

React Hands On Workshop
by Vijay Shivakumar



Welcome to the React workshop



What do we need before we begin... ?

Technical Skill : HTML5, CSS3, JavaScript 1.8.5

Hardware and software:

IDE : visual studio code

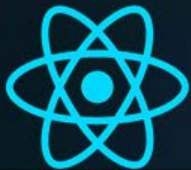
Browsers : chrome latest

Platform : nodejs latest (npx comes with npm 5.2 or higher)

Database : mongodb or a cloud account to access mongodb

Version Control : git

Network : internet access to download from git and npmjs.org



Who is using React

Facebook
Instagram
Discord
Airbnb
Bloomberg
Uber Eats
Skype
Pinterest etc.,



Objectives

Understand and explore ES6 / ES7

Write Programs using Pure React

Understand JSX usage

Develop programs using React platform

Workflow with Context API

Workflow with Redux

Usage of middleware Thunk and an introduction to Saga

Unit testing with Jest and React Testing Library



What are we learning in this course ?

ES6+

Functional programming

Arrow functions

Immutable objects

Template strings

Destructuring

Array Methods

Scope Management

History API

CSS / SASS

What is React ?

Tooling and setup for

React-CLI

React Components

Understanding JSX

Data binding

Class and Style binding

State

Props and PropTypes

Conditional Rendering

Working with Forms

Events

Context API

Lifecycle Methods

Working with HTTP

Provider API

Redux

React Routing

Lists and Keys

Fragments

Firebase / MongoDB



Your Instructor / About Me

Vijay Shivakumar

Designer | Developer | Trainer



Certified Expert

Training & Consultation of
Contemporary Web Technologies and Adobe products from past 19 years



Audience / About you

Developer

Designer

Manager

Architect

Technology Enthusiast



Prerequisites / Before we begin

HTML 5

CSS3

ES6

NodeJS

TypeScript

Webpack

Express

Babel

TDD

MongoDB



BABEL





Must Know / Before we begin

HTML 5
CSS3

I assume you know



ES6

block scope
de structuring
arrow function
default parameters
spread operator

array methods
template strings
classes
modules
interfaces



About React / Why do we need react ?

Client Side Programming LIBRARY

Created and maintained by Facebook developers

Used to build dynamic user interfaces (Frontend)

Everything is a component

Often referred as V in the MVC



What makes React great / Principles of React

DOM Manipulation only with React

Components architecture / Composability

One way data flow (Unidirectional Data Flow)

A solid UI library



Why React / Advantages of React

Component architecture

Easy to scale existing applications one component at a time

Partial refresh of UI Virtual DOM

Fast Only renders the area that is modified avoiding page refresh

Leverage on ES6 and later

Client get a faster response from application and they are happy

Existing knowledge of JavaScript can be used to scale with react



Benefits / Key take away from this course

Components

- Just like functions**

- Reusable and composable**

- Can manage a private state**

Reactive updates

- Updates with user interaction**

- Take updates to the browser**

Virtual view in memory

- write HTML in JavaScript**

- Tree reconciliation**



React Architecture

APP (component)

HEADER (component)

MAIN (component)

ARTICLE (component)

ARTICLE (component)

**HEADER
(component)**

**ASIDE
(component)**

FOOTER (component)



JSX / Rules

1. JSX must return a single root element or a component
2. Self closing tags needs to be closed eg `
` `<hr/>` ``
3. if you need to return multiple element and don't want to wrap them in a div use `React.Fragment` or `<>`;
4. intropolation using `{ 2 + 3 }`
5. use `className` instead of `class` attribute
6. `htmlFor` instead of `for` attribute on lable html elements
7. use `defaultValue` instead of `value` on input element to create uncontrolled inputs
8. use camel cased so refer type for events for eg, `onClick`, `onMouseOver`
9. while using inline style use a config object
10. style properties should be camel cased
11. elements name begin with lowercase like `h1`, `div`, `img`, `input`, `button` etc
12. jsx classes, function names must begin with uppercase characters like `Panel`, `UserForm`, `Datagrid` etc



Components



Components / Building blocks of an application

Composition

MAIN (component)

ARTICLE (component)

ARTICLE (component)



Component / Types

Function components are stateless hence less dynamic

Class components are stateful and are dynamic

Components have a lifecycle of their own

- mounting

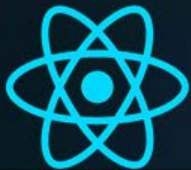
- updating

- unmounting

Components have

- their own **states** and

- can inherit properties from parent referred as **props**



Redux



What is Redux ?

Manages Data Store that can be accessed across you app

Redux makes state management more predictable by having a single source or truth

We can set strict rules for how the state can be updated



What is Redux ?

A store — an immutable object that holds the applications state data

A reducer — a function that returns state data, triggered by an action type

An action — an object that tells the reducer how to change the state. It must contain a type property, and it can contain an optional payload property



Three Principles of Redux

Application's state is stored in a single object tree which is managed by redux store.

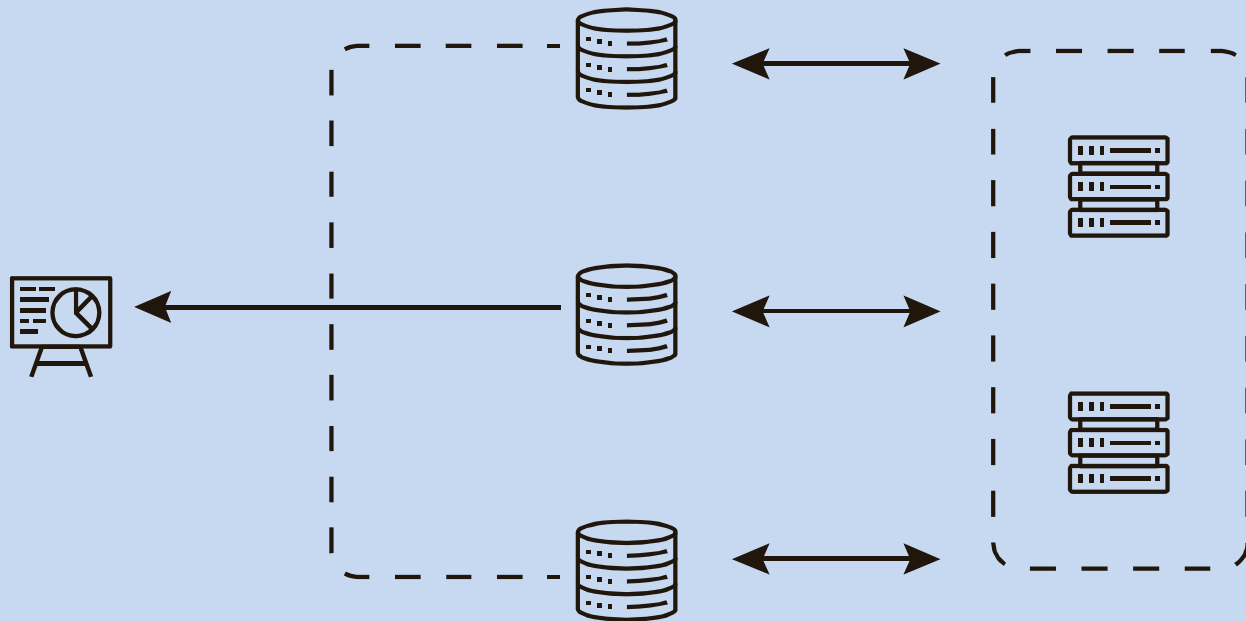
Only way to change the state is via a reducer function which knows what type of action happened.

(should not update the state by any other means)

How the state tree is transformed by action that are directed by reducer function

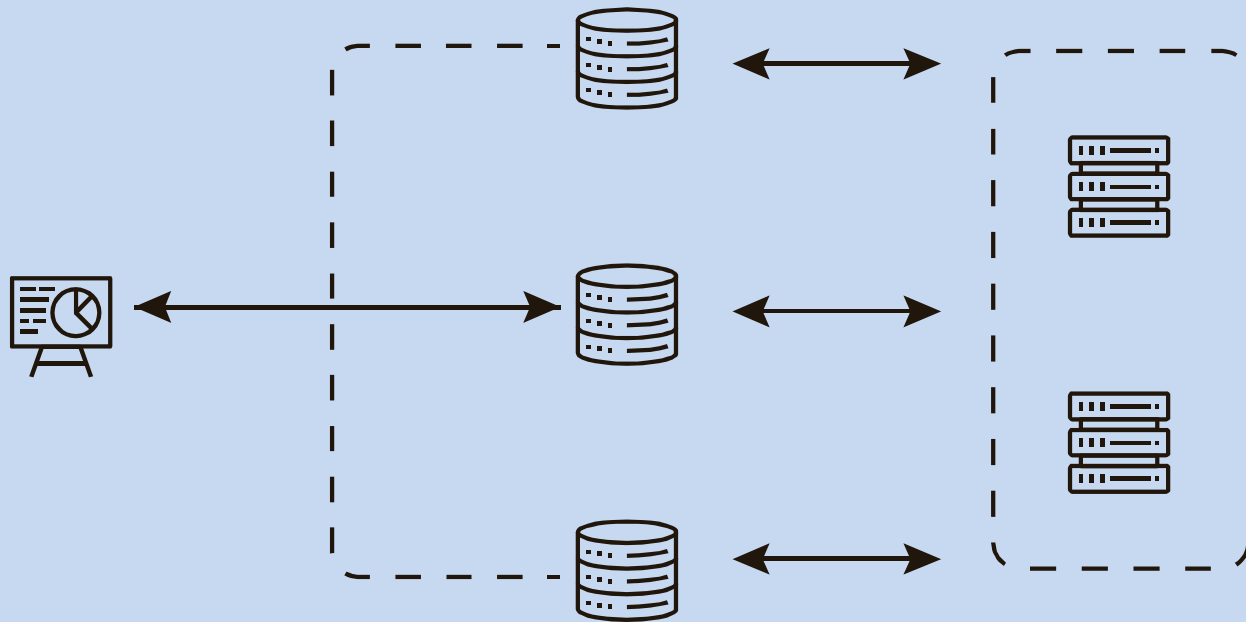


Why Redux ?



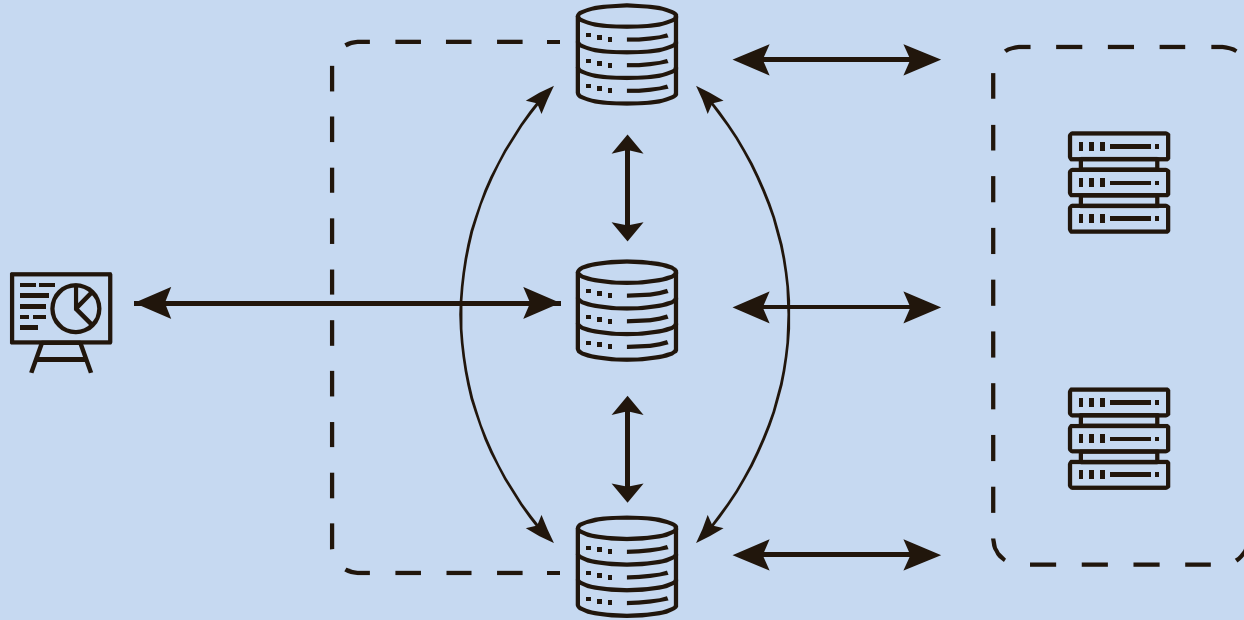


Why Redux ?



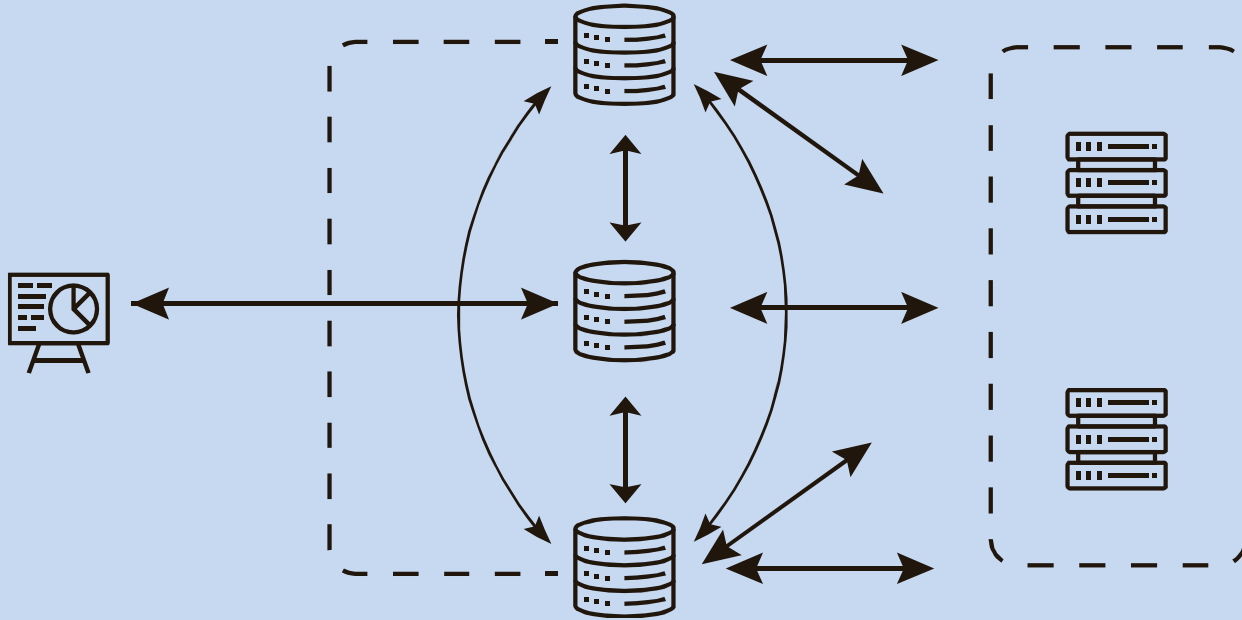


Why Redux ?



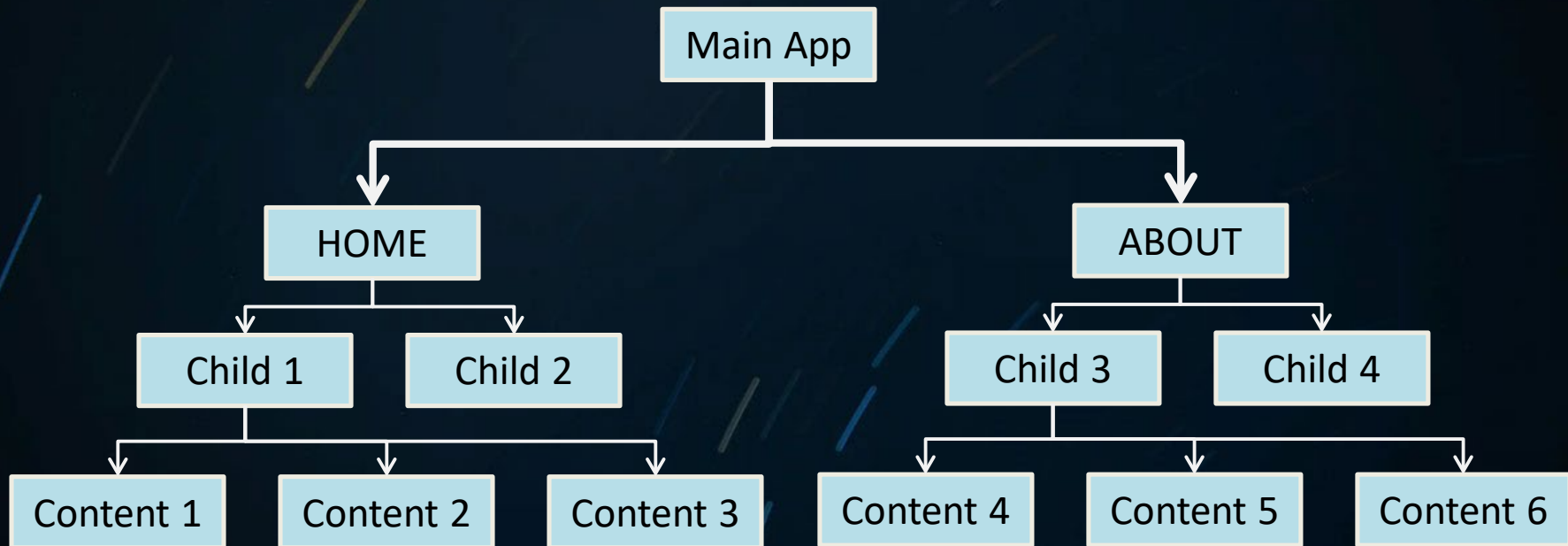


Why Redux ?



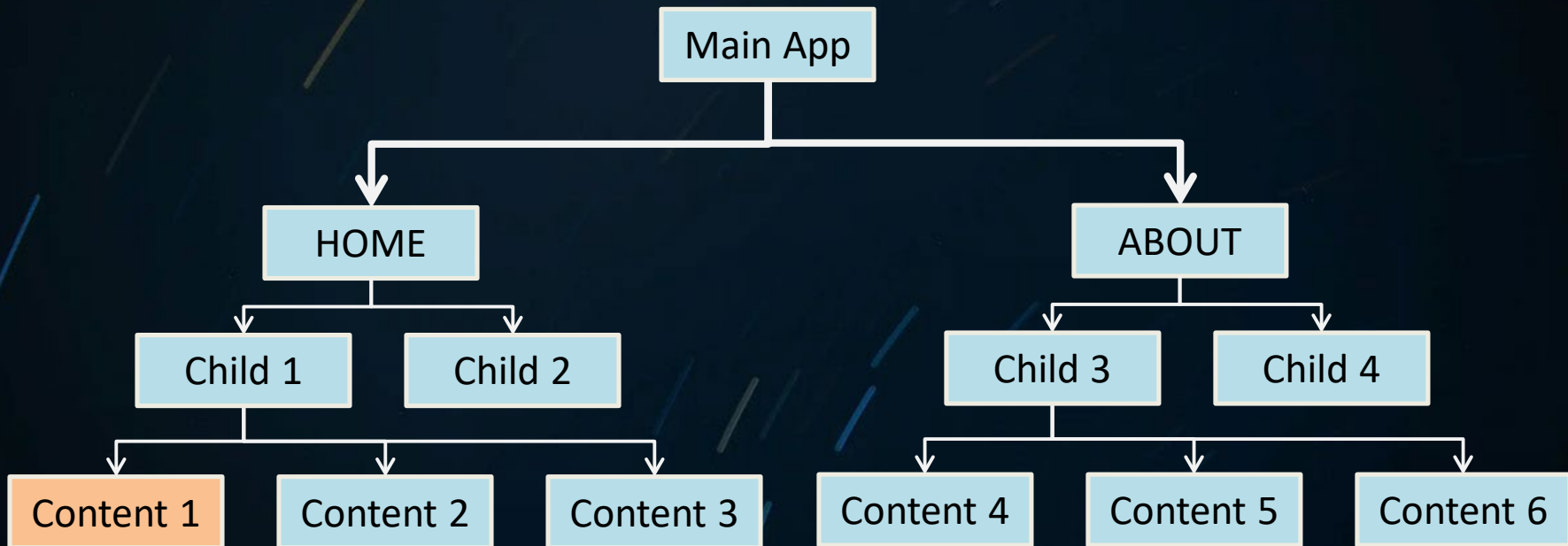


Data flow issues



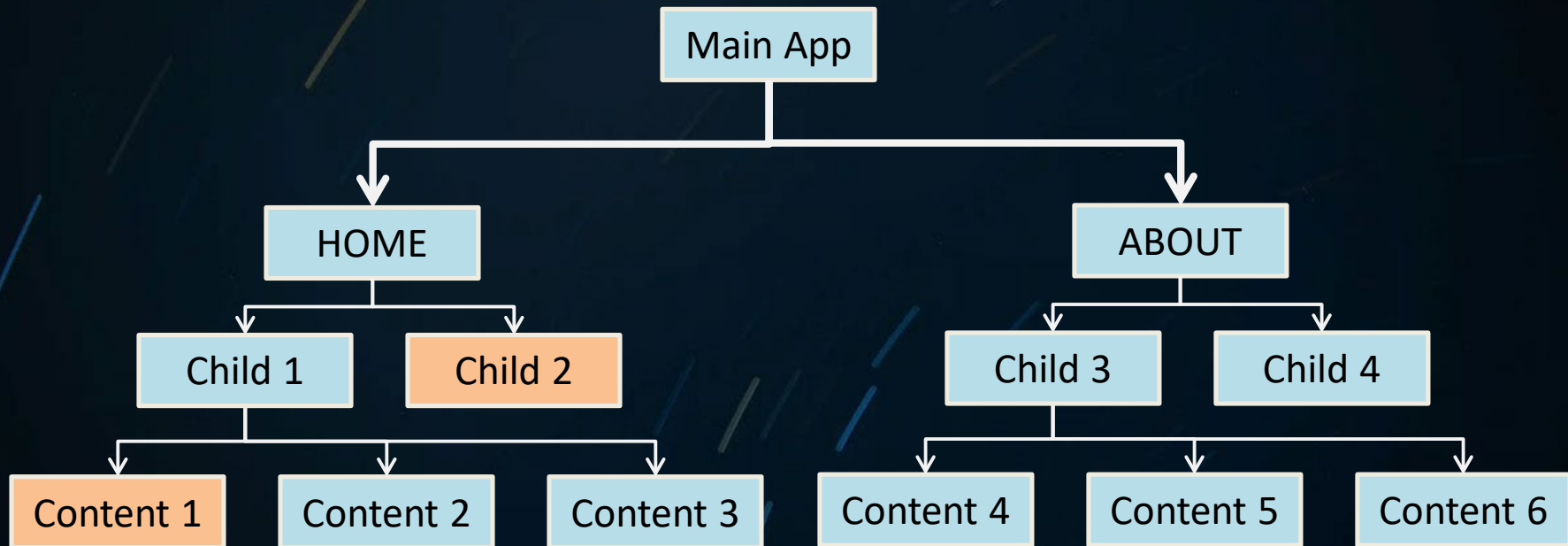


Data flow issues



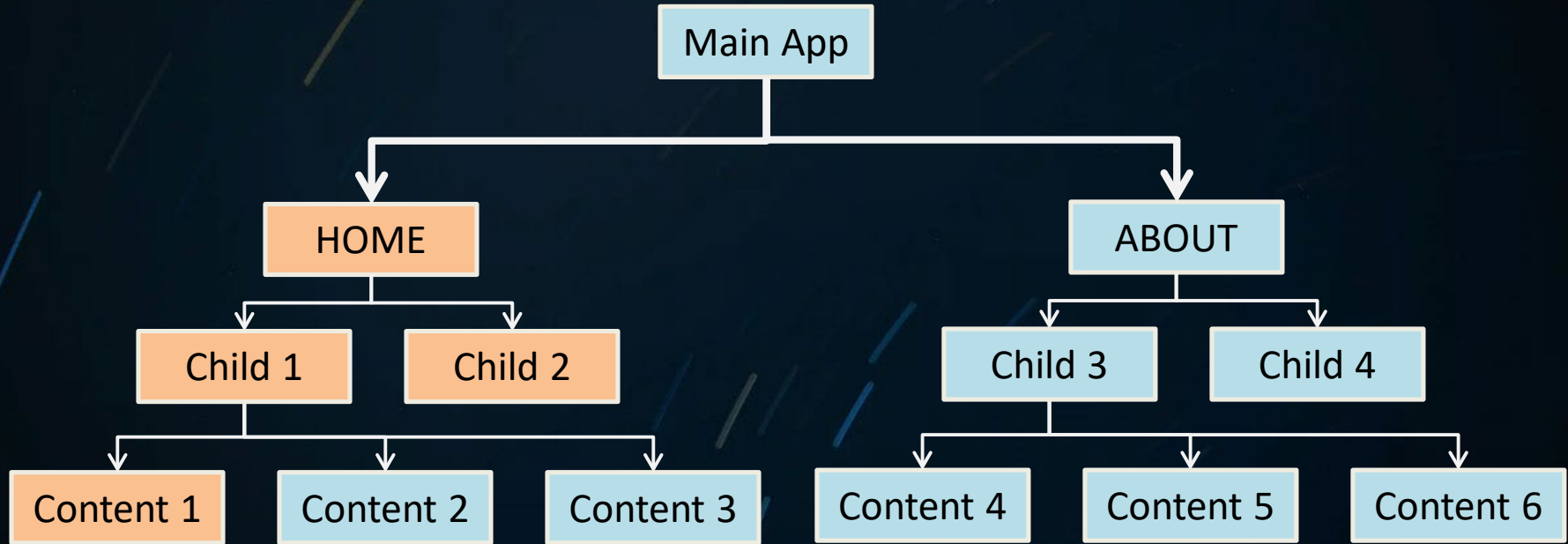


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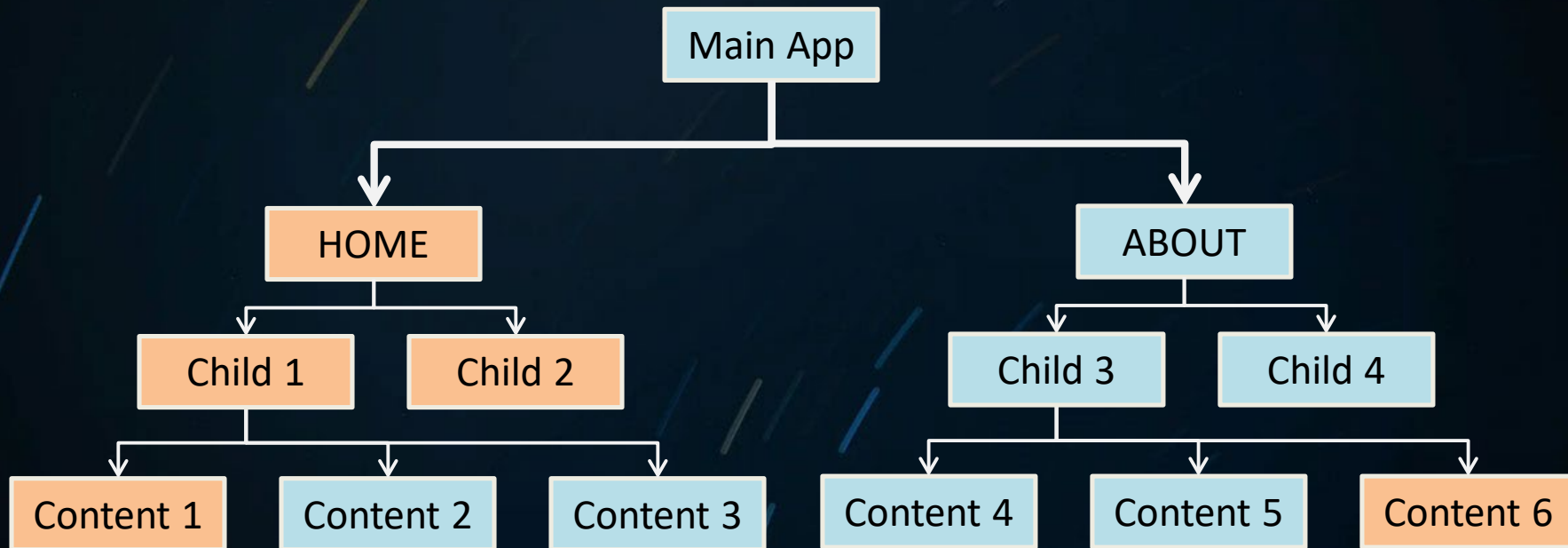


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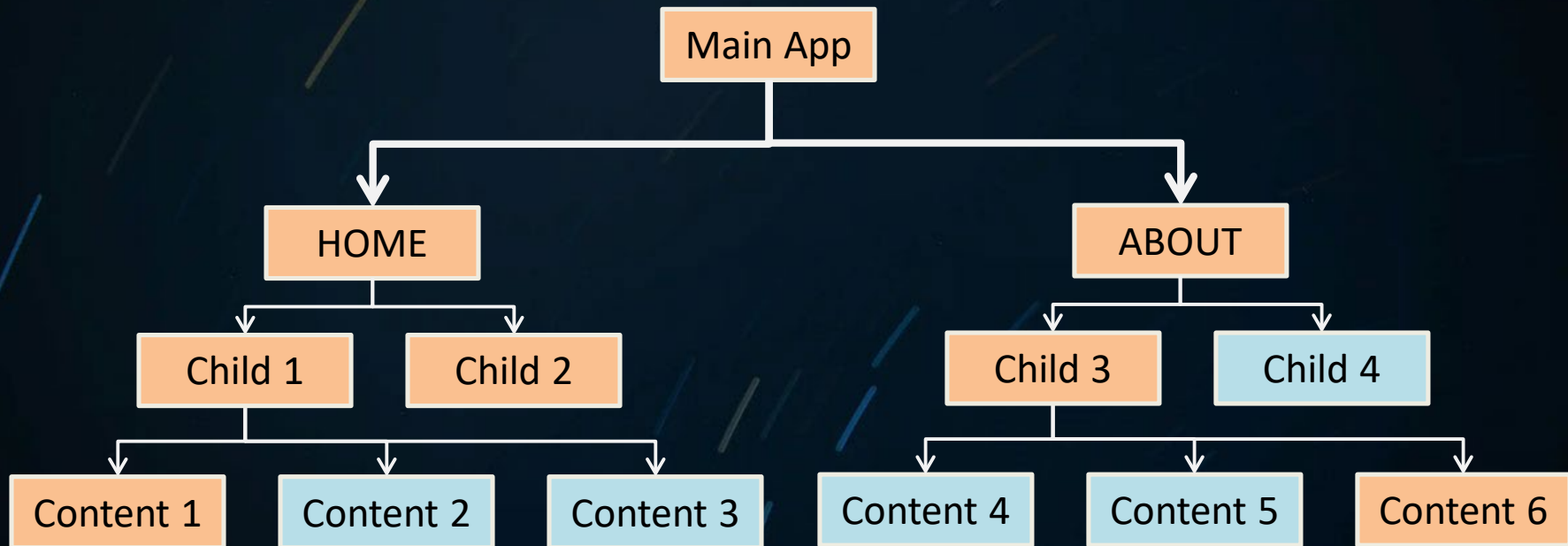


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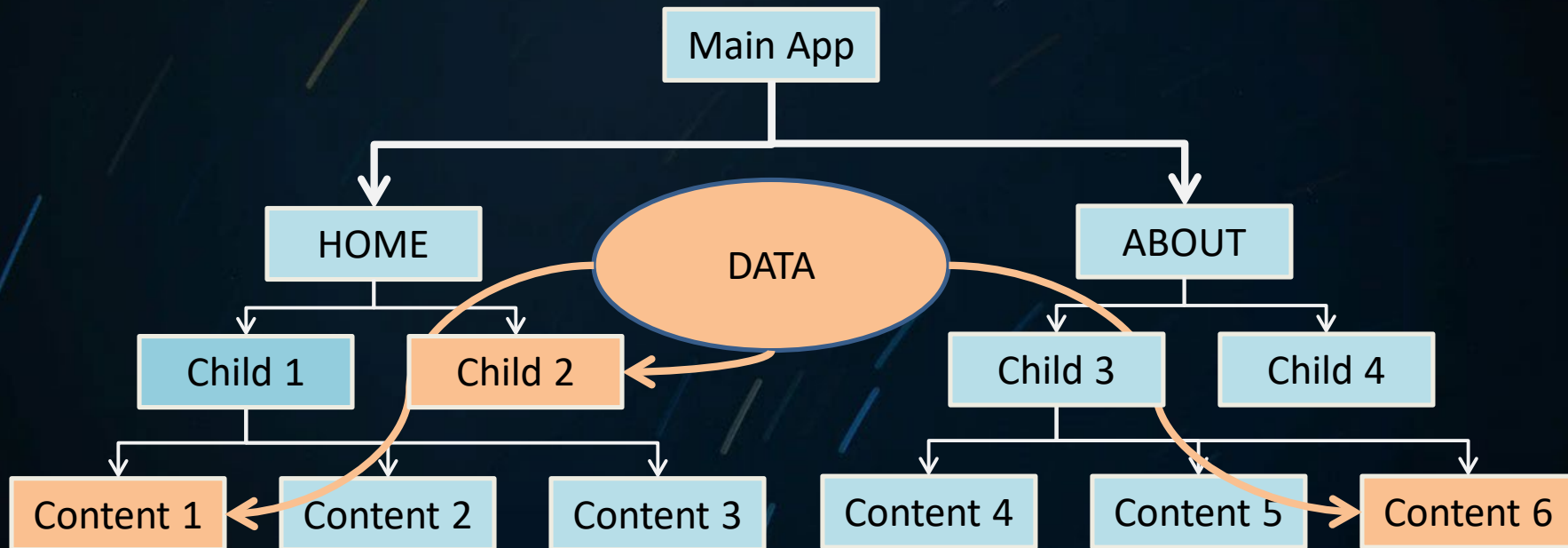


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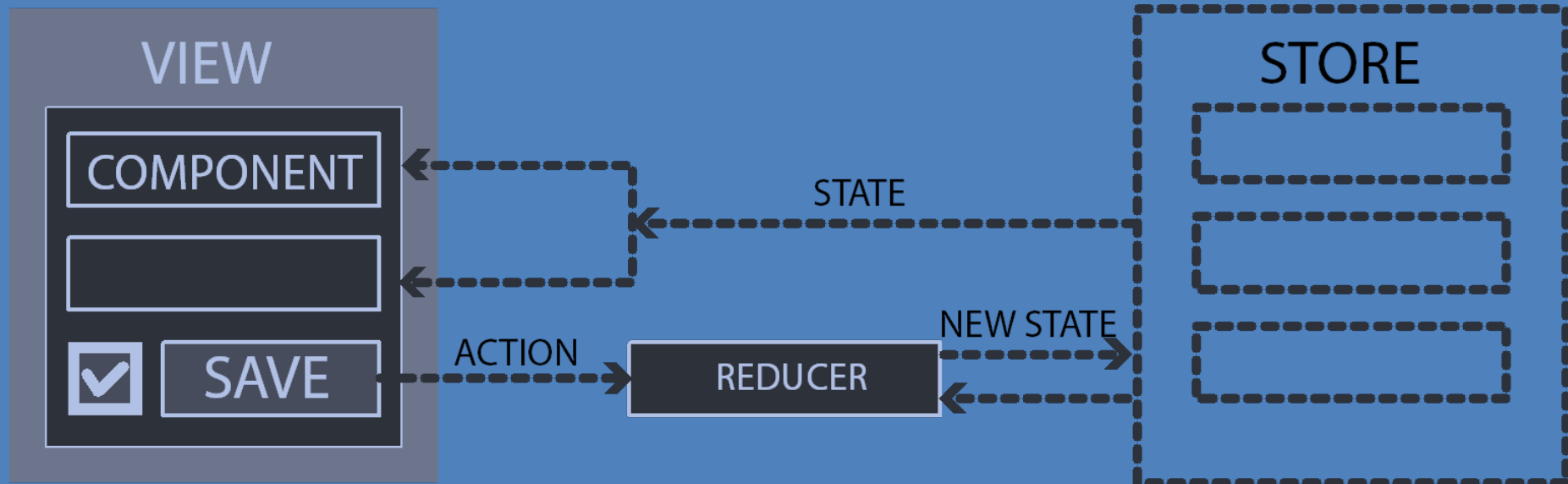


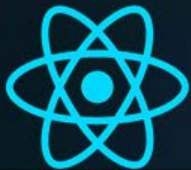
Data flow issues





Redux Architecture





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