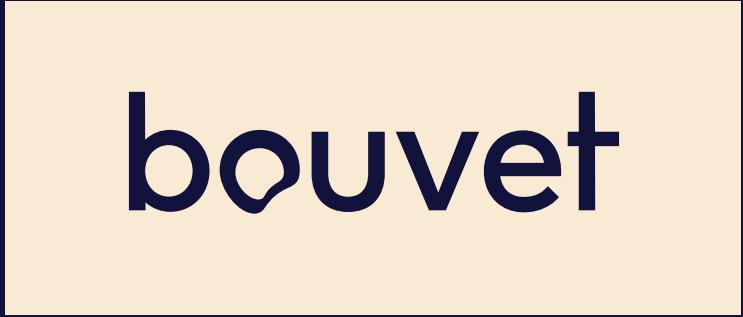
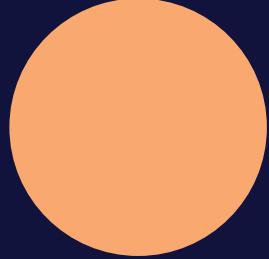


# PRACTICAL REACT

With TypeScript



bouvet



# Setup

<https://github.com/rudfoss/practical-react>

Follow instructions in README.md

# Our development environment

- Pnpm and Nx.dev powered repository configured as a monorepo
  - Project dependency tracking
  - Task orchestration
- Visual Studio Code some custom extensions and configurations
- Linting and formatting using BiomeJs
- React front-end bundled with Vite
  - Vite dev server with hot-reloading
  - Testing using Vitest and testing-library/react
- NestJs backend API
  - Auto-generated OpenAPI specification
  - Auto client-generation using NSwag (requires .NET 6+)

# Agenda

1. What is React
2. Props, events and state
3. Lists and loops
4. Optimizing rendering
5. Styling
6. Testing
7. Organizing code
8. Routing
9. Services / Contexts
10. Server communication
11. Building the application (a bunch of tasks)

Jump to references 

# What is React?

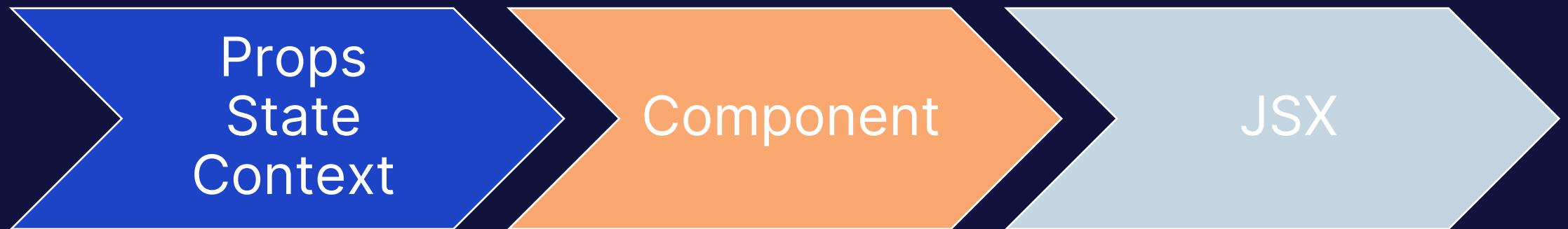
“

A JavaScript library for  
building user interfaces

”

# Anatomy of React

## The component



# Anatomy of React

```
function GreetPerson(props) {  
  const userData = useContext(User)  
  const [greeting, setGreeting] = useState("Hello there,")  
  
  return (  
    <div>  
      <h1>{greeting} {userData.name}</h1>  
      <input  
        type="text"  
        value={greeting}  
        onChange={(event) => setGreeting(event.currentTarget.value)}  
        disabled={props.disabled}  
      />  
    </div>  
  )  
}
```

Props

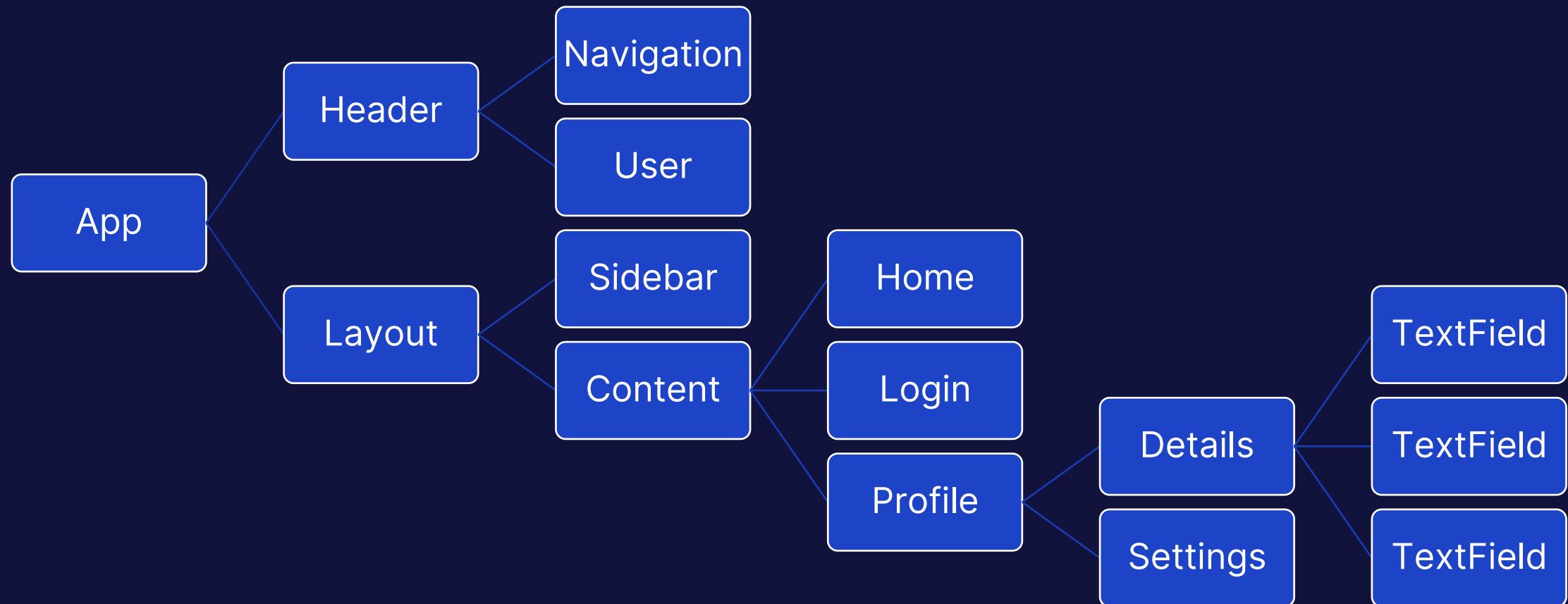
State

Context

JSX

# Anatomy of React

## The component tree



# Props

- “Arguments” to a component.
- The component re-renders if the props change.
- Props are «packed» into an object and passed as the first argument to the component function.

```
<MyComponent foo="hey" bar={42} baz>Hello</MyComponent>
```



```
props = {  
  foo: "Hey",  
  bar: 42,  
  baz: true,  
  children: "Hello"  
}
```

# Events

- Events are actions triggered by the user (or browser)
- Register a function to act on the event.

```
const onButtonClicked = (event: MouseEvent<HTMLButtonElement>) => {
  const buttonText = event.currentTarget.textContent
  console.log(` ${buttonText} clicked`)
}

return <button onClick={onButtonClicked}>Click me</button>
```

# State

- A “live” value the component can keep track of and update.
- “Setting” the value re-renders the component.

```
const [count, setCount] = useState(0)

return <button onClick={() => setCount(count + 1)}>{count}</button>
```



# <> Header

- Create a basic header with a `<h1>` title.
- Allow setting the header title from the “outside” using a “prop”.
- Add the component to the `<App/>`

# <> TextField

- Create a component where the user can enter a single line of text.
- Add a “prop” to define the label of the field.
- Clicking the label should put focus in the text field (accessibility).
- Add “prop” to disable the field.

# Hoisting state

- Lift the state “up” from a component to a parent.
- Allows sharing state between components.

# <> CheckboxField

- Create a component where the user can check a box.
- Add a configurable label that focuses on the input when clicked.
- Add prop to disable the field.
- Hoist the “checked” state out of the CheckboxField so it can be reused.

# <> Control header using text field

- Use the text entered in a text field to control the header text.
- Add a CheckboxField that controls whether the header shows the text from the TextField or the default “Hello World!”.

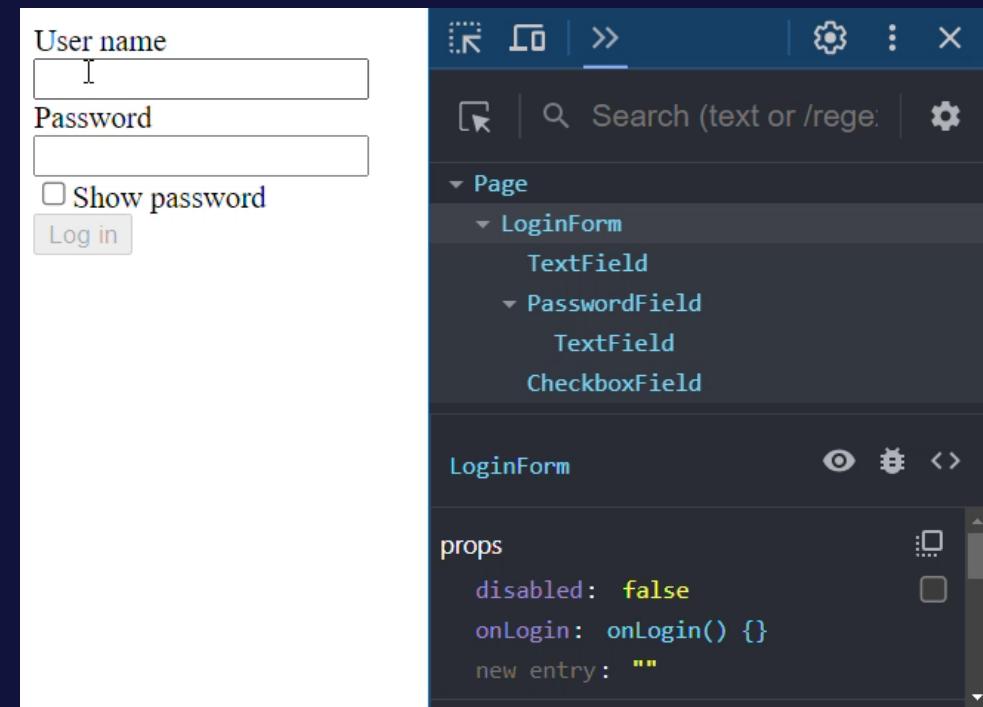


# <> PasswordField

- Create a component where the user can enter a password.
- Add a configurable label that focuses on the input when clicked.
- Add optional props for:
  - making the password visible
  - disabling the field

# <> LoginForm

- User must enter a username and password
- Checkbox to show the password
- Login button (disabled until fields have values)
- Prop “onLogin” that receives the username and password
- Prop “disabled” that disables the entire form



# Lists

- Render lists of items using the same components.
- Must keep track of which components corresponds to which item.
- Rules of keys.

# <> GroupsTable

- Copy groups from the API and list them in a table with an “id” and “display name” columns.
- Add functions to sort groups by “id” or “display name” by clicking the column headings.
  - Bonus: Reverse sort order when clicking the same column heading multiple times

# <> UsersTable

- Copy users from the API and list them in a table with “id” and “username” columns
- Add button on each row to “delete” the user.

# Tests

- Unit tests using Vitest + testing-library/react

# <> GroupsTable.test

- Write some tests for the GroupsTable component
  - Test that it renders the same number of rows as there are groups
  - Test that the top group changes to the expected one

# Optimize rendering

- Make sure to only run code that needs to run
- Mark heavy code so that it only runs if values it depends on have changed (`useMemo()`)
- Mark an entire component as “pure” so that it is only called if any of its props have changed (`React.memo()`)
- Write immutable state changes
- Use dev tools to detect render problems

# Immutability

- React works on the assumption that objects are immutable
- An immutable object cannot change it can only be replaced
- Optimizes for performance

# Styling

- Style-prop on elements
- CSS files
- CSS modules
- CSS preprocessors
  - SASS, LESS, PostCSS
- CSS-in-js
  - styled-components, emotion, linaria, Griffel
  - Notes on using css-in-js

# <> Style fields

- **TextField/PasswordField**
  - Move label above the input.
  - Add 16px top/bottom, 8px left/right margin around the entire field (label and input).
  - Use all available width for the input.
- **CheckboxField**
  - Add the same padding as the TextField.
  - Vertically center the checkbox and the label next to each other.
  - Add some spacing between the checkbox and the label.

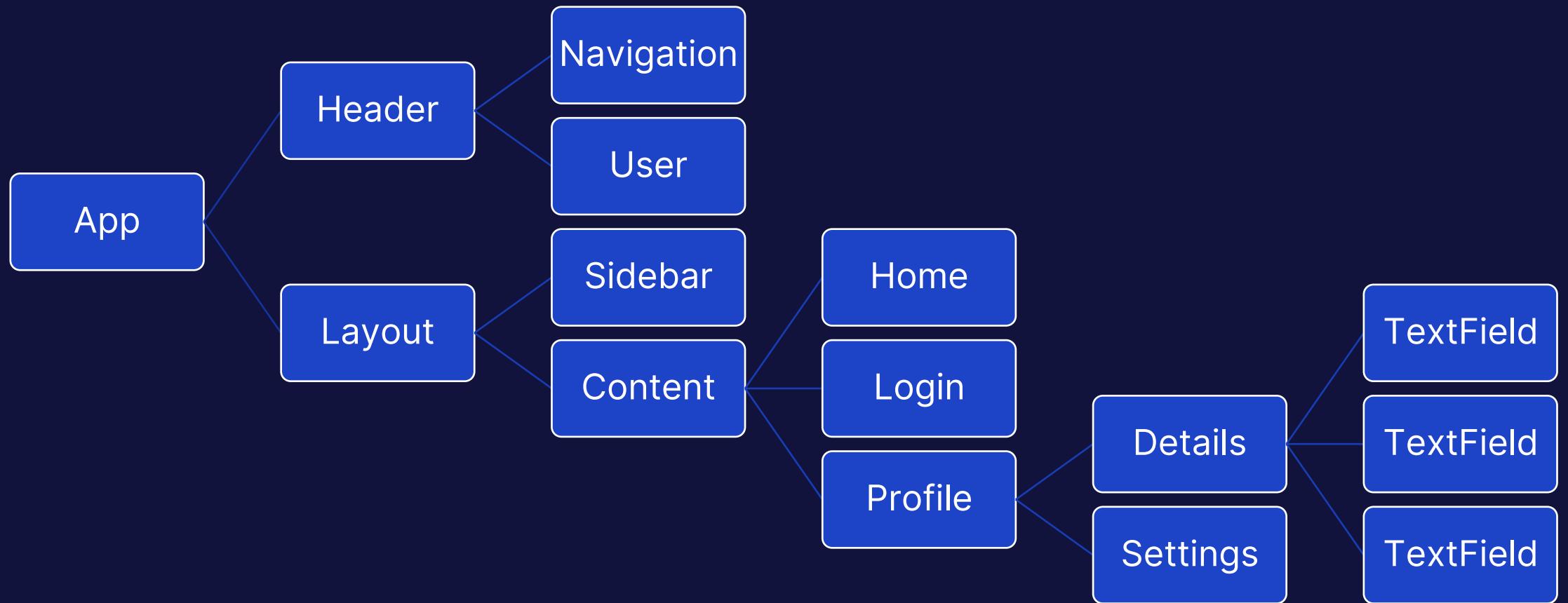
# Organizing our code

- Apps vs libraries
  - An app can be built and deployed.
  - A library is used by one or more apps.
- Group libraries by domain
  - User components
  - Group components
  - Fields
  - UI
  - ++
- Utilize index files (barrel files) to control public vs private APIs.

# Routing

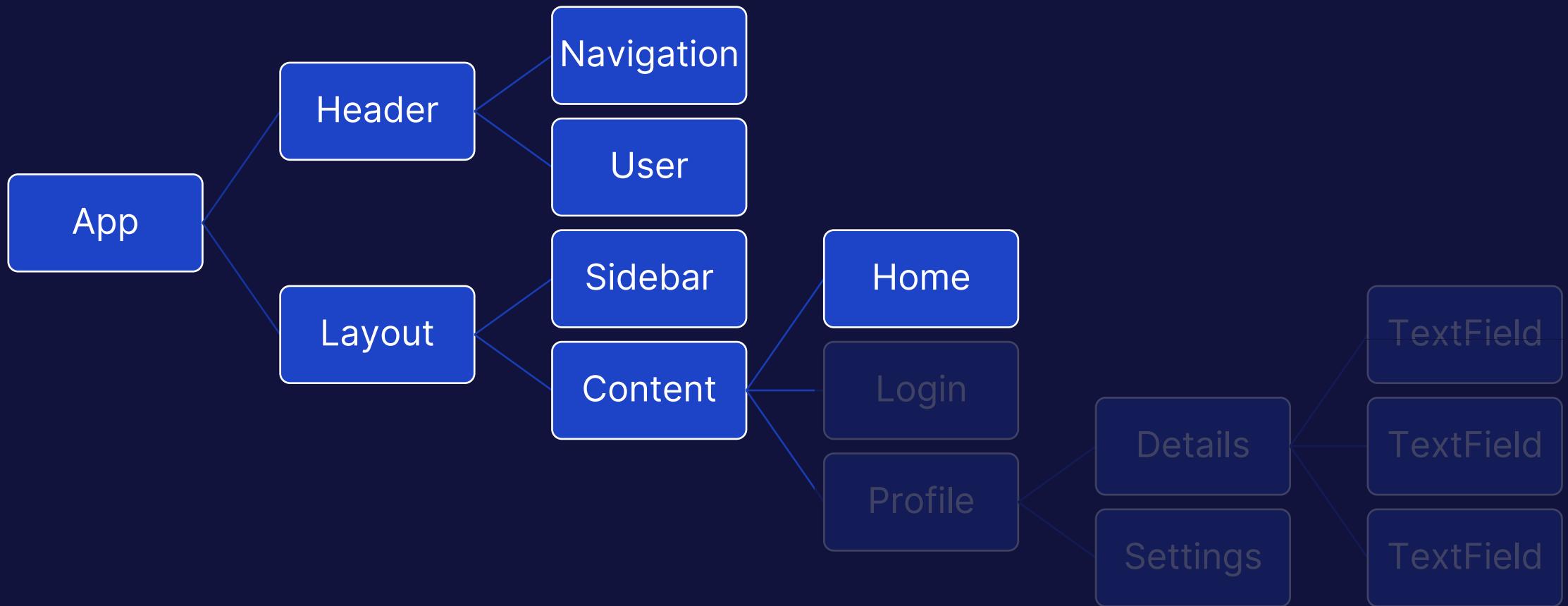
- Selectively render pieces of our application tree based on the users current path.
- Extract parameters from the path and use them to select what content to render.
- Utilize History API in the browser.

# Routing



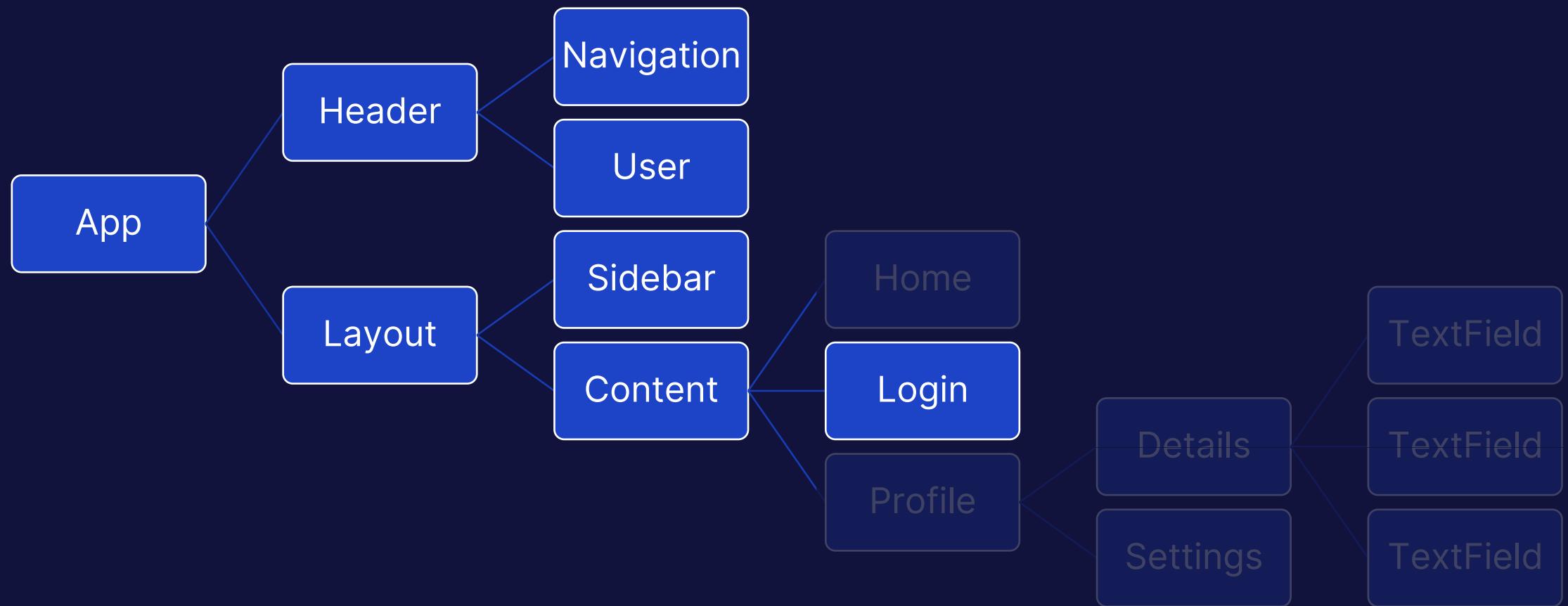
# Routing

/



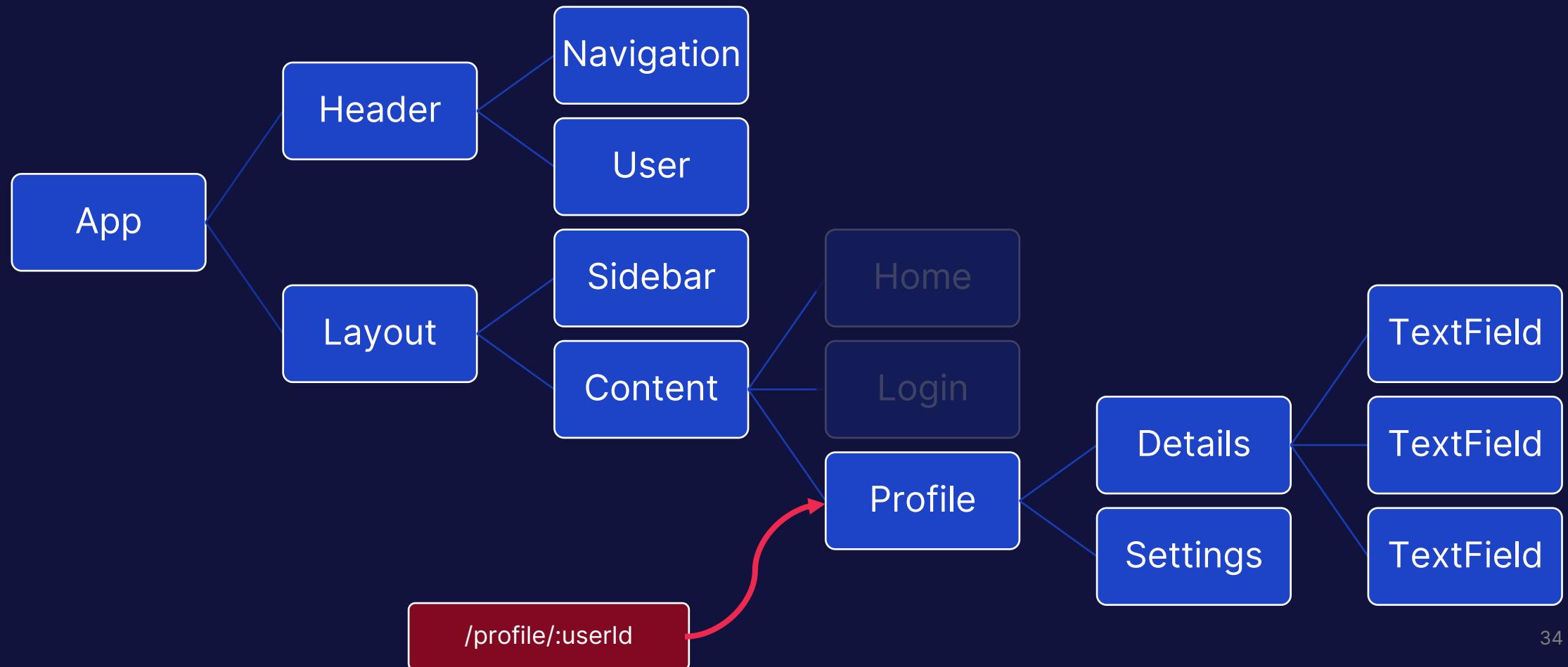
# Routing

## /login



# Routing with parameter

/profile/0e768eea-1c35-4024-8769-ef2dd62915e2



# Setting up routing

- Define routes with pages
  - / -> Home Page
  - /users -> Users Page
- Provide routes
- Create error pages
- Navigation with links
- `pnpm add -w react-router-dom`



# DisplayParameters

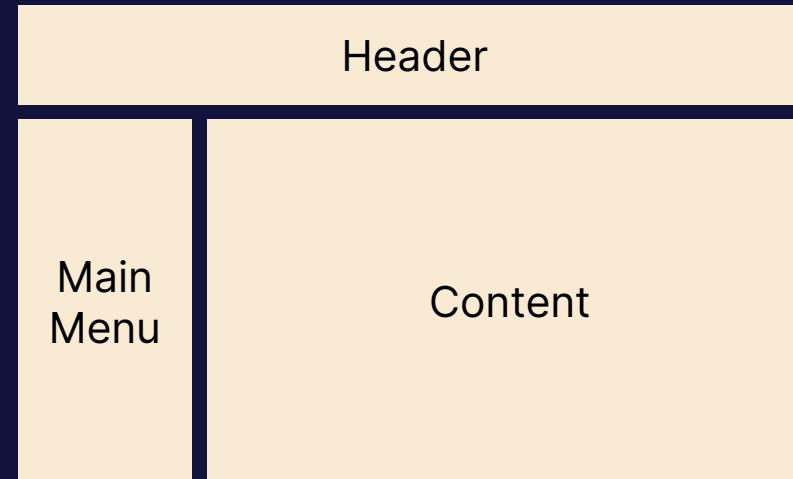
- Create a generic page that reads and displays parameters from the url pattern

# Layouts

- Control the view surrounding the “route” component.

# <> MainLayout

- Create a classic two-column layout with a header on top, navigation to the left and main content to the right.
- Use the layout for all pages in the application.



# <> GroupsPage

- Create a page that displays the static groups table
- Add a route for it at /groups
- Add a link to the groups page in the main menu
- Add another route that takes a group id as well: /groups/:id
- Highlight the group in the list if the parameter is present and the group exists

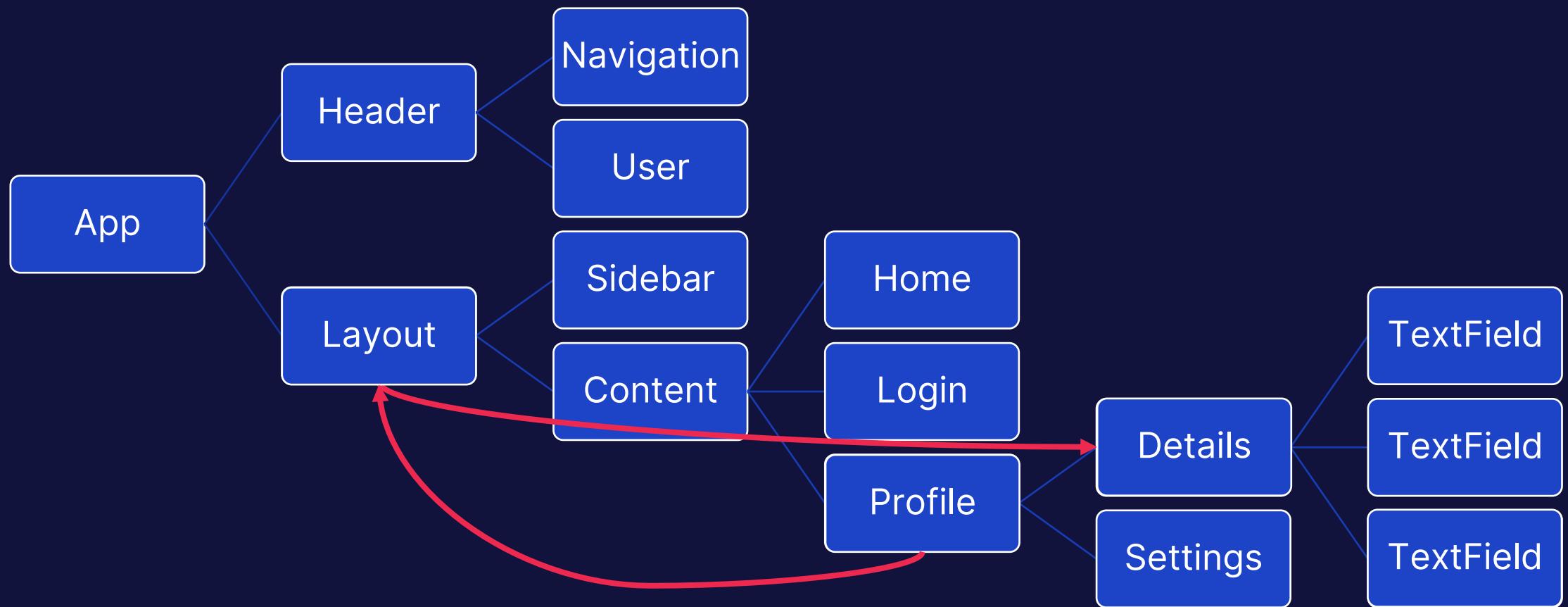
# Code-splitting

- Divide our bundle into discreet chunks (usually based on routes)
- Reduce the size of the bundle that needs to be downloaded to start your app

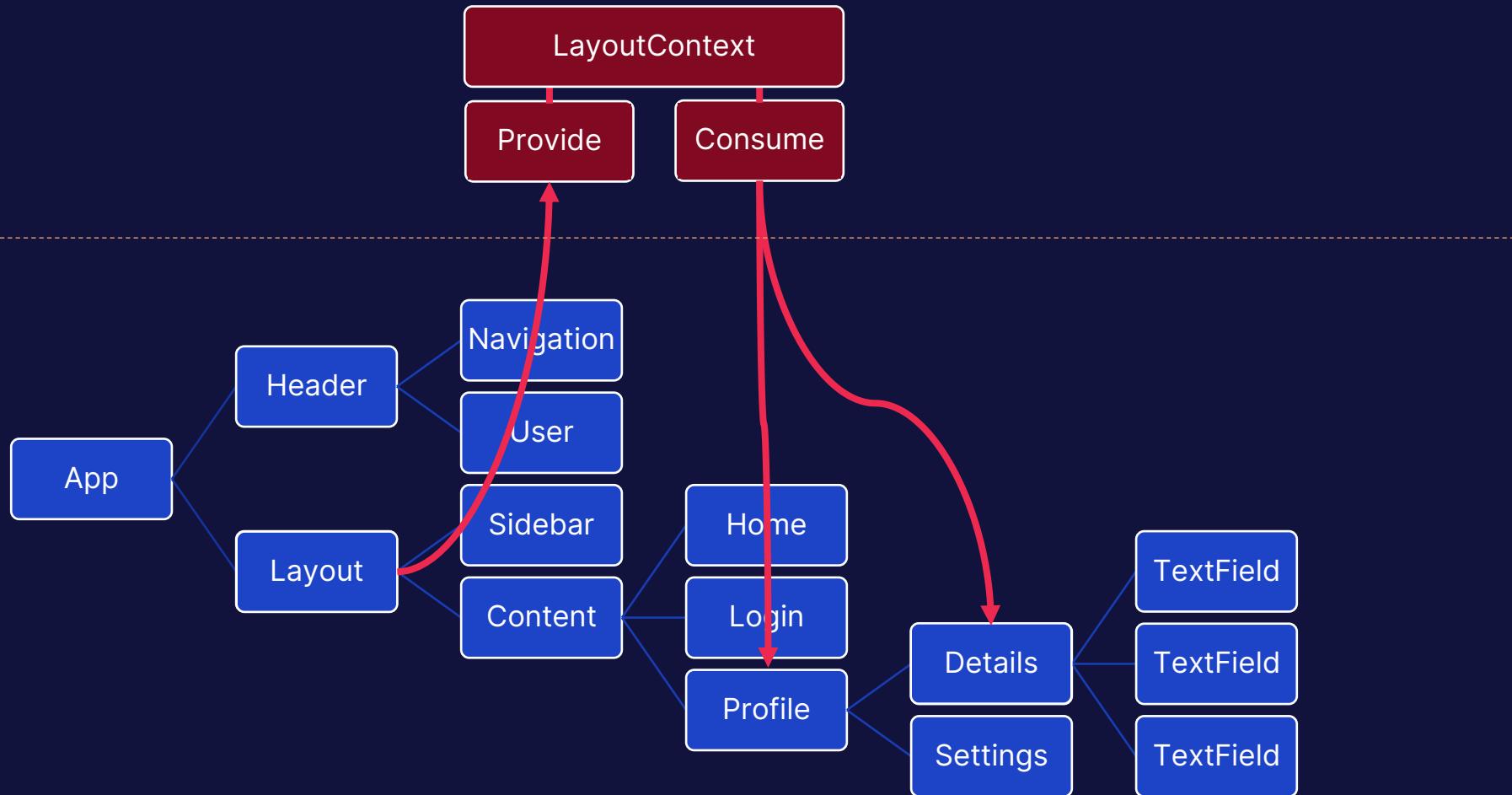
# Context

- Pass information between components that are not adjacent in the component tree.

# Anatomy of Context



# Anatomy of Context



# <> HeaderContext

- Create a mechanism so that pages can set the heading text.

# Services using contexts

- **Provide** (inject) state or functionality to the application tree
- Manipulate shared state from nonadjacent components
- Provide a simple API that aids in proper usage

# Server communication

- Get and set data on a remote server.
- Ensure the date on the client remains up to date.
- Show the user that data is being fetched and handle errors gracefully.
- Use types generate from the system that “owns” them.

# Tanstack Query

- Client-side caching and invalidation
- Query state and error handling
- Retries and polling
- Reuse data across components
- TypeScript support ensures type-safe client code
- `pnpm add -w @tanstack/react-query` ([link](#))

# Tanstack Query

## Two types of requests

### Query

- Get data from a server with optional parameters.
- Runs as soon as a `useQuery()` hook is encountered.
- Read-only.
- Usually corresponds to HTTP verbs: GET.

### Mutation

- Change data on the server with optional parameters.
- `useMutation()` hook runs only when explicitly requested.
- May invalidate locally cached data.
- Usually corresponds to HTTP verbs: POST, PUT, PATCH, DELETE.

# <> ApiStats

- Create a component that displays statistics from the API
- Create a page and route for it
- Show a loading spinner while it loads

# <> ApiHealth

- Create a component that shows health information from the API
- Create a page and route for it
- Show a loading spinner while it loads



# Basic login

- Use the login form to log a user in and display the result.
- Disable the form while the user is being logged in.
- Implement a logout button that logs the user out. It should only be visible IF the user is previously logged in.
- Add a loading indicator that can be displayed while the login is in-flight.

# Building the application

- What remains now is using what we have learned to build out the application.
- We will most likely not be able to complete all these, but you can find example solutions in the solution/\* branches.

# References

<https://react.dev>

React documentation

<https://nx.dev/>

The tool used to generate code and manage the monorepo we are working in

<https://vitejs.dev/>

Compiler and bundler for our front-end code.

<https://reactrouter.com/>

A robust router for react

<https://griffel.js.org>

Atomic-CSS-in-JS library with ahead-of-time compilation

<https://nextjs.org>

"The" React framework

<https://tanstack.com/query>

Remote-state cache and orchestration library

<https://tkdodo.eu/blog/practical-react-query>

A comprehensive blog post about most of the features of Tanstack Query

<https://query.gg>

The official Tanstack Query course

<https://github.com/pmndrs/zustand>

Simple global state manager

<https://biomejs.dev>

An opinionated code linter and formatter

<https://eslint.org>

Linting tool for enforcing coding standards

<https://github.com/sindresorhus/eslint-plugin-unicorn>

Extra linting rules

<https://playwright.dev/>

End-to-end testing using multiple browsers

<https://github.com/RicoSuter/NSwag>

Tool for generating TypeScript (and other) clients from OpenAPI

<https://www.mockaroo.com>

Tool for generating test data

<https://editorconfig.org/>

IDE-agnostic formatting and style configurations

<https://monorepo.tools/>

An overview of what a monorepo is

[MDN Web Docs \(mozilla.org\)](https://MDN%20Web%20Docs%20(mozilla.org))

Reference documentation and tutorials for HTML, CSS, JavaScript and more

[ImmerJs](https://immerjs.github.io/immer/)

Helps writing immutable objects