# REACT FOR BE DEVS REACT

# REACT

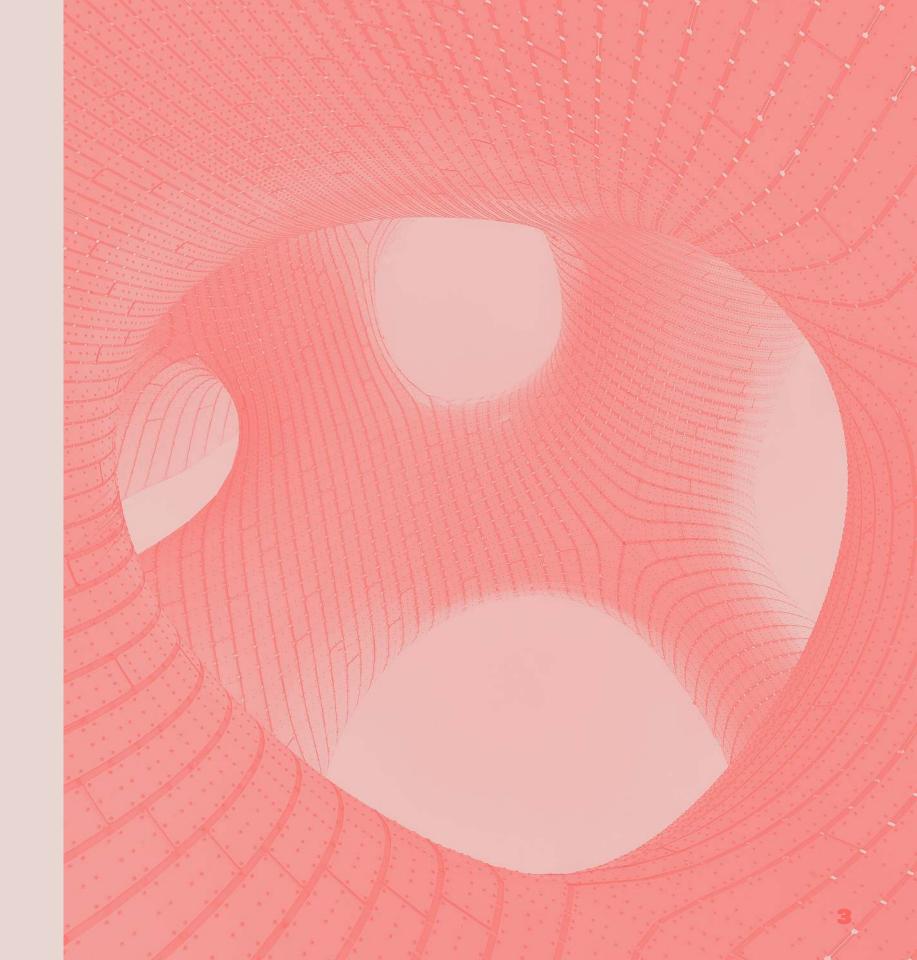
- » Component based library to build composable UIs
- » OpenSourced in 2013
- » Implemented and Maintained by Facebook
- » Learn once, write anywhere
  - » React-Native
  - » React-Native-Desktop
  - » React-Native-Windows



## COMPONENTS

"Components let you split the UI into independent, reusable pieces.[^1]"

- » Main Building block of a
  React App
  - » Describe the look and feel of one section in the UI



#### REACT COMPONENTS

```
const Button = () => {
  return (
    <button type='button'>
      A button
    </button>
// Usage
React.renderComponent(<Button />, document.body)
```

## REACT CLASS COMPONENTS

» Alternative syntax for components

```
class Button extends React.Component {
  render() {
    return (
      <button type='button'>
        A button
      </button>
// Usage
React.renderComponent(<Button />, document.body)
```

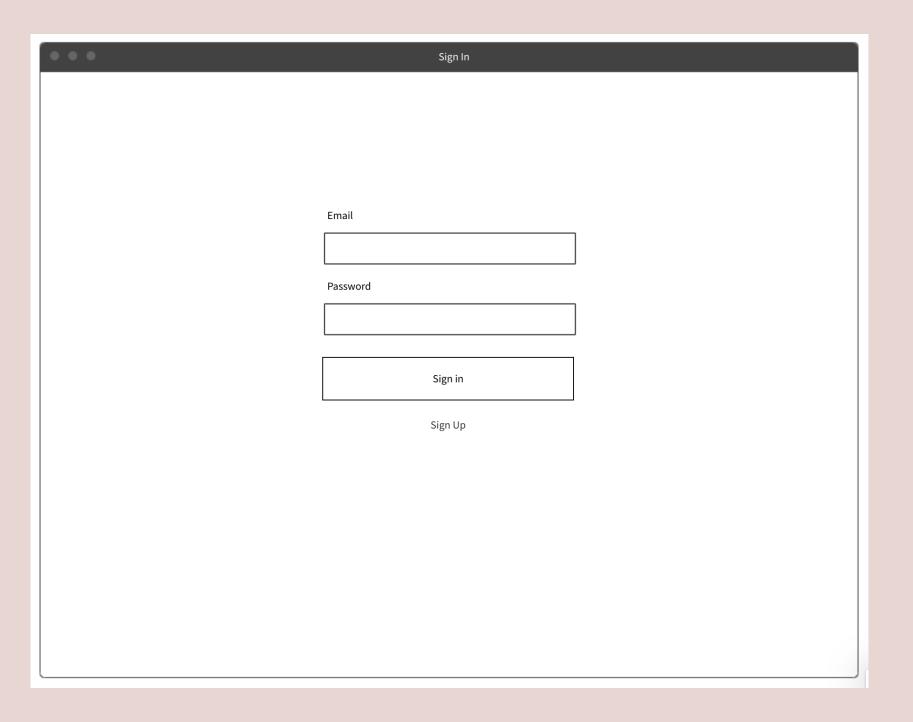
## JSX

- » JavaScript XML
  - » extension to write XML in JS
- » Allows to combine data preparation with render logic

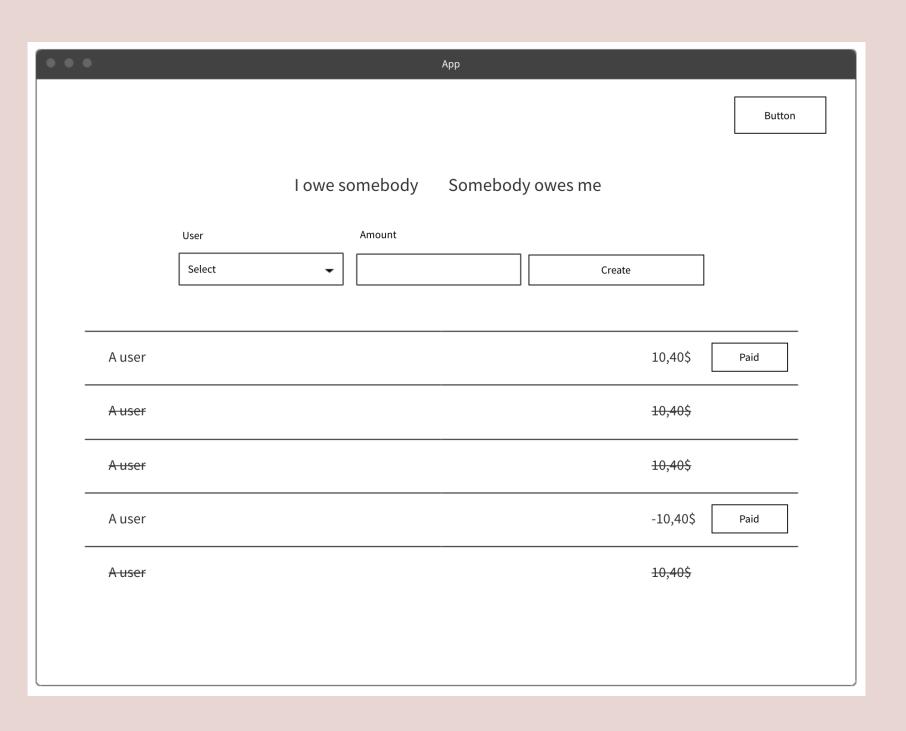
## REACT WITHOUT JSX

```
» React can be used without JSX
const Button = () => {
  return React.createElement(
    'button',
    { type: 'button' },
    'A button'
```

## WHICH COMPONENTS DO YOU SEE



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# BUILDING THE FIRST REACT COMPONENT

#### **EMBEDDING EXPRESSIONS**

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```
const FagoMenu = () => {
  return (
     <a href={`/menu/${(new Date()).toLocaleDateString()}`}>
     Go to todays menu
     </a>
)
}
```

## **CONDITIONAL RENDERING**

```
const CurrentTime = () => {
  // ...
  return (
    <h1>
      {isToday
        ? 'Today'
        : 'Not Today'}
    </h1>
```

#### **CONDITIONAL RENDERING**

```
const CurrentTime = () => {
 // ...
  return (
    <h1>
      {isToday && 'Today'}
      {!isToday && 'Not today'}
    </h1>
```

#### **LOOP OVER ARRAYS**

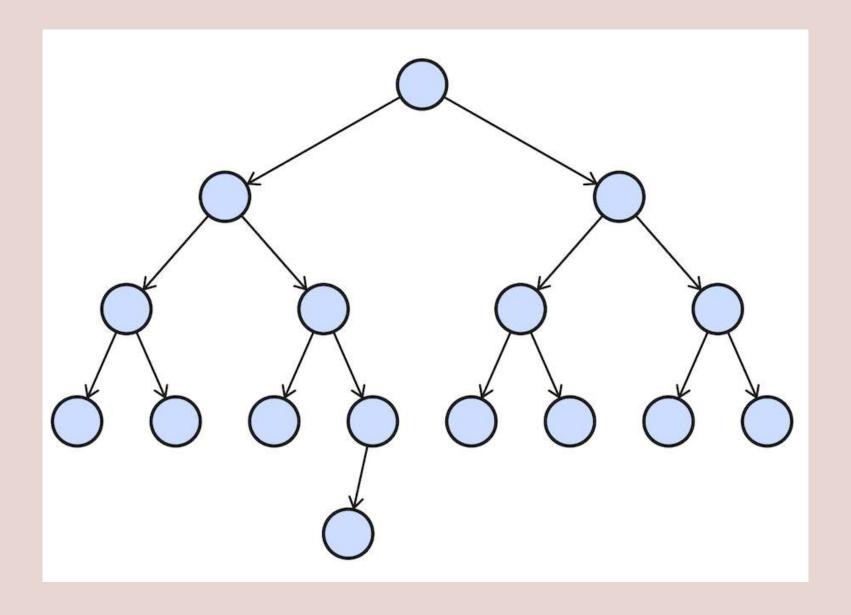
```
const UserList = ({ users }) => {
 return (
   <u1>
    {users.map((user) => {
      return ({user.name}
    } ) }
```

#### **KEY PROPERTY IN LOOPS**

- » Is required when interating over lists
- » Helps react to decide if an element needs to be rerendered
- » Video explanation
- >> Detailed explanation

## COMPONENT COMPOSITION

» Components can be nested and composed together



#### **REACT PROPS**

- » Possibility to customize components
  - » Can be seen as component configuration
- » Props are passed to the component
  - » A component at a lower level of the tree can't modify given props directly

#### **REACT PROPS**

```
const Button = ({ children, disabled = false }) => {
                      ^^^^^^^
  // props which are passed to the component
  return (
    <button disabled={disabled} className='button'>
       {children}
    </button>
const usage = <Button disabled>A button</Button>
                           \wedge \wedge \wedge \wedge \wedge \wedge \wedge
// 1)
                                     \wedge \wedge \wedge \wedge \wedge \wedge \wedge \wedge \wedge
// 2)
// 1) shortcut for disabled={true}
// 2) child components/nodes passed to a component
```

## STATE IN REACT

- » What we've seen so far:
  - » Components can render chunks of UI
  - » Components can be nested

# STATE IN REACT

"How can we interact with components?"

## STATE IN REACT

"The State of a component is an object that holds some information that may change over the lifetime of the component <sup>5</sup>"

<sup>&</sup>lt;sup>5</sup> geeksforgeeks.com

# REACT STATE (WITHOUT HOCKS)

```
class ToggleButton extends React.Component {
  state = { backgroundColor: 'red' };
  // define a default value for background color
  toggleBackgroundColor = () => {
    const nextBackgroundColor = backgroundColor === 'red' ? 'blue' : 'red'
    this.setState({ backgroundColor: nextBackgroundColor })
        ^^^^^
    // setState calls render method with updated state
 render() {
   return (
       <but
        onClick={() => this.toggleBackgroundColor() }
        style={{ backgroundColor: this.state.backgroundColor }}
        {children}
      </button>
```

# REACT STATE (WITH HOCKS)

#### » Alternative syntax with hooks

```
const ToggleButton = () => {
  const [backgroundColor, setBackground] = useState('red')
                                                         \wedge \wedge \wedge \wedge \wedge \wedge \wedge \wedge
  // 1)
  // 2] ^^^^^^^
  // 31
                                  \wedge \wedge
  // 1) define a state with a default value "red"
  // 2) the current value of the state
  // 3) function to set the state to something else
  return (
     <but
       onClick={() => setBackground(backgroundColor === 'red' ? 'blue' : 'red')}
        style={{ backgroundColor }}
       {children}
     </button>
```

## REACT HOOKS

"Hooks allow you to reuse stateful logic without changing your component hierarchy. React Docs"

#### **REACT HOOKS**

- » Introduced recently to reduce boilerplate
- » Makes it possible to use state in functional components
  - » Previously one had to convert between functional/class components when state introduced
- » hooks are prefixed with use
- » Can't be called inside loops, conditions or nested

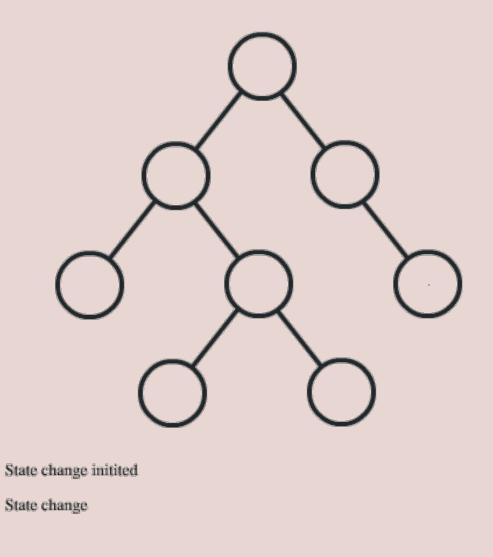
#### USESTATE

```
const App = () => {
 const [count, setCount] = useState(0)
 const handleIncrement = () => setCount(count + 1)
 return (
   <div>
     <div>{count}</div>
     <button onClick={handleIncrement}>Increment by 1
   </div>
```

## UNIDIRECTIONAL DATAFLOW

- » Props only flow from parent to children
- » Parent is responsible to update data
  - » might provide callbacks to do so
- » set state rerenders all children of component

# UNIDIRECTIONAL DATAFLOW





## KATA

- » Build an online integer calculator in react [^1]
- » Implement the following arithmetic operations
  - » addition
  - » subtraction
  - » multiplication
- » Use JS BigInt datatype
- » Data input should be possible via: