



REACT WORKSHOP

- ✿ WORKFLOW
- ✿ REACT BASICS
- ✿ WORKSHOP

ENVIRONMENT

- ⚙️ ES6 → BABEL → TRANSPILER
- ⚙️ WEBPACK → PACKAGER → IMPORT
- ⚙️ LOADERS → POSTCSS
- ⚙️ WEBPACK-DEV-SERVER → HOT RELOADING

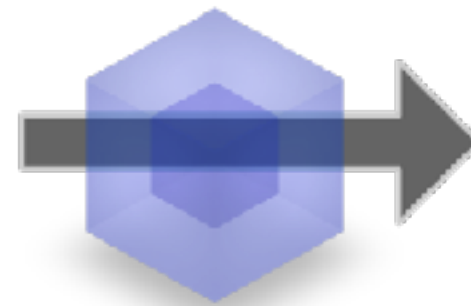
ES6 → BABEL → TRANSPIILER

```
async toggleLight(index) {  
  const {lights} = this.state;  
  const lightId = lights[index].id;  
  const changedLight = await setLight(lightId, !this.state.lights[index].state.on);  
  changedLight.id = lightId;  
  this.setState({ lights: this.state.lights.map((light) => {  
    return light.id === lightId ? changedLight : light  
  })  
});  
}
```

```
key: "toggleLight",  
value: function () {  
  var _ref2 = _asyncToGenerator(_ref => {  
    var lights, lightId, changedLight;  
    return _regenerator2.default.wrap(function _callee2(_context2) {  
      while (1) {  
        switch (_context2.prev = _context2.next) {  
          case 0:  
            lights = this.state.lights;  
            lightId = lights[index].id;  
            _context2.next = 1;  
            return _regenerator2.default.wrap(function _callee2$(_context2) {  
              while (1) {  
                switch (_context2.prev = _context2.next) {  
                  case 0:  
                    changedLight = setLight(lightId, !this.state.lights[index].state.on);  
                    _context2.next = 1;  
                    return changedLight;  
                  case 1:  
                    changedLight.id = lightId;  
                    this.setState({ lights: this.state.lights.map(function (light) {  
                      return light.id === lightId ? changedLight : light;  
                    })  
});  
                    _context2.next = 2;  
                    return _context2.stop();  
                  case 2:  
                    _context2.next = 0;  
                    break;  
                }  
              }  
            }, _context2, this);  
          case 1:  
            _context2.next = 0;  
            break;  
          case 2:  
            return _context2.stop();  
          default:  
            return _context2.stop();  
        }  
      }  
    }, _ref2, this);  
  });  
  return toggleLight(_x);  
}
```



modules
with dependencies



webpack
MODULE BUNDLER



static
assets

LOADERS → POSTCSS

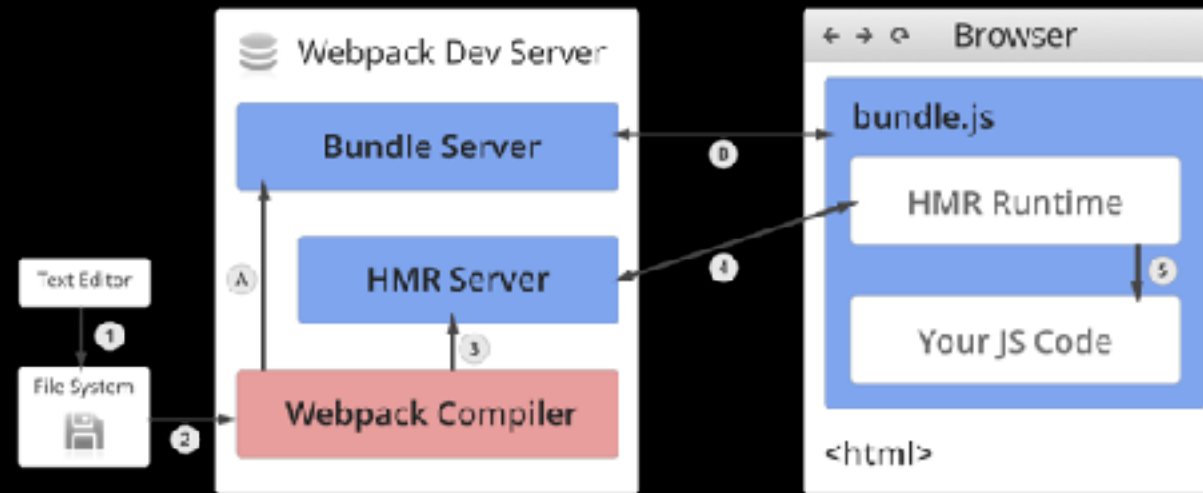
```
render() {  
  const {item} = this.props;  
  return <li className={styles.container} onClick={this.click}>  
    <span className={styles.title}>{item.name}</span><span className={styles.indicator}><Indicator on={item.state.on} /></span>  
  </li>  
}
```

```
.container {  
  display: flex;  
  padding: 10px;  
  border: 1px solid black;  
}  
  
.container: hover {  
  background-color: darkblue;  
  color: white;  
}  
  
.title {  
  flex-grow: 3;  
}
```

```
<li class="ListItem-container--svgU">  
  <span class="ListItem-title--svgU">Title</span>  
  <span>  
    <svg viewBox="0 0 20 20" xmlns="http://www.w3.org/2000/svg">  
      <circle cx="10" cy="10" r="10" fill="yellow"/></svg>  
    </span>  
  </li>
```

```
.ListItem-container--svgU: hover {  
  background-color: darkblue;  
  color: white;  
}  
  
.ListItem-container--svgU {  
  display: flex;  
  padding: 10px;  
  border: 1px solid black;  
}
```

WEBPACK-DEV-SERVER

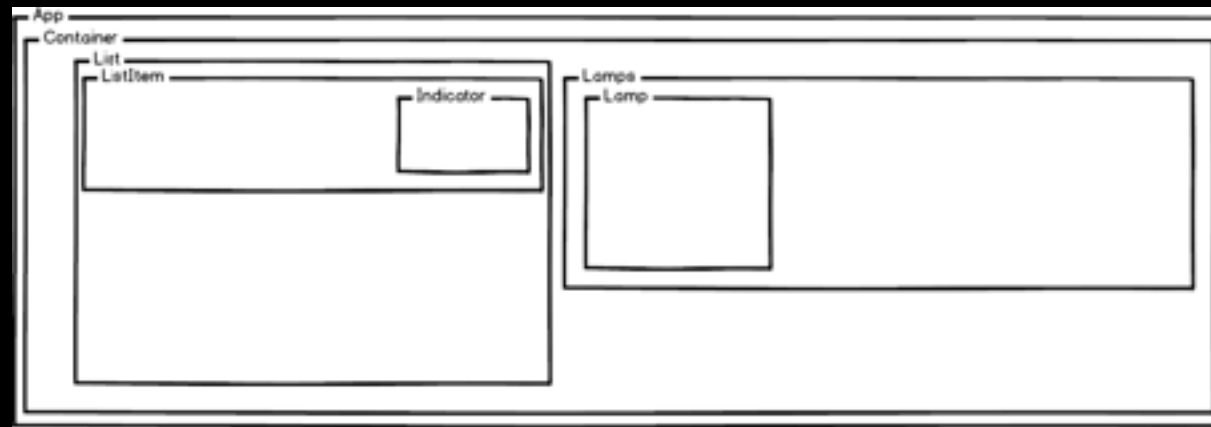


REACT

A JAVASCRIPT LIBRARY FOR BUILDING USER INTERFACES

- ❁ COMPONENTS
- ❁ RENDER / JSX
- ❁ STATE / PROPS
- ❁ LIFECYCLE METHODS

COMPONENTEN



JSX

Code

```
<MyButtos color="blue" shadowSize={2}>  
  Click Me  
</MyButten>
```

Code

```
React.createElement(  
  MyButton,  
  {color: 'blue', shadowSize: 2},  
  'Click Me'  
)
```

STATE

STATE IS BEST DESCRIBED AS HOW A COMPONENT'S DATA LOOKS AT A GIVEN POINT IN TIME.

PROPS

“A WAY OF PASSING DATA FROM PARENT TO CHILD.”

Lifecycle methods:
[https://facebook.github.io/react/docs/
react-component.html#constructor](https://facebook.github.io/react/docs/react-component.html#constructor)

LIFECYCLE METHODS

```
componentWillMount()  
componentDidMount()  
componentWillReceiveProps()  
shouldComponentUpdate()  
componentWillUpdate()  
componentDidUpdate()  
componentWillUnmount()
```

File	
Lux Lamp bo	●
Hue Color lamp Linka	●
Hue Color lamp Rechts	●
Hue color	●
Lux Lamp Bo & Luke	
Hue white lamp rechts	●
Hue white lamp links	●
Hue color lamp bo	●

