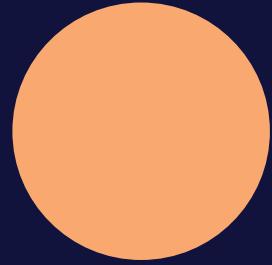


PRACTICAL REACT WITH TYPESCRIPT

bouvet



Setup

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

Follow instructions in [README.md](#)

Our development environment

- Nx.dev powered repository configured as integrated monorepo
 - Code generators
 - Project dependency tracking
 - Task orchestration
- Visual Studio Code some custom extensions and configurations
- Linting using ESlint with custom rules from Nx and unicorn, auto-fix on save where possible
- Formatting using prettier with “some” EditorConfig, auto-format on save
- React front-end bundled with Vite (generated using @nx/react)
 - Vite dev server with hot-reloading
 - Testing using Jest and testing-library/react
 - End-to-end testing using Playwright
- NestJs backend API (generated using @nx/nest)
 - Auto-generated OpenAPI specification
 - Auto client-generation using NSwag (npm package + .NET 6+)

Agenda

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

Jump to references 

What is React?

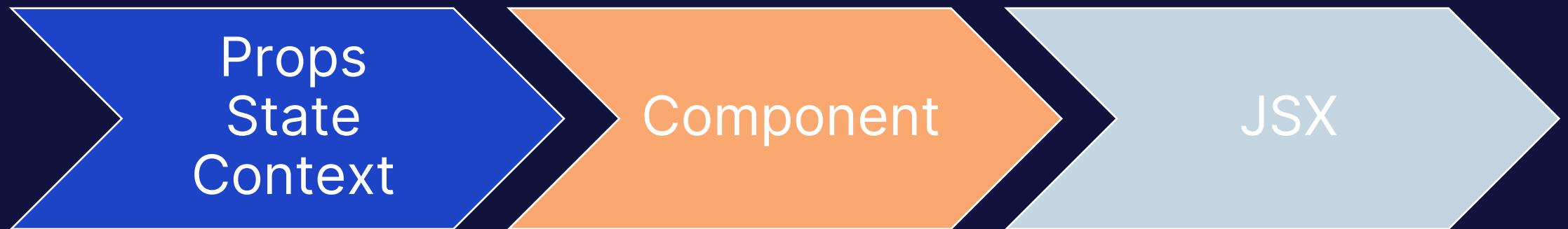
“

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

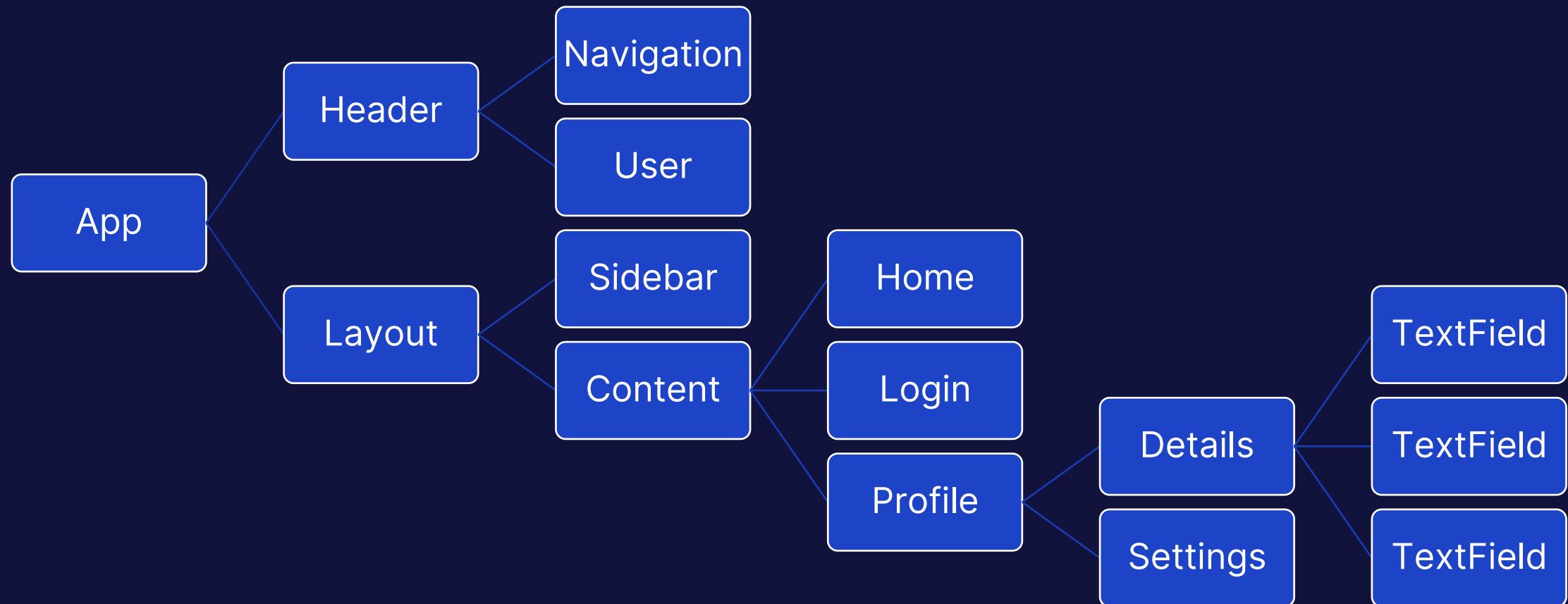
State

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"  
}
```

<> Header

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

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>
```

<> 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.

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>
```



Hoisting state

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

<> Control header using text field



- Use the text entered in the text field to control the header text.
- How do we get the text of the text field over to the header?



<> PasswordField

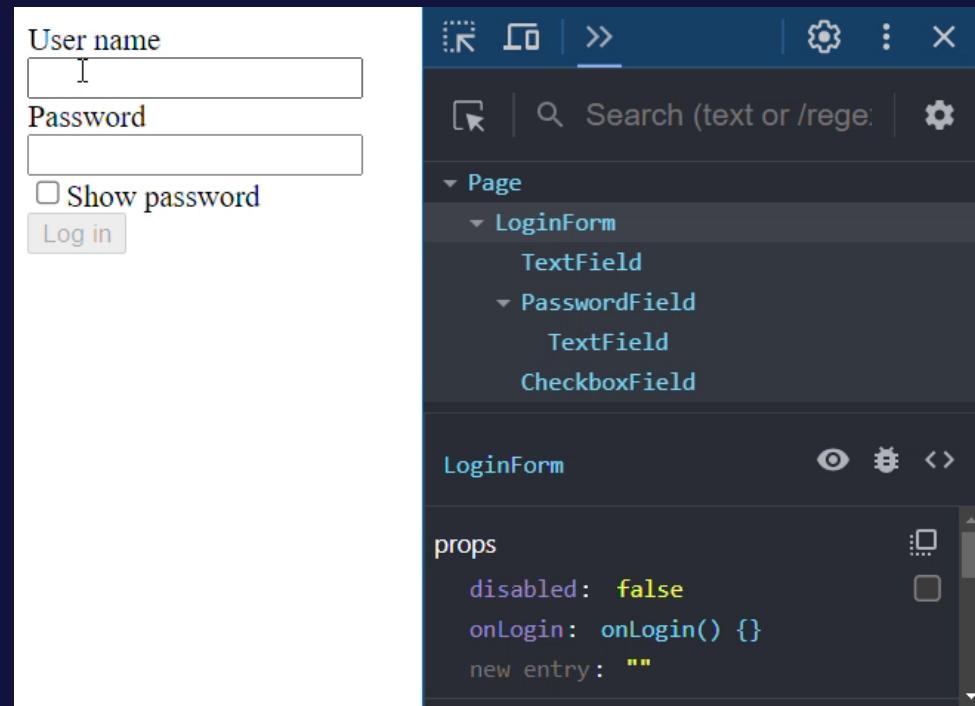
- Create a component where the user can enter a password.
- Add a configurable label that focuses on the input when clicked.
- Add optional props for:
 - controlling the minimum and maximum length of the password
 - making the password visible
 - disabling the field

<> 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.
- Ensure the field is reusable like the TextField.

<> LoginForm

- User must enter a username and password
- Cto 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 at least the id and display name.
- Allow moving groups up or down.
 - Hint use `import { arrayMove } from "@practical-react/utils"`
- Allow deleting groups.
- Bonus: Disable buttons that don't make sense.

Styling

- Style-prop on elements
- CSS files
- CSS modules
- CSS preprocessors
 - SASS, LESS, PostCSS
- CSS-in-js
 - styled-components, emotion, linaria, griffel

<> 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.

Tests

- Unit tests using Vitest + testing-library/react
- End-to-end tests using Playwright

<> Test



- Write basic unit tests for the <Header/> that verifies the provided text is rendered in an <h1> tag.
- Write an end-to-end test that verifies that the page loads and the app starts.

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.

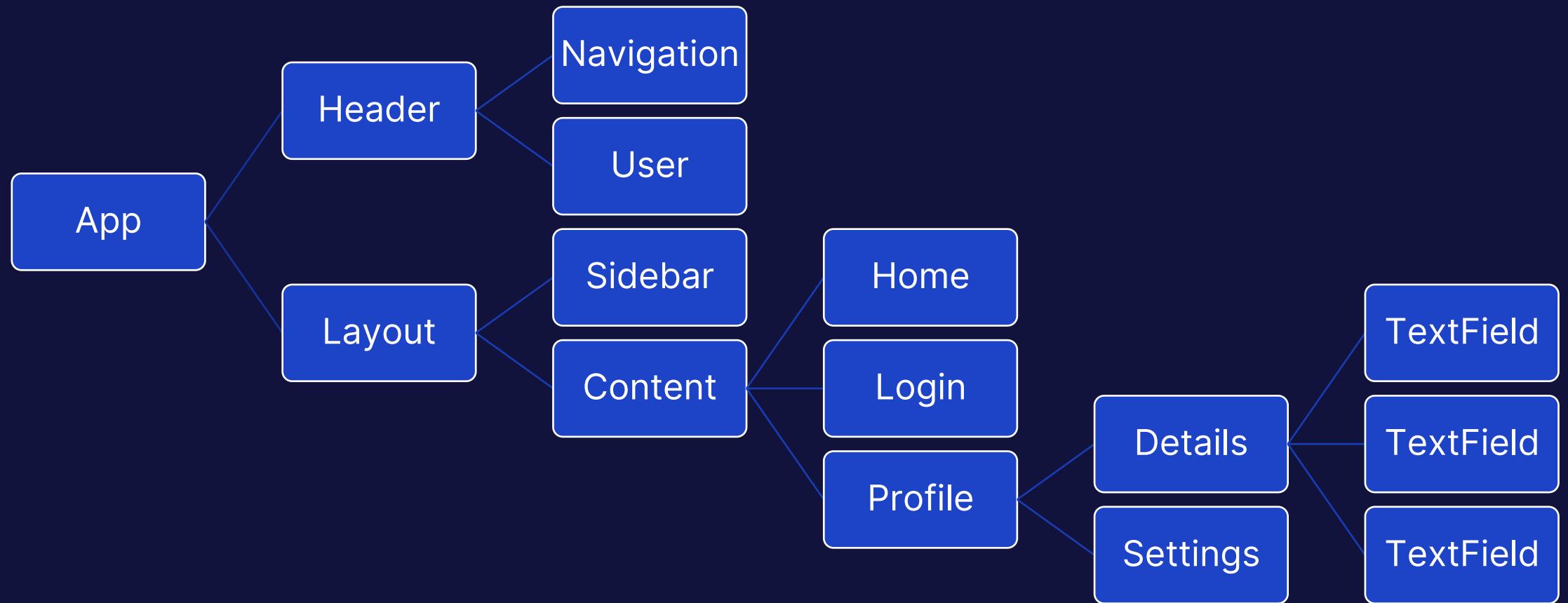
<> ChoiceField

- Create a “field”-component that allows the user to select one item from a list of items in a drop-down.
- Place the component in the “UI” library.
- Provide a configurable label.
- Add prop to disable the field.
- Apply some styling to the ChoiceField so that it looks nice.

Routing

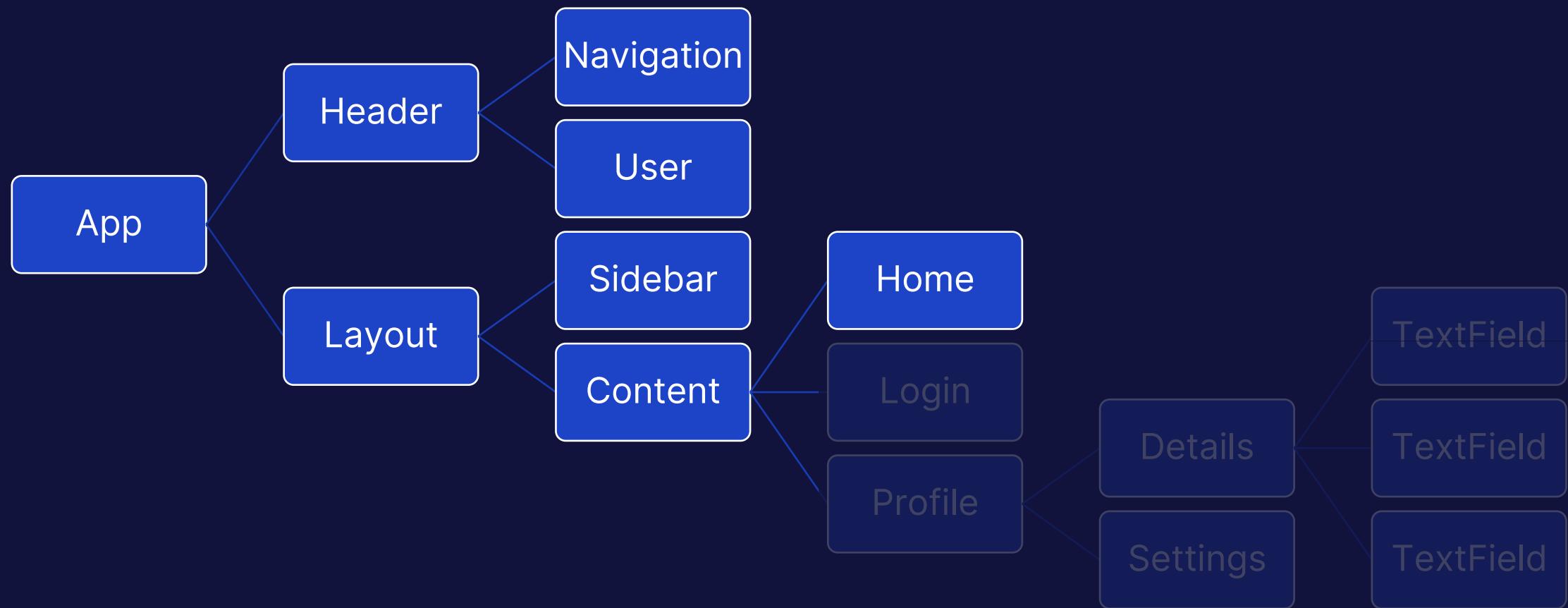
- Selectively render pieces of our application tree based on the users current path.
- Extract parameters from the path and use them to select what content to render.
- Utilize History API in the browser.

Routing



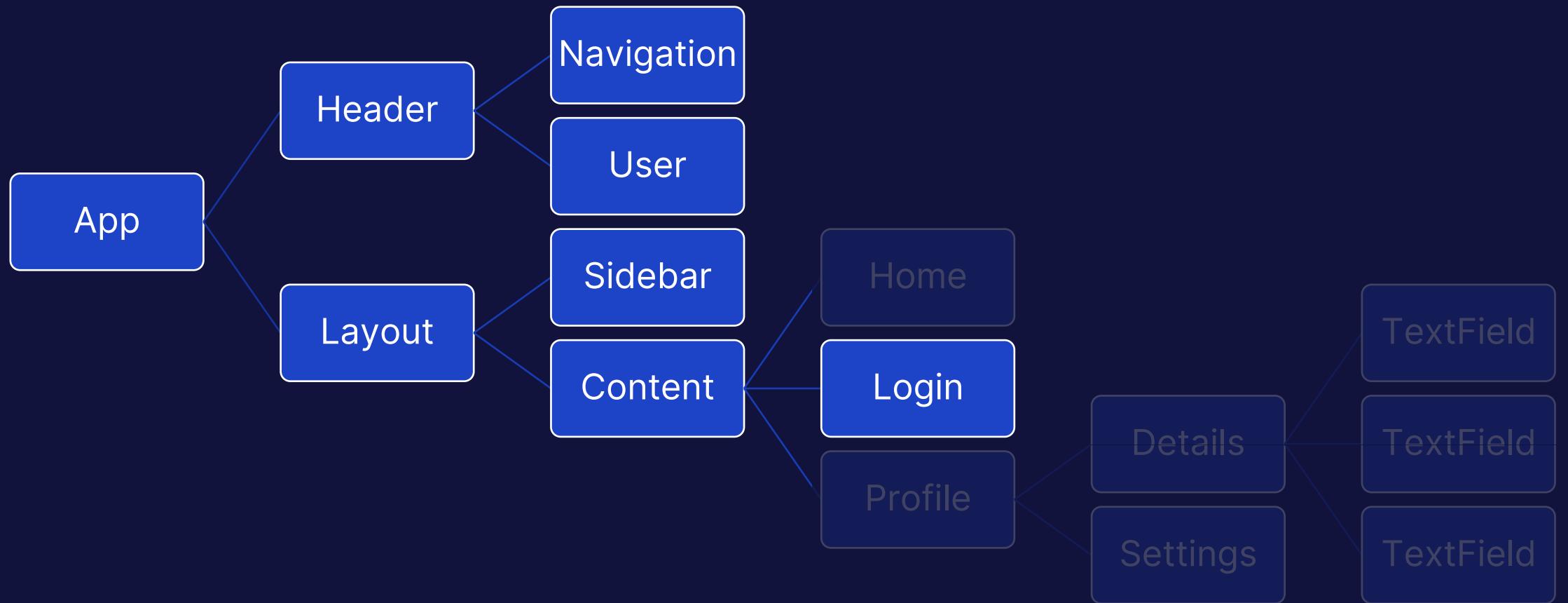
Routing

/



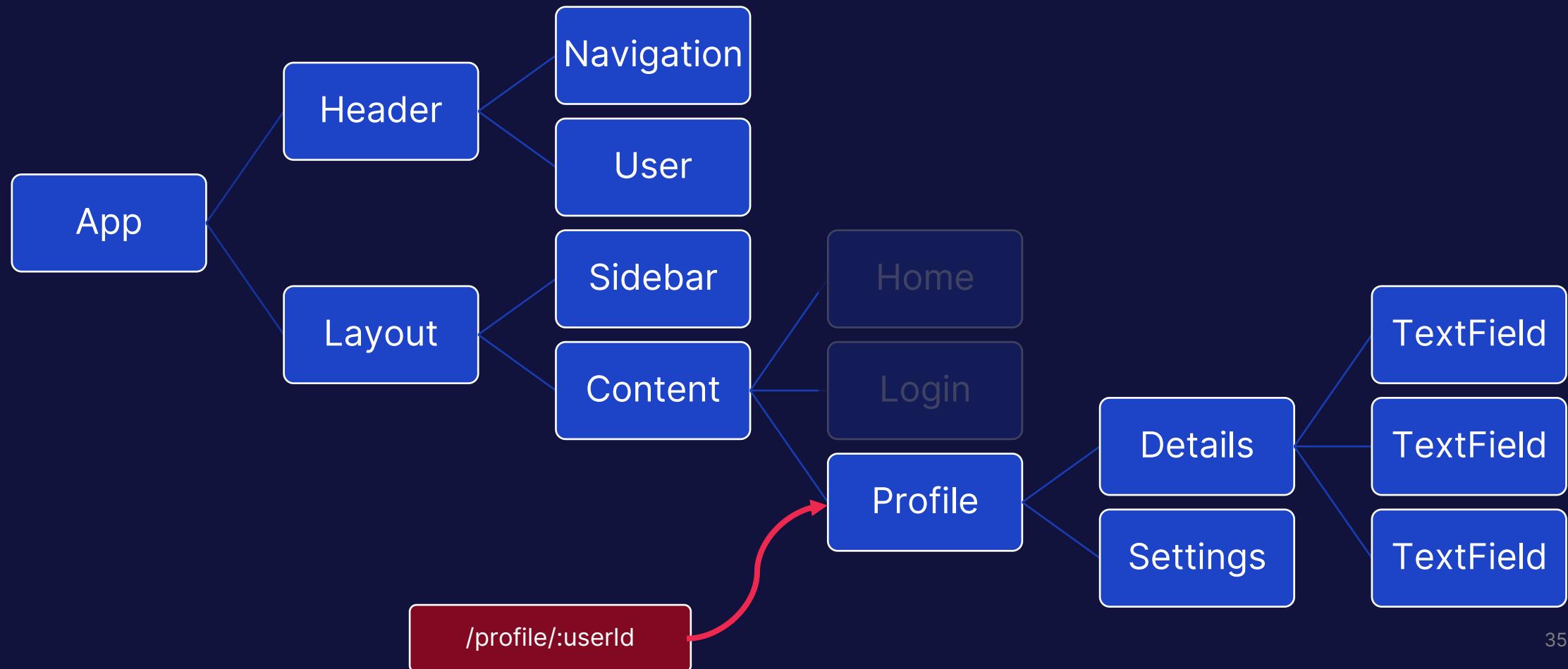
Routing

/login



Routing with parameter

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



Setting up routing

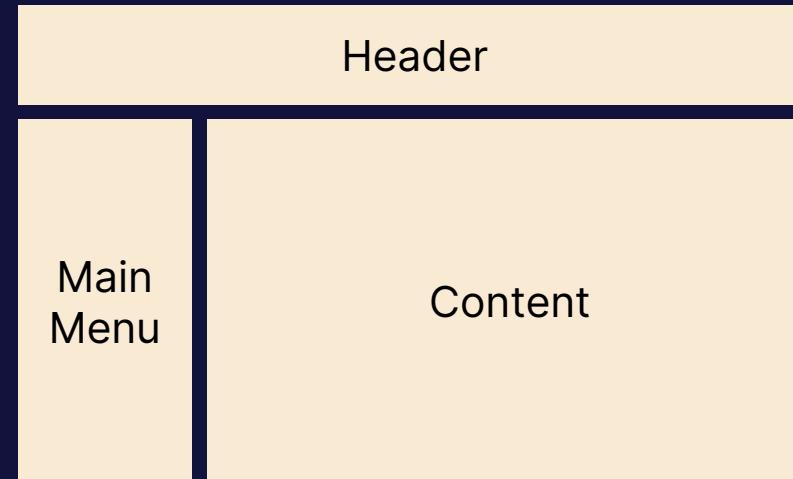
- `npm add react-router-dom`
- Define routes with pages
 - `/` -> Home Page
 - `/users` -> Users Page
- Provide routes
- Create error pages
- Navigation with links

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.





DisplayParameters

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

<> 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

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

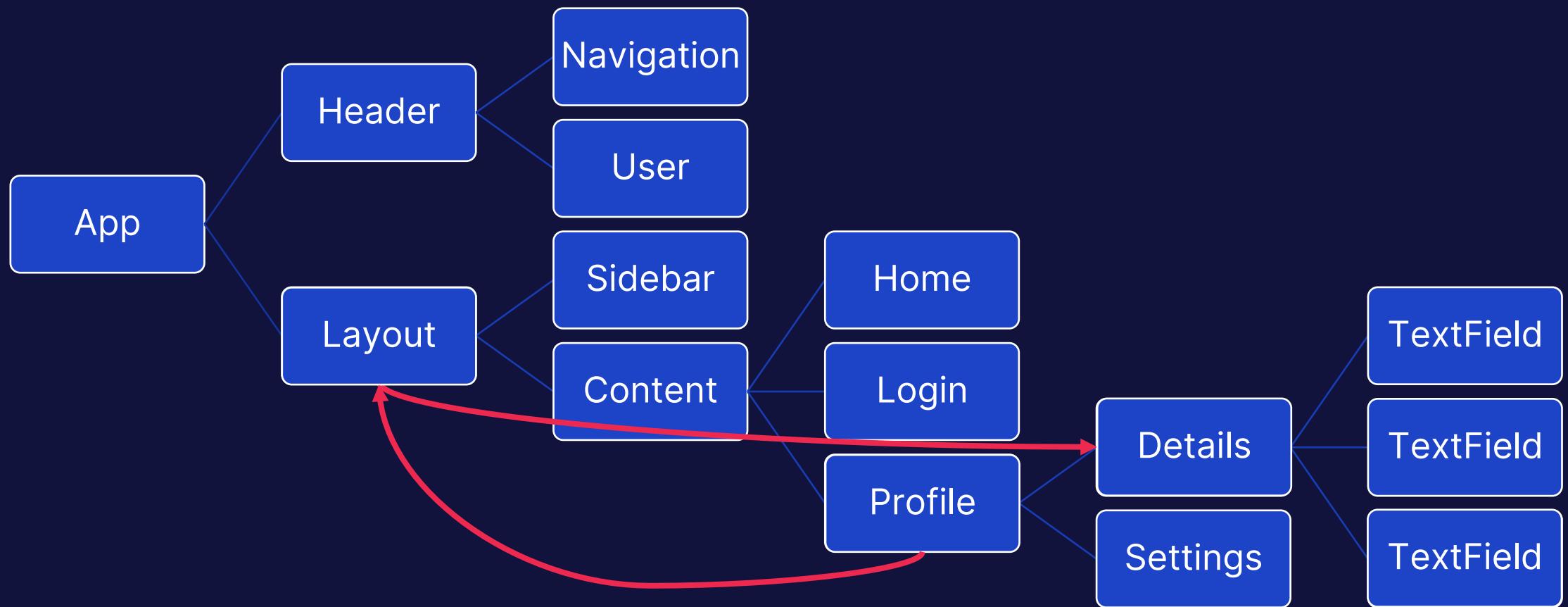
Code-splitting

- 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

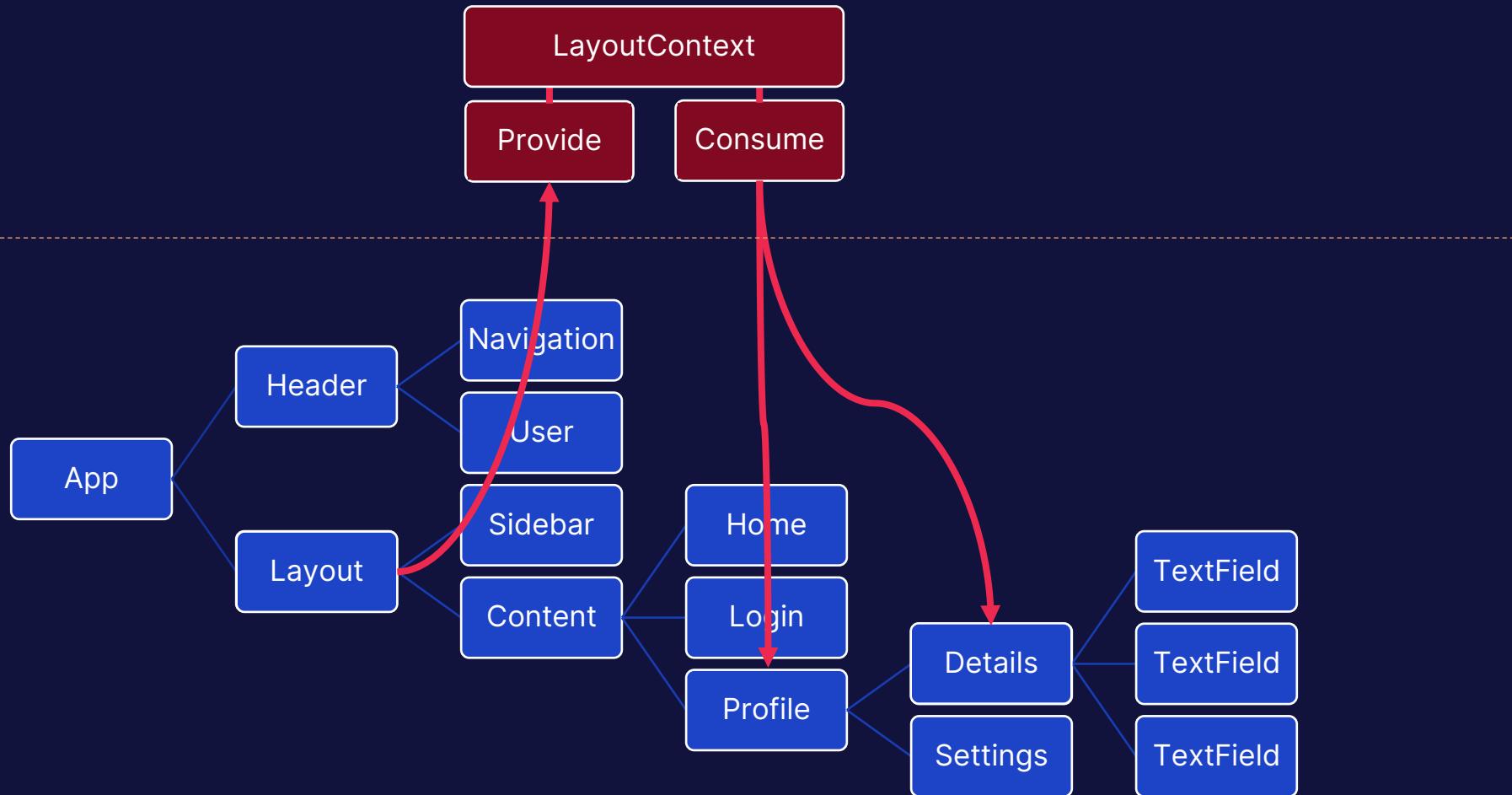
Context

- 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

↔ HeaderService



- Convert the header context to a service.
- Create a custom hook “useHeading” to easily set the heading text once a page is displayed.

<> FieldsService

- Create a service that controls whether any fields below it are enabled or disabled.
- Provide a function that allows toggling the disabled state (without providing an explicit true/false flag).
- Add a checkbox to the home page that disables all fields. Make sure it can be deselected as well.
- Bonus: Do not require the service to be provided for individual fields to be used.

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.

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

Handling session tokens

- Session tokens usually come from an OAuth flow or equivalent.
- They must usually be passed as a header to the back-end.
- There are many ways to do this with NSwag.
- We will be using the “base-class-method” with a static field.



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.

<> GroupDetailsPage

- Create a page that displays details about a specific group.
- It should receive the group id from a URL parameter to allow deep linking.

<> GroupsPage

- Create a page that displays all groups in the system in a table.
- Clicking the group id or name should take you to the GroupDetailsPage for that group.
- If the current user is a user admin add a delete button for each row.

<> UserDetailsPage

- Create a page that displays details about a specific user from the server.
- It should receive the user id from a URL parameter to allow deep linking.
- It should show a list of all groups the user is a member of.
- It should show a list of all distinct roles the user has.

<> UsersPage

- Create a page that displays all users in the system in a table.
- Clicking the user id or display name should take you to the UserDetailsPage for that user.
- If the current user is a user admin add a delete button for each row.

<> ActiveSessionsPage

- Create a page where admins can view and cancel all active sessions.

<> EditUserPage

- Create a page with a form that allows you to edit an existing user.
- Allow admins and user admins to edit any user while regular users can only edit themselves. Guests should not be able to edit themselves.
- Validate the form client-side according to the rules described in the OpenAPI specification.

<> CreateUserPage

- Create a page with a form that allows you to create a user.
- Validate the form client-side according to the rules described in the OpenAPI specification.

<> EditGroupPage

- Create a page with a form that allows you to edit an existing group.
- Allow admins and user admins to edit any group. Others should not be able to edit at all.
- Validate the form client-side according to the rules described in the OpenAPI specification.

<> CreateGroupPage

- Create a page with a form that allows you to create a group.
- Validate the form client-side according to the rules described in the OpenAPI specification.

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://emotion.sh>

CSS-in-JS styling library

<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://prettier.io>

An opinionated code 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