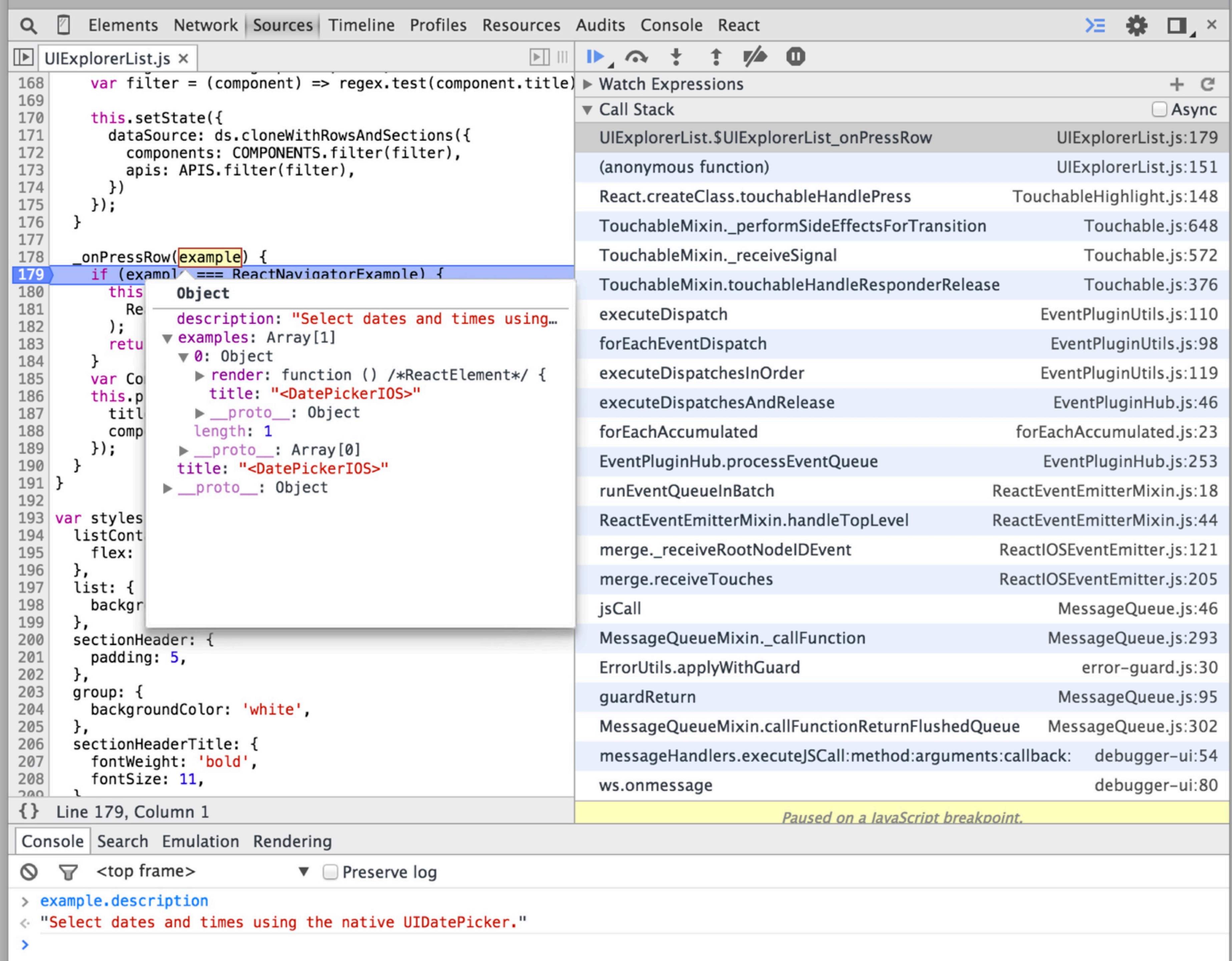
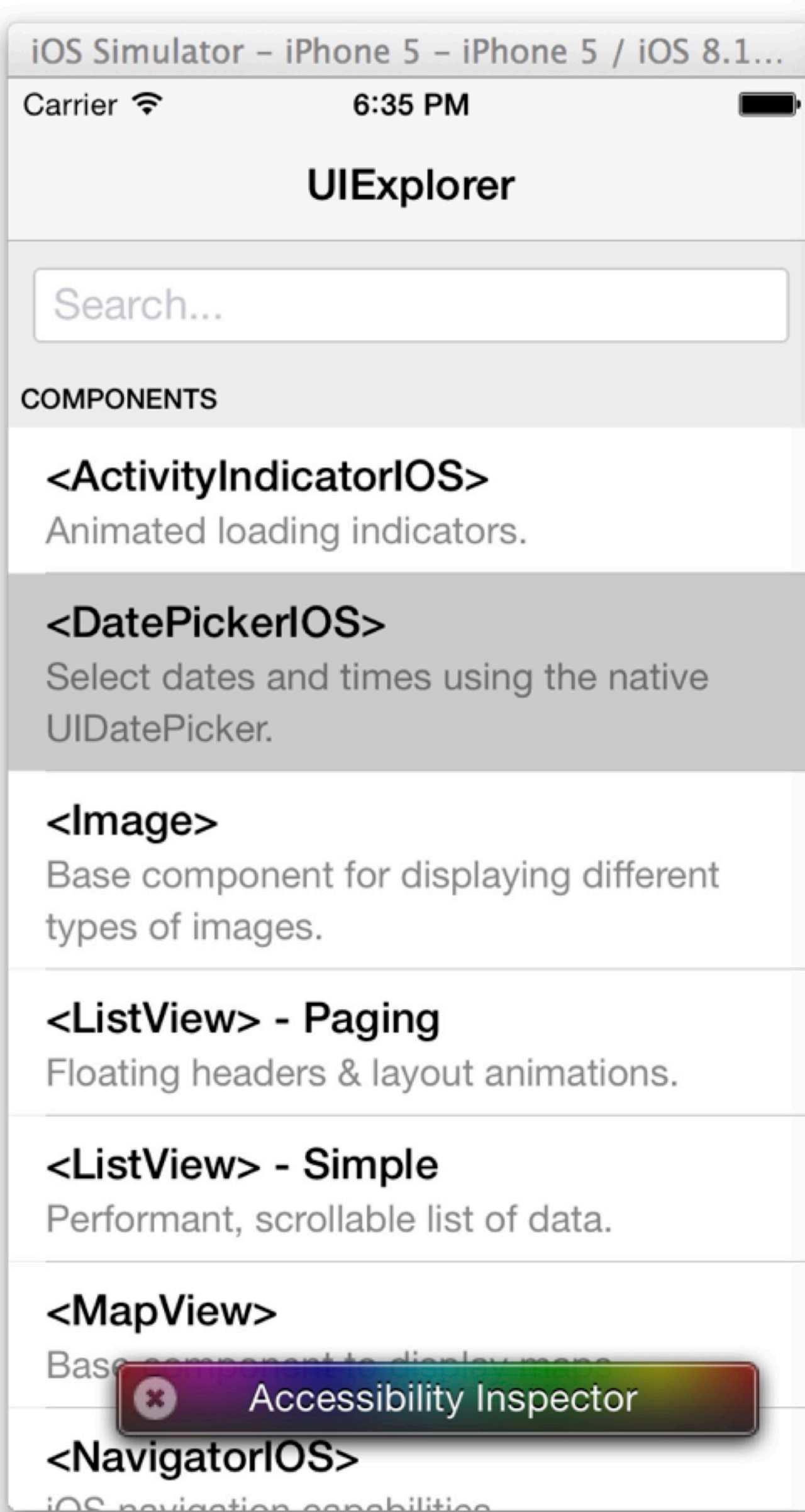
- Do you already know Flexbox? Then you already know Yoga.
- Write code in a language familiar to you - Java, C#, Objective-C, C.
- C under the hood so your code moves fast.
- Battle tested in popular frameworks like React Native.

[\*\*GET STARTED\*\*](#)[\*\*LEARN MORE\*\*](#)

# JAVASCRIPT ENGINE & BRIDGE

# DEBUGGING







**WHERE TO GO  
FROM HERE**

