

## 3. Render

Introduction to React







































# Components

props Component JSX

```
const Header = () => <div> My Wishlist </div>;
```





#### Declaration

```
const Header = () =>
  <h1> My Wishlist </h1>;
```

### Usage

```
<Header />
```





#### Functional component

```
const Header = () =>
  <h1> My Wishlist </h1>;
```

### Class component

```
class Header extends Component {
  render() {
    return <h1>My Wishlist</h1>;
  }
}
```





Components





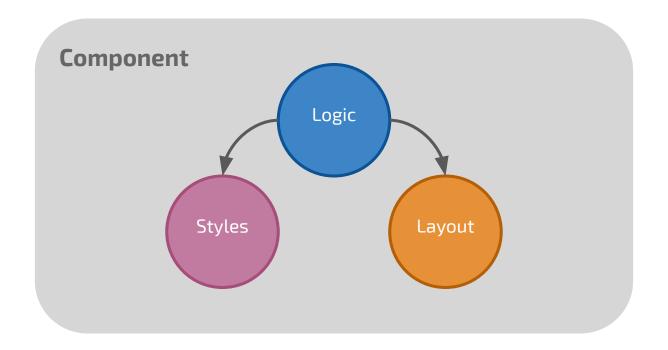
**Styling** 



**D**ynamic render

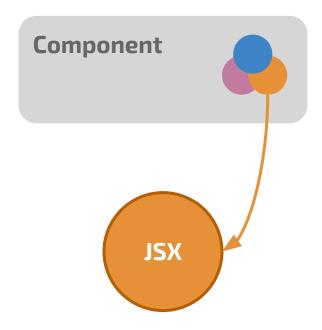














#### Pure JS

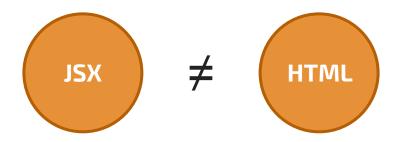
```
React.createElement(
   'h1',
   { className: 'header' },
   'Hello, world!'
);
```

#### JSX

```
<h1 className="header">
  Hello world
</h1>
```



# JSX - Compared to HTML





JSX

```
<div className="field">
  Hello world
  <input tabIndex="1"/>
  <button onClick={fn}>
    Click me!
  </button>
</div>
```

#### HTML

#

```
<div class="field">
  Hello world
  <input tabindex="1">
    <button onclick="fn()">
      Click me!
  </button>
</div>
```





### JSX - Component relations

```
const Comp1 = () => \langle p \rangleHello 1\langle p \rangle;
const Comp0 = () => (
   <div>
      <Comp1 />
                                             const Comp2 = () => \langle p \rangleHello 2\langle /p \rangle;
      <Comp2 />
      <Comp3 />
   </div>
                                             const Comp3 = () => \langle p \rangleHello 3\langle /p \rangle;
```

# JSX - Expressions

```
Hello {name}!
```





## JSX - Expressions. Variables.

```
const planet = 'Earth';
const MyComp = () => <div>Hello {planet}!</div>;
           <div> Hello Earth! </div>
```





## JSX – Expressions. Operations.

```
const i = 1;
const MyComp = () => \langle \text{div} \rangle Num \{i + 1\} \langle /\text{div} \rangle;
                       <div> Num 2 </div>
```





## JSX - Expressions. Functions.

```
const getPlanet = () => 'Earth';
const MyComp = () =>
  <div> Hey {getPlanet()}! </div>;
            <div> Hey Earth! </div>
```





## JSX – Expressions. Attributes.

```
const imageSrc = 'https://...';
const MyComp = () => <img src={imageSrc} />;
           <img src="https://..." />
```





### JSX - Expressions. Spread object.

```
const imageProps = {
  src: 'https://...',
  alt: 'My image',
};
const MyComp = () => <img {...imageProps} />;
    <img src="https://..." alt="My image" />
```



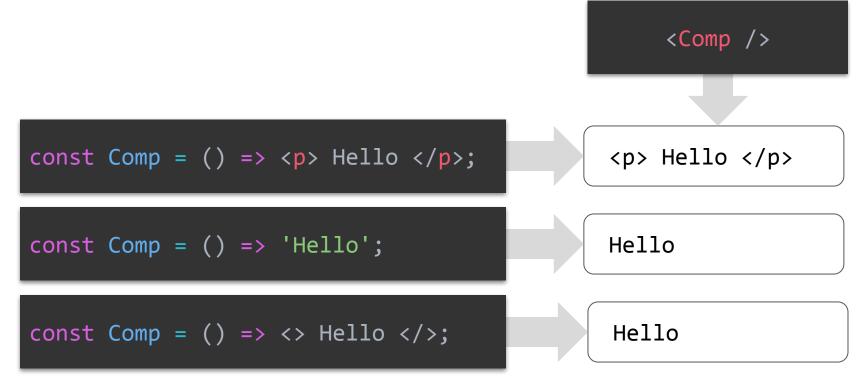
# **I** JSX – Fragments

```
<React.Fragment>
Hello world
</React.Fragment>
```

~

```
<>
Hello world
</>
```









```
<Comp />
const Comp = () => (
  Hello 1 
  Hello 2 
);
const Comp = () => (<>
                                     Hello 1 
  Hello 1 
  Hello 2 
                                     Hello 2 
</>);
```



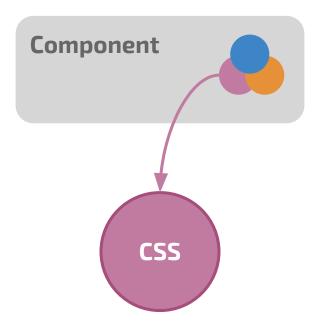
















#### Component

### styles.css

```
.tower-of-pisa {
  font-style: italic;
}
```





#### Component

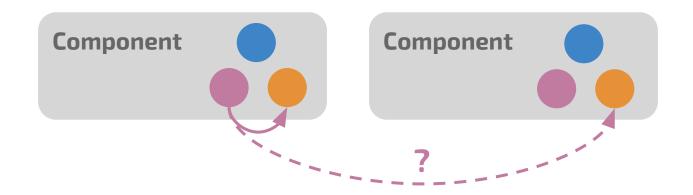
#### styles.css

```
.ikea {
   display: table;
}
.lego {
   display: block;
}
```





## ¿Real encapsulation?









**B**EM Block







B**E**M Element







# BEM Modificator



# Styling - BEM

```
.block {}
.block--modificator {}
.block__element {}
.block__element--modificator {}
.block--modificator__element {}
```

## Styling - BEM

```
.block {}
.block--modif {}
.block__element {}
.block__element--modif {}
.block--modif__element {}
```

```
.button {}
.button--primary {}
.button__icon {}
.button__icon--big {}
.button--primary__icon {}
```



#### Component

### styles.css

```
.cmp1 { ... }
.cmp1__el { ... }
.cmp1__el--mod { ... }
```





#### Component

#### styles.css

```
.cmp1 { ... }
.cmp1__el { ... }
.cmp1__el--active { ... }
```





#### Component

#### HTML rendered

```
<div class="cmp1">
 <div class="cmp1__el cmp1__el--active">
 </div>
</div>
```





#### Component

```
import classNames from 'classnames';
const Component1 = () => (
  <div className="cmp1">
    <div className={classNames(</pre>
      'cmp1__el',
      { 'cmp1_el--active': true }
   )}></div>
  </div>
);
```

#### HTML rendered

```
<div class="cmp1">
    <div class="cmp1__el cmp1__el--active">
     </div>
</div>
```



#### Index











# Dynamic render







**Switch** 



Loops



# Dynamic render







**Conditionals** 

Switch

Loops



### **Dynamic render** - Default conditional

```
const isFormal = true;
const Farewell = () => {
 if(isFormal) {
    return <span>Kind regards</span>;
  } else {
   return <span>Cheers</span>
```



### **Dynamic render** – Logical operator

```
const exclamate = true;
const Farewell = () => (
  <span>
   Cheers{exclamate && <strong>!!</strong>}
  </span>
);
```



### **Dynamic render** – Ternary operator

```
const isFormal = true;
const Farewell = () => (
  <div>
    { isFormal ? 'Kind regards' : 'Cheers'}
  </div>
```

# Dynamic render







**Switch** 



Loops



## **Dynamic render** – Switch

```
const partOfTheDay = 'morning';
const HelloPlanet = () => {
 switch (partOfTheDay) {
    case 'morning':
      return <span>Good morning!</span>;
    case 'afternoon':
      return <span>Good afternoon</span>;
    case 'night':
      return <span>Sleep well...</span>;
    default: 'Cheers!';
```

## **Dynamic render** – Switch

```
const partOfTheDay = 'morning';
const HelloPlanet = () =>
  (partOfTheDay === 'morning' && <span>Good morning!</span>) ||
  (partOfTheDay === 'afternoon' && <span>Good afternoon</span>) ||
  (partOfTheDay === 'night' && <span>Sleep well...</span>) ||
  'Cheers!';
```



## Dynamic render





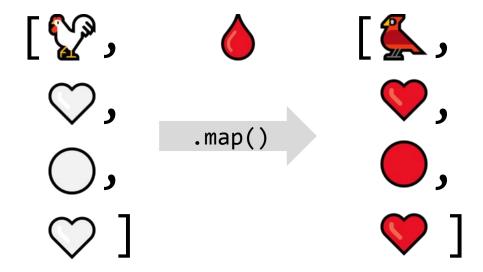


Switch



Loops

## **Dynamic render** – Array map



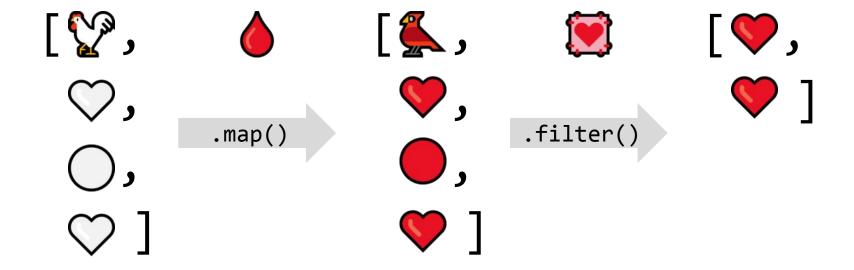


# **Dynamic render** – Array map

```
<1i>,
item1,
                              <1i>,
item2,
               .map()
                              <1i>,
item3,
                              <1i>>
item4
```

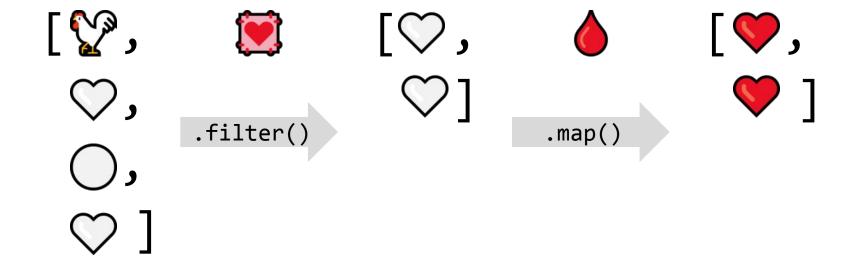


## **Dynamic render** – Array filter





### **Dynamic render** – Array filter



```
const meals = [
{ name: 'Salad', veggie: true },
{ name: 'Hamburguer', vegge: false }
];
const MealsList = () => (
<l
  {meals.map(({ name }) => {name})}
);
```



### **Dynamic render** - Render loop

```
const meals = [
{ name: 'Salad', veggie: true },
{ name: 'Hamburguer', vegge: false }
];
const MealsList = () => (
 <l
  {meals.map(({ name }) =>
    key={name}</u>>{name}
  )}
UNIOUE
```

```
const meals = [
{ name: 'Salad', veggie: true },
{ name: 'Hamburguer', vegge: false }
];
const MealsList = () => (
<l
  {meals.map(({ veggie, name }) => veggie
    ? {name}
    : null
```

```
const meals = [
{ name: 'Salad', veggie: true },
{ name: 'Hamburguer', vegge: false }
];
const MealsList = () => (
 <l
  {meals
    .filter(({ veggie }) => veggie)
    .map(({ name }) => {name})}
```

#### Index













- Create an interface for a Wishlist application. Follow the JSX best practices commented.
  - a. An input to create new wishes
  - A list of the wishes created
  - c. Checkboxes to mark a wish came true.
  - d. Buttons to archive completed wishes

The wishes must be stored in an array.

2. Create styles for the main elements of the UI, using the BEM naming strategy.





### 3. Render

Introduction to React

