React workshop cheat sheet

React & ReactDOM API

`React.createElement(type, props, children)`
    creates a React element
`ReactDOM.render(element, container)`
    renders a React element into the DOM node `container`
`React.createClass(specification)`
    creates a class component with the given `specification` (nightmare mode)

Browser DOM API

`document.createElement(tagName)`
    creates a DOM element node (a.k.a. HTML element) with the name `tagName`
`document.createTextNode(string)`
    creates a DOM text node containing `string`
`element.appendChild(child)`
    inserts the `child` DOM node as the last child of `element`
`element.firstChild`
    returns the first child of `element`
`element.removeChild(child)`
    removes the `child` DOM node from `element`'s children
`element.setAttribute(name, value)`
    adds `name=value` as an attribute of `element`
`element.className = value`
    sets `element`'s "`class`" attribute to `value`
`element.addEventListener(name, callback)`
    sets up `callback` to be called when `element` receives an event of type `name`

JavaScript language & API

`typeof value`
    returns a string indicating `value`'s type (e.g. "`string`", "`object`", "`undefined`")
`Object.assign(target, source1, source2, …)`
    copies properties onto `target` object from `source1, source2, …` objects
    (the Ruby equivalent is `target.merge!(source1).merge!(source2).…`)
`Object.keys(object)`
    returns an array of `object`'s property names
    (the Ruby equivalent is `hash.keys`)
`array.forEach(callback)`
    calls `callback` for each item in `array`, passing the item as argument