React Blessed

```jsx
import React, {Component} from 'react';
import blessed from 'blessed';
import {render} from 'react-blessed';

// Rendering a simple centered box
class App extends Component {
  render() {
    return (
      <box top="center"
           left="center"
           width="50%"
           height="50%"
           border={{type: 'line'}}
           style={{border: {fg: 'blue'}}}>
        Hello World!
      </box>
    );
  }
}
```

```jsx
// Creating our screen
const screen = blessed.screen({
  autoPadding: true,
  smartCSR: true,
  title: 'react-blessed hello world'
});

// Adding a way to quit the program
screen.key(['escape', 'q', 'C-c'], (ch, key) => {
  return process.exit(0);
});

// Rendering the React app using our screen
const component = render(<App />, screen);
```

React Hardware

```javascript
import React from 'react';
import ReactHardware, {Led} from 'react-hardware';


const HIGH = 255;
const LOW = 0;


class Application extends React.Component {
  constructor(props) {
    super(props);
    this.state = {value: 0};
    this._timer = null;
  }


  componentDidMount() {
    this._timer = setInterval(_ => (
      this.setState(prevState => ({value: prevState.value === HIGH ? LOW : HIGH}))
    ), this.props.interval);
  }


  componentDidUnmount() {
    clearInterval(this._timer);
    this._timer = null;
  }


  render() {
    return (
      <Led pin={10} value={this.state.value} />
    );
  }
}


var PORT = '/dev/tty.usbmodem1411';
ReactHardware.render(<Application interval={1000} />, PORT);
```