React

twitch

clone

Ccentermark

Business Intelligence

Network Monitoring Beta

Offers

Review Management

Communication

Network Compliance

705 LOCATIONS

Lead Type All   Group By Month

Lead Attribution
Number of Leads by Primary Attribution

597,655 TOTAL 16.9% ▾

100k

50k

0

Sep   Oct   Nov   Dec   Jan 2017   Feb

Search

✓ Select All

● Unpaid   497,788 ▾
● Paid   63,836 ▾
● Custom   26,743 ▾
● Yellow Pages   4,578 ▾
● Metropage   4,421 ▾
● Aftercare   563 ▾
● Direct Mail   389 ▾

Lead Attribution By Location
Number of Leads by Primary Attribution

Philip Ottesen - Log Out

Calls Health Indicator

External

⊕ ADD GROUPS OR LOCATIONS

Live Locations Only 3/27/17, 505 Locations ✕

497 LOCATIONS	Call Leads	✕
	Greater than 20	
0		100

12 LOCATIONS	Percent Of Calls Answered	✕
	Less than 70%	
0%		100%

Add A Metric

9 / 505 LOCATIONS | 1.8% OF SELECTED LOCATIONS
Fall inside all applied thresholds

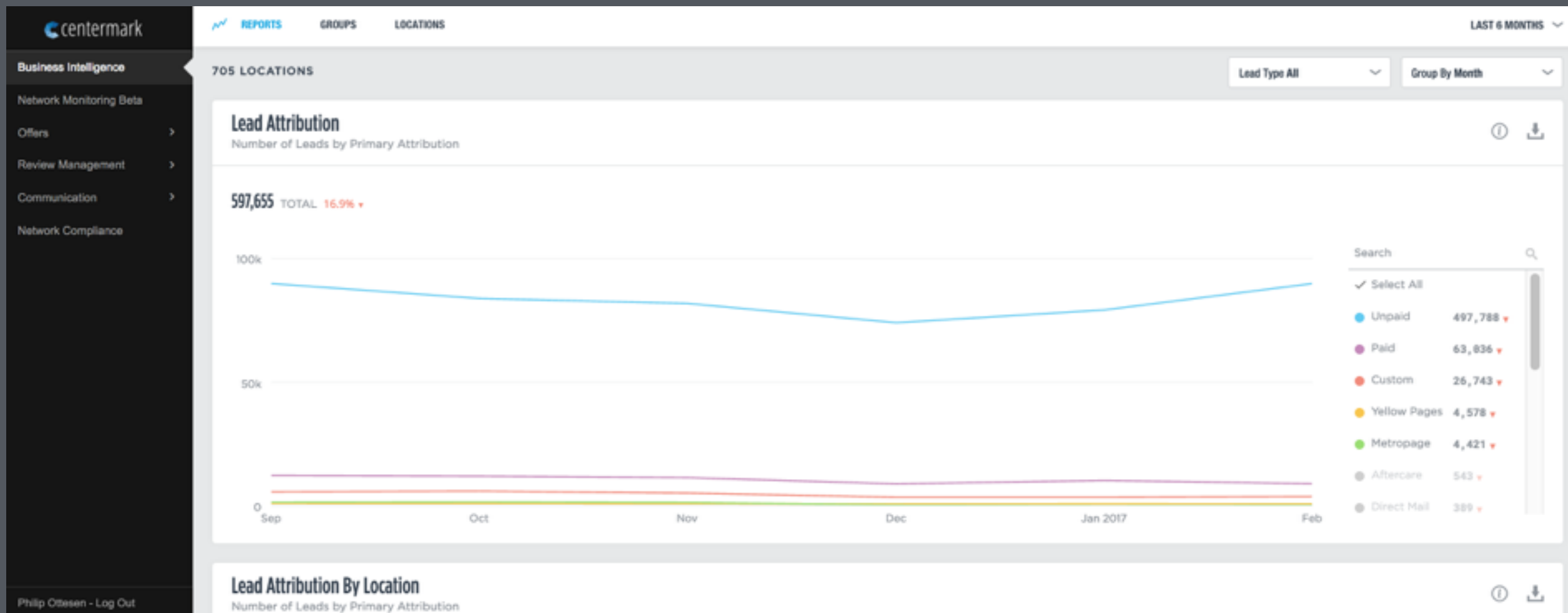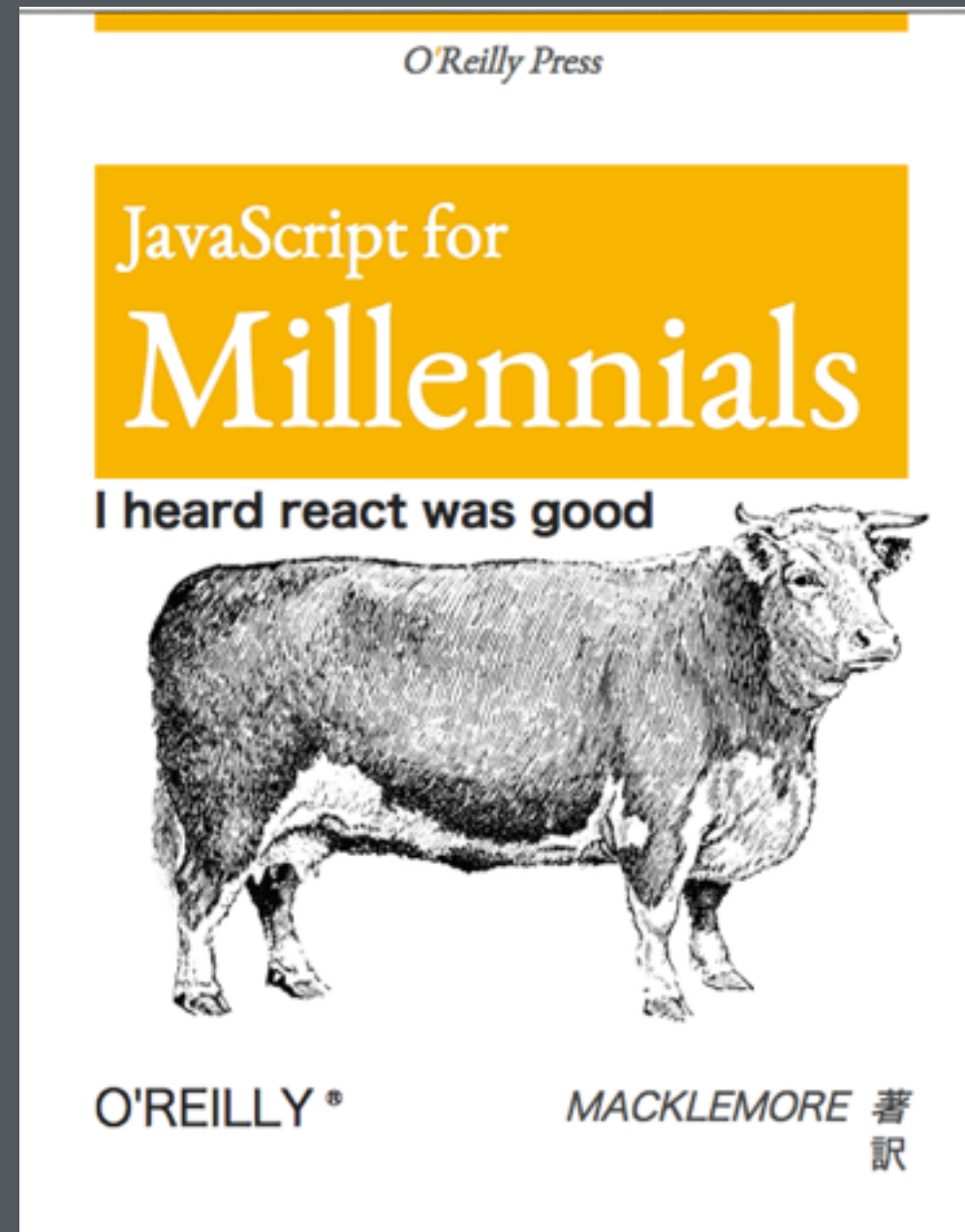| LOCATION	CALL LEADS ▾		PERCENT OF CALLS ANSWERED	
Durham, NC	576	42.9% ▴	34%	42.4% ▾
Little Rock, AR	519	19.3% ▴	78%	2.8% ▾

Agenda

- Introduction to React.js, examples

- Tooling

- Twitch clone

"Declarative, component-based API for building user interfaces" ???

Imperative

```
function double (arr) {
  var results = [];
  for (var i = 0; i < arr.length; i++) {
    results.push(arr[i] * 2)
  }
  return results
}
```
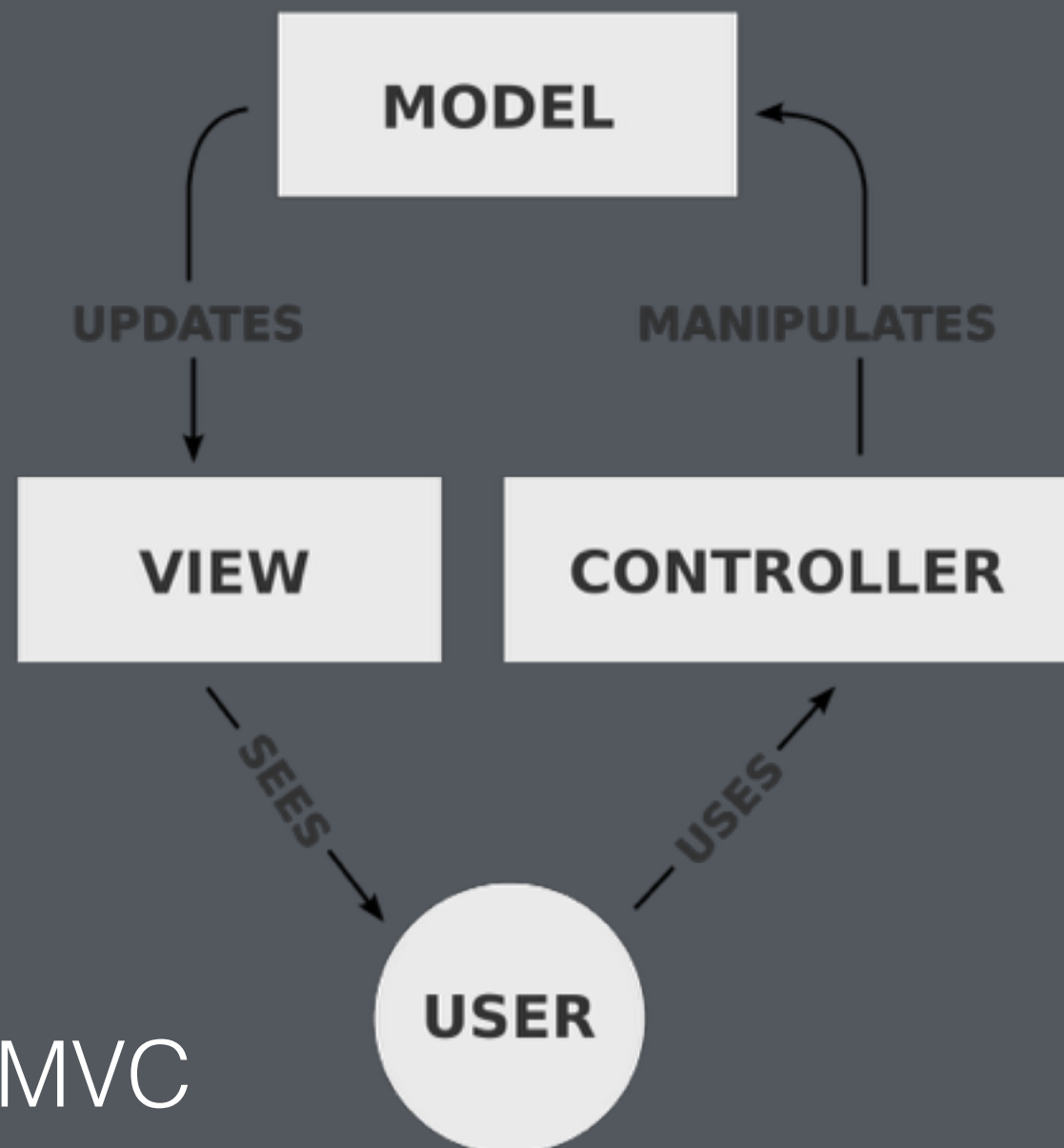
How

Declarative

```
function double (arr) {
  return arr.map((function(item) {
    return item * 2;
  });
}
```

What

Abstracting away implementation

Why is React different?

Traditional JS frameworks

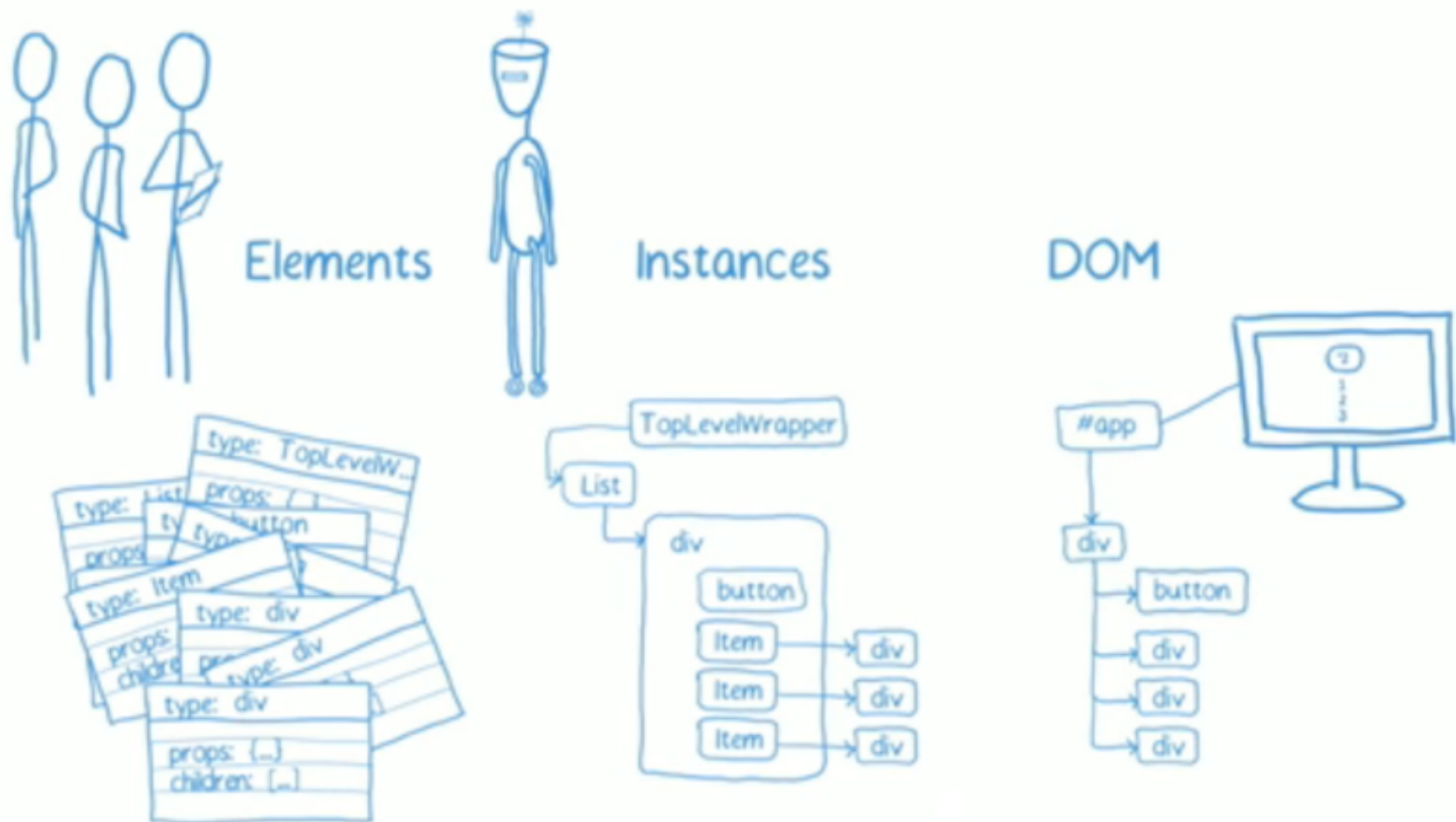What is the state of my UI?

What happens on an update?

MVC

F (data) => view

Initial data

User interactions

View
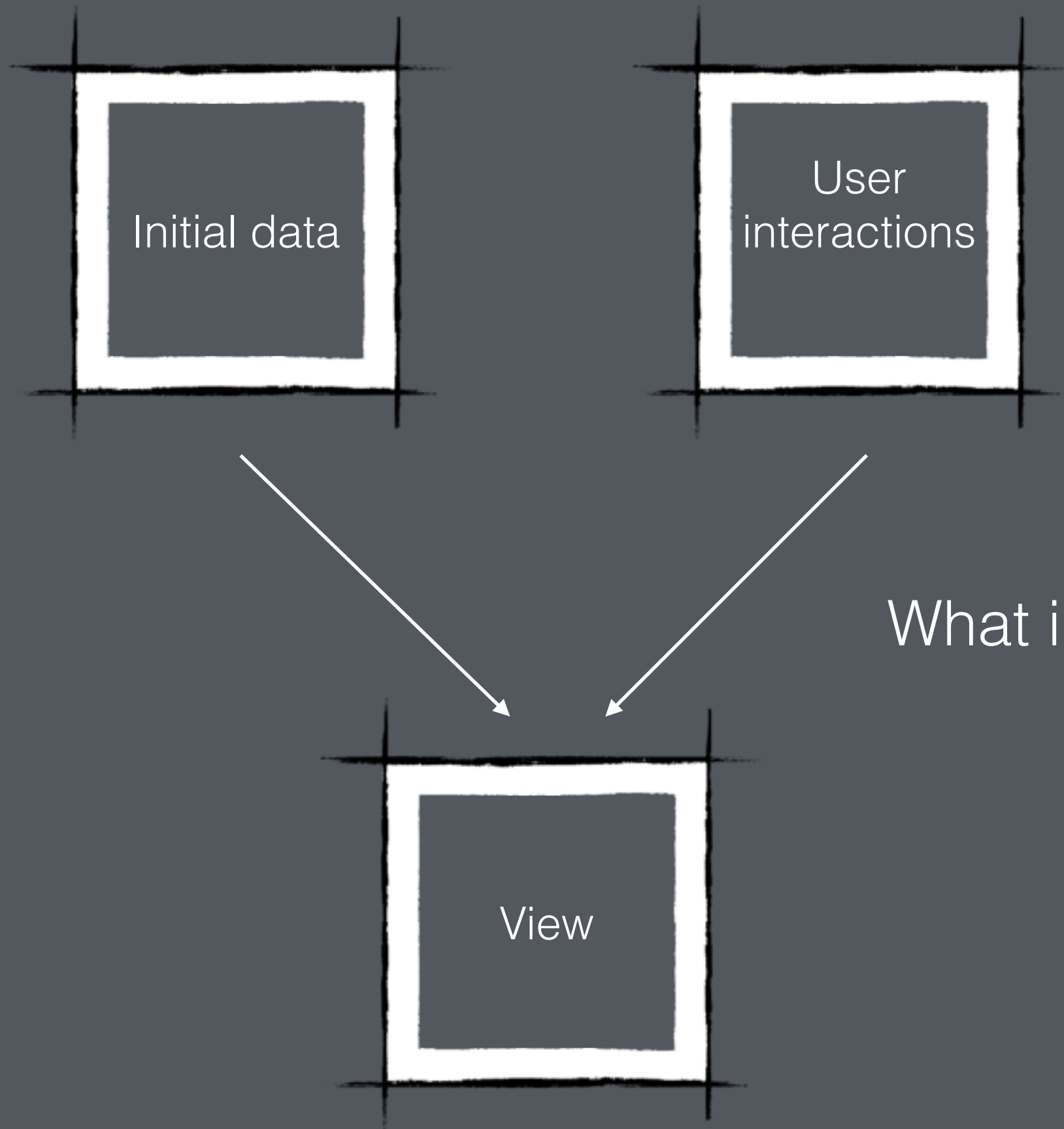
What is the state of my UI?

Updates?

render: function() { ... }

@linclark's *"A Cartoon Intro to Fiber"*

es5

```
var Message = React.createClass({
  render: function render() {
    return React.DOM.div(
        { className: 'my-class', onClick: onClickHandler },
        [
          React.DOM.span(null, 'Hello'),
          React.DOM.h1(null, 'Tech@NYU')
        ]
    )};
});

ReactDOM.render(
    React.createElement(Message),
    document.getElementById('app')
);
```

es6 + JSX

```
class Message extends React.Component {
  render() {
    return (
      <div className='my-class' onClick={onClickHandler}>
        <span>Hello</span>
        <h1>Tech@NYU</h1>
      </div>
    );
  }
}


ReactDOM.render(
    <Message />,
    document.getElementById('app')
);
```

Lifecycle of a React component

```
class Message extends React.Component {
  render() {
    return <div> … </div>
  }

  //componentWillMount, componentDidMount
  //shouldComponentUpdate, …
}
```

Props

Arguments from parent components

Immutable

```
class Message extends React.Component {
  render() {
    return (
      <div>
        {this.props.msg}
      </div>
    );
  }
}

…

<Message msg={'Hello'}>
```

State

Isolated to the component

Mutable

Triggers a new render when updated

https://codepen.io/anon/pen/xqJNKm

Tooling

create-react-app

Typescript

```typescript
const a: number = 1;
const b: string = '1';
const c: string = a + b;

let someFunction: (someArg: string) => number;
someFunction = (a) => parseInt(a);

type Tweet = {
    id: string;
    text: {
        shortText: string;
        body: string;
        mentions: string[];
    }
}

const tweet: Tweet = {
    id: 'axY123',
    text: {
        shortText: 'Hi',
        body: "Hi @TechatNYU I'm a tweet",
        mentions: []
    }
}
```

```javascript
var a = 1;
var b = '1';
var c = a + b;
var someFunction;
someFunction = function (a) {
    return parseInt(a);
};
var tweet = {
    id: 'axY123',
    text: {
        shortText: 'Hi',
        body: "Hi @TechatNYU I'm a tweet",
        mentions: []
    }
};
```

Compiler that can emit browser-compatible
code while type-checking

The Legend of Zelda: Breath of the Wild ❤ Follow

Live Channels   Videos

Language ▾

The Legend of Zelda: Breath of the W...
1,049 viewers on ExcessiveProfanity

Breath of the Wild - All Main Quests ...
370 viewers on GoronGuy

【栗餡】3/28《薩爾達傳說：荒野之...
241 viewers on 栗餡 (kurikan)

Zelda - Analytical Run (6)
212 viewers on epicnamebro

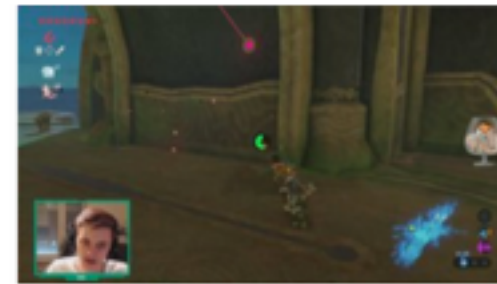Zelda: Breath of the Wild (Switch) im...
199 viewers on HirnsturzZockt

All Dungeons SpeedRuns! Pb 2:36:2...

Breath of the Wild Day 1 @Venis_Ga...

【康妮】 ㊣羅康妮 爆發家五郎㊣【薩...

Watch me struggle solving puzzles d...

THIS IS A ZELDA STREAM | !FreeSu...

Thanks for listening!

Questions?

Philip Ottesen

philip.ottesen@yodle.com

https://github.com/pjo256