

L-4

Talking is cheap

Show me Code

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Prereq

it's

Babel - Compiler

Normal variable - Small letter
React Element

function/Component - Capital letter

→ return → use → multiple lines of code
↳ single line of code written
in multiple lines - no need to use return
ex -

```
<h1 id = 'title'>  
  Food  
</h1>
```

no need
to use
return

→ Comment in JSX
↳ like in JS { } inside this

→ React never makes mandatory to use
ES6, JSX or TypeScript

→ we can separately use React for any
particular section of web ex - footer

NOTE - Third way to write Component

<Title> </Title> ~~Not good~~

Advice
→

First plan & then Do coding
↳ (Not Everything)

3 has 0.5

back up at 94%

21 p 1101

JSX only have one
parent

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guy

1:16

time

JSX Component need one parent
for more than one tag.

JSX need parent. So but what if
we don't give extra parent

then → React fragment is component
which exported by React

`<React.Fragment>`

`// your code`

`</React.Fragment>`

not provide

any

extra

parent

this is power
of React fragment

React fragment is like empty tag

So, it look ugly to write length `<React.Fragment>`

So, Short hand `<>` `</>`

`<React.Fragment>`

⇒

`<>`

`</React.Fragment>`

⇒

`</>`

Do not need to provide parent

NOTE - JSX need to work (component)

`<div>` `</div>`

→ Inline CSS in JSX

`<div style={ { background: "blue", color: "red" } }`
`>`

`</div>`

}

we have to provide object

End of day 411

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```
const styleObj = {  
  backgroundColor: 'red';  
}
```

}

~~JSX~~ In JSX

```
<div style={styleObj}>
```

```
</div>
```

2 Can I use React fragment inside React fragment

→

—

→ ~~Join~~ to provide Comm

✓✓✓ — Config Driven UI

find optional chaining

1.57

5th

2200 0210 000 000

511 2000 0010 000

0000 0000 0000 0000

Props :- properties

- passing attribute
- passing data & properties in to component

basic — we pass argument & receive parameter

— Props is normal parameter function

— Props → not mandatory to use but conventional

Code

```

const React List = ({}) => {
  <div>
    <H1> This {obj} {obj} </H1>
    <H1> This {props.obj} </H1>
  </div>
}

```

Props → passing parameter

<Body>

```

<List menu={obj[0]} />
<List menu={obj[1]} />
<List menu={obj[2]} />
</Body>

```

These all here
are passing
argument

2nd way

we can also

write

{List (obj[0])}

~~<List (obj[0]) />~~

we can also pass
multiple props like

```

<List menu={obj[0]} name="anahita" />

```

something by 2nd way



Commonly developers use props word as parameter

but we can also do destructuring

ex -

const list = [{ Anyname }]

[1] This is item [1]

props

↓
destructuring

{ Anyname }

How Read about destructing -

const props = {

data: {

name
age
...

const { props } = props

const { data } = props

name: ''
age: ''
...

const { name, age, ... } = data

In real abstraction

map is best way to do functional programming

Q: 25

what is difference b/w map & forEach

Virtual Dom

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It's a representation of dom ~~in code~~
in our code.

We keep representation of dom with us

Why need it

- we need it for reconciliation
search

Dom

<head>

<body>

~~<div>~~

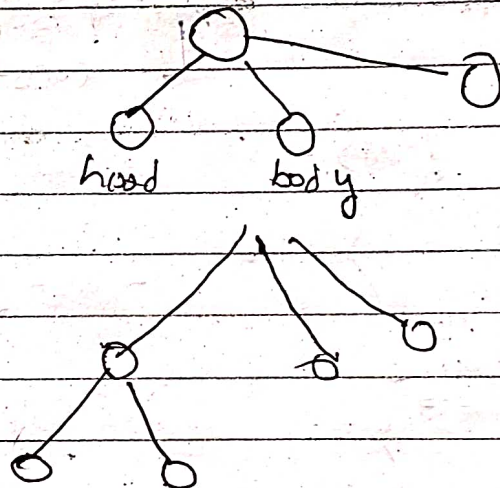
<div>

<div>

<div>

</div>

Virtual-Dom



Reconciliation: - it is an algorithm
uses by react to ^{find} diff from
one tree to another and it determining
what ~~need~~ changes or not.

- ~~find~~

if find out difference b/w
Dom & virtual dom & changes
accordingly. & it just render
that part only not whole page.

Conclusion:- it is only re-render that position of app which found by diff

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This process is called Reconciliation. Use div algorithm.

key

~~if there is~~

Let assume there is

1st case

<div> <div> <div> <div>
① ② ③ ④

So here is 4 div with same attribute

&

if the position of react ~~ch~~ div changes then React is unable to know it.

2nd case

but when there is <div> 8 only 8 its position is changes or:-

<div> <div>

of exchanging position

<div> <div>

but this time react know this which what has been changed. So it is identified by react as it has different tag name. So, by its tag name react knows it.

more -

1 2 3 4 5

~~render everything~~

6 1 2 3 4 5

re-render everything

but if key is given

then it re-render as it know what & which is that is changes