

Getting to know React Native



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Why React Native?

Write once, run everywhere

~~Write once, run everywhere~~
Learn once, write anywhere

~~Write once, run everywhere~~
~~Learn once, write anywhere~~
Horizontal Platform*

* I don't know what that means

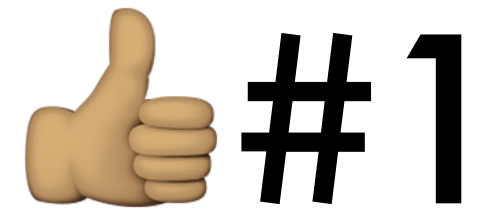
But, isn't this "NS" Meetup?!

What I learned...

 and  of React Native

~~Getting to know~~ ~~React Native~~

 and  of React Native



Rapid Prototyping

Lets write a tiny demo app!



Demogram



Node.js

```
> brew install node
```

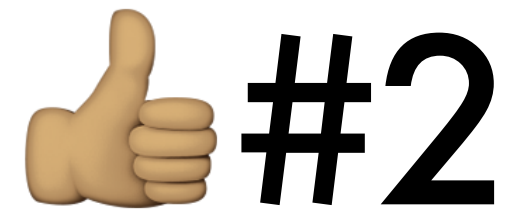
```
> npm install -g react-native-cli
```

npm <=> Cocoapods
package.json <=> Podfile

<code>



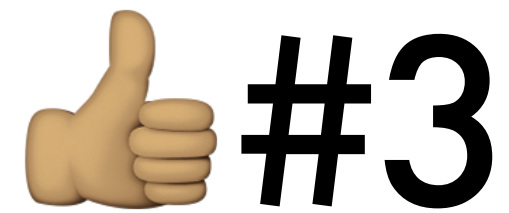
0 to working in ~15 min!



Code Reuse



~60% code reuse from web
~80% between iOS and Android



Dynamic Updates

Developing

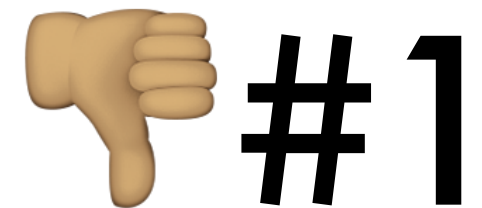
```
jsCodeLocation = [NSURL  
    URLWithString:@"http://localhost:8081/  
index.ios.bundle?platform=ios&dev=true"];
```

Production

```
jsCodeLocation = [[NSBundle mainBundle]  
    URLForResource:@"main"  
    withExtension:@"jsbundle"];
```

RNAU – <https://github.com/aerofs/react-native-auto-updater>

Microsoft CodePush – <https://microsoft.github.io/code-push/>



Ton of JS == Lag

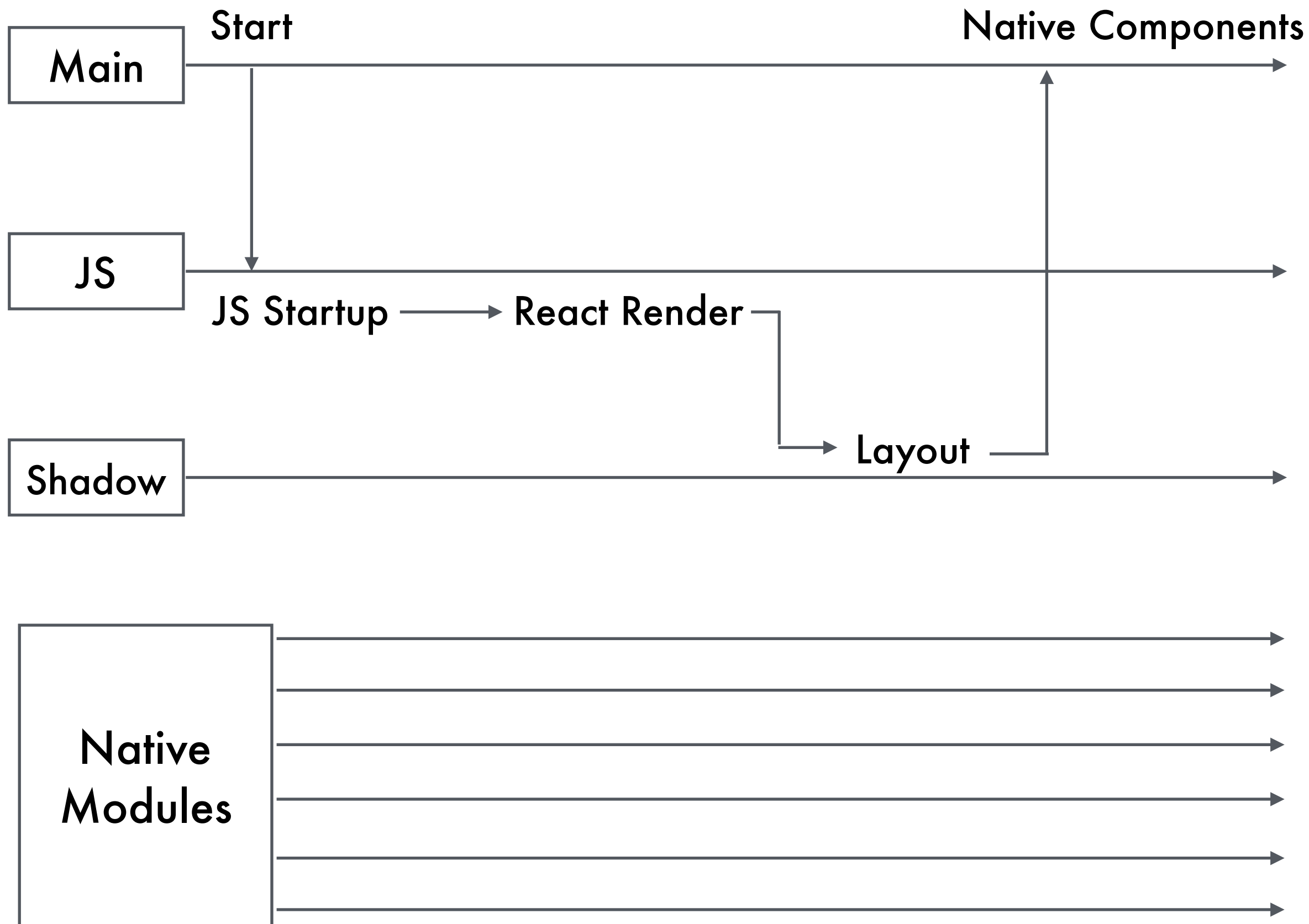
Native TextInput(Aladdin Kankakee land ka) is 16 events ahead of JS - try to make your JS faster.

Native TextInput(Aladdin Kankakee land ka) is 15 events ahead of JS - try to make your JS faster.

Native TextInput(Aladdin Kankakee land ka) is 14 events ahead of JS - try to make your JS faster.

Native TextInput(Aladdin Kankakee land ka) is 13 events ahead of JS - try to make your JS faster.

Native TextInput(Aladdin Kankakee land ka) is 12



C'mon, gimme a real life example!

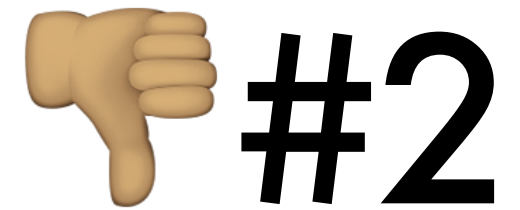
File Handling

Lots of (inefficient) JS Code

`shouldComponentUpdate` method

Off-load to Native

Example – http://moduscreate.com/react_native_custom_components_ios/



Handling Files...



ide commented on Mar 25, 2015



FYI transferring data back and forth between JS and Obj-C is relatively slow so you'll probably want to keep all of the image data in Obj-C. I don't have numbers but I expect you will see it takes a measurable amount of time to transfer several MB of data. It's small compared to the amount of time it takes to upload the photo but it's a good idea to keep the JS \rightleftharpoons Obj-C message queue clear.

You could write a tiny bridge module that receives the asset URL and then performs the upload, reporting progress/error/success information back to JS.



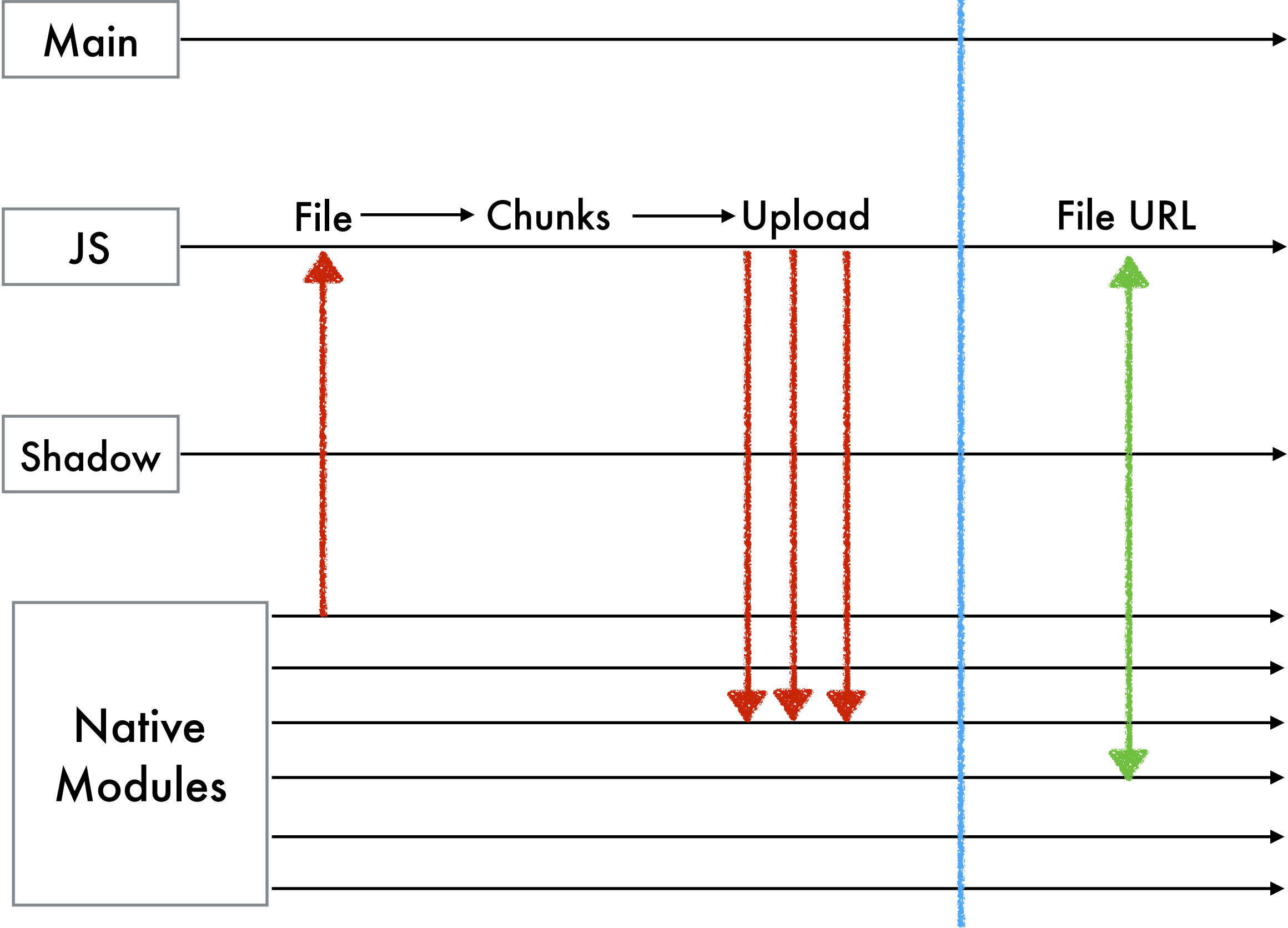
ide commented on Mar 25, 2015

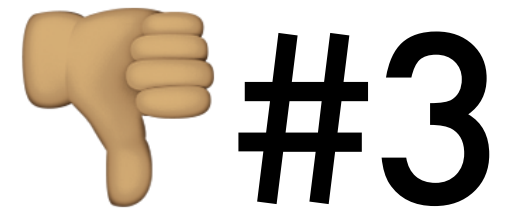


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vs





“All non-trivial abstractions, to some degree, are leaky.”

— Joel Spolsky

Bugs in React Native

Lack of understanding

Lack of documentation and help

...but React Native is new, and growing really fast!

React Native is awesome!
... and evolving really fast



Fine Balance

What would I use it for? *



* YMMV



demo code and the slide deck –
<https://github.com/rahuljiresal/nsmeetup-talk>

React Native Components –
<https://react.parts/native>

React Native Official –
<https://facebook.github.io/react-native/>

React Native Bridges In-Depth –
<http://tadeuzagallo.com/blog/react-native-bridge/>