FULLSTACK DEVELOPMENT REACT

REACT

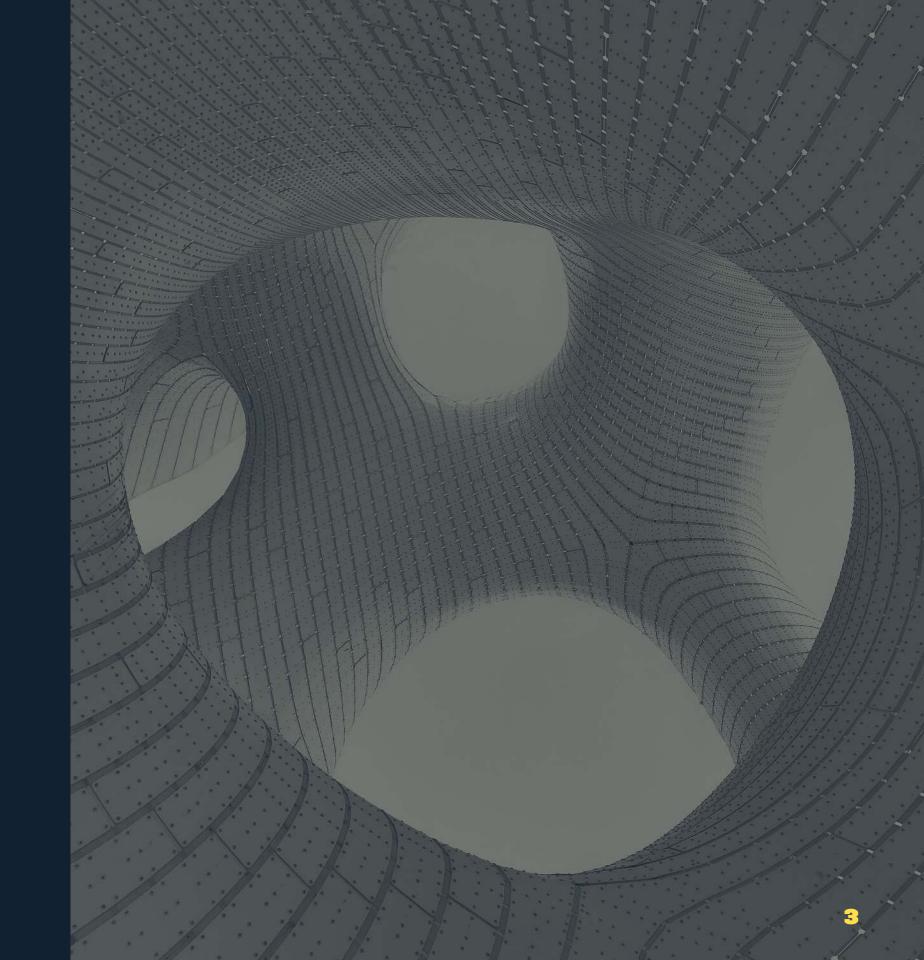
- » Component based library to build composable UIs
- » OpenSourced in 2013
- » Implemented and Maintained by Facebook
- » Learn once, write anywhere
 - » React-Native
 - » React-Native-Desktop
 - » React-Native-Windows



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



https://reactjs.org/docs/components-and-props.html

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

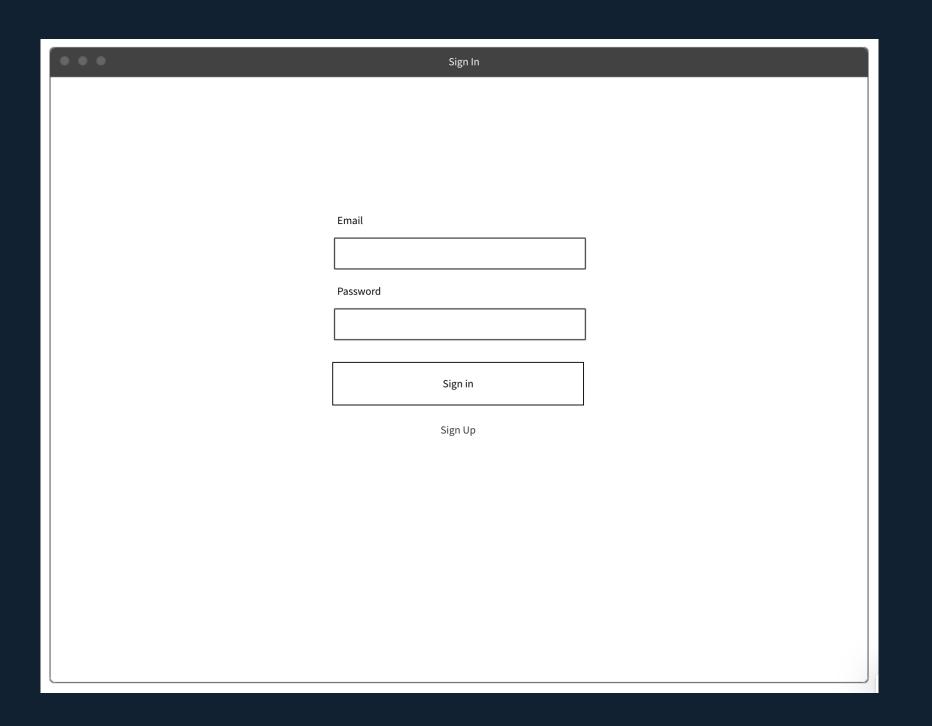
- » JavaScript XML

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

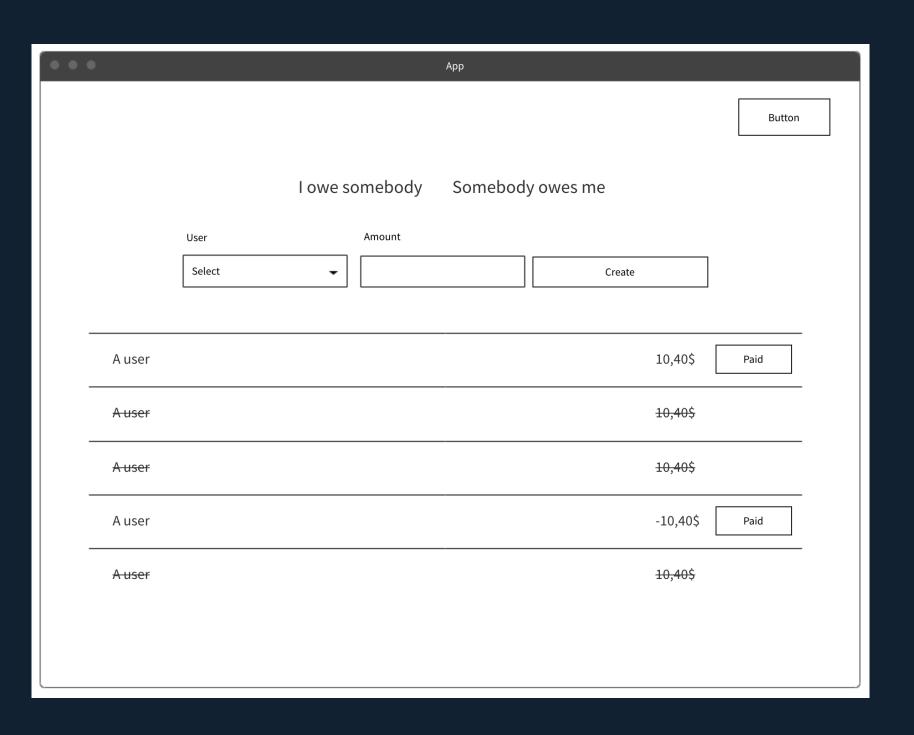
REACT WITHOUT JSX

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

WHICH COMPONENTS DO YOU SEE



WHICH COMPONENTS DO YOU SEE



BUILDING THE FIRST REACT COMPONENT

EMBEDDING EXPRESSIONS

EMBEDDING EXPRESSIONS

```
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 (
  <l
    {users.map((user) => {
     return ({user.name}
```

FRAGMENTS

» Groups a list of children without adding a dom element

KEYED FRAGMENTS

» Same as fragment but a key can be provided (eg.: definition list)

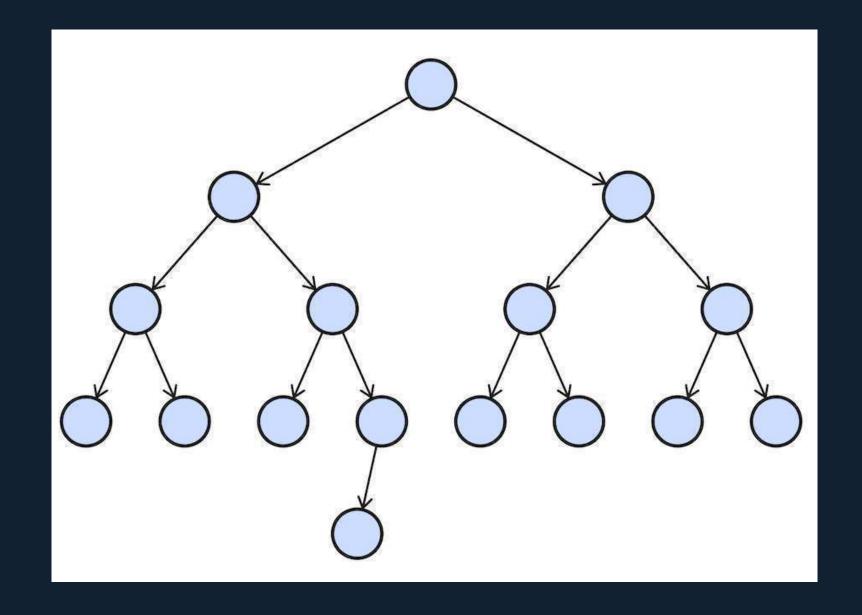
```
const AComponent = ({ items }) => {
  return (
   <dl>
      {items.map(item => (
        // Without the `key`, React will fire a key warning
        <React.Fragment key={item.id}>
          <dt>{item.term}</dt>
          <dd>{item.description}</dd>
       </React.Fragment>
      ))}
    </dl>
```

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>
// 1)
                        \wedge
// 2]
                                \wedge \wedge \wedge \wedge \wedge \wedge \wedge \wedge \wedge
// 1) shortcut for disabled={true}
// 2) child components/nodes passed to a component
```

EXERCISE: 30MIN

- » I'll create breakout rooms
- » Fork/clone the following https://github.com/
 webpapaya/fhs-react-redux-starter-kit
- » execute npm run start:storybook

EXERCISE: 30MIN

- » extend the sign in component to display
 - » Input with username
 - » Input with password
 - » A Sign In Button (reuse existing button)
- » Extract an Input Component
 - » make it configurable via props

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 ⁵"

⁵ geeksforgeeks.com

REACT STATE (WITHOUT HOOKS)

```
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 })
          \Lambda\Lambda\Lambda\Lambda\Lambda\Lambda\Lambda\Lambda\Lambda
    // setState calls render method with updated state
  render() {
    return (
       <but
         onClick={() => this.toggleBackgroundColor() }
         style={{ backgroundColor: this.state.backgroundColor }}
         {children}
      </button>
```

REACT STATE (WITH HOOKS)

» Alternative syntax with hooks

```
const ToggleButton = () => {
  const [backgroundColor, setBackground] = useState('red')
                                         ^^^^^
  // 1)
       \wedge
  // 31
                         ^^^^^
  // 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>
```

EXTRACT INTO CUSTOM HOOK

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

STATE VS. PROPS

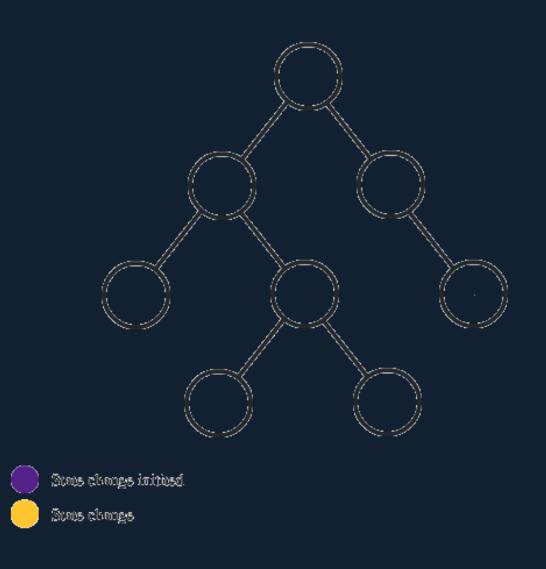
PROPS CONTRACTOR OF THE PROPERTY OF THE PROPER	STATE
Can get initial value from parent Component?	Yes
Can be changed by parent Component?	Yes
Can set default values inside Component?	* Yes
Can change inside Component?	No
Can set initial value for child Components?	Yes
Can change in child Components?	Yes

source

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



"Source"

VIRTUAL DOM

- » makes DOM updates faster
- » after setState subtree is rerendered in memory
- » compares DOM to in memory representation
- » applies DOM changes when needed

FORMS WITH REACT HOOKS

EXERCISE: 30MIN

- » I'll create breakout rooms
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- » execute npm run start:storybook

EXERCISE:

- » extend the sign in component to display
 - » Input with username
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 existing button)
- » Extract an Input Component
 - » make it configurable via
 props





USEEFFECT 4

```
// Executed on every rerender
useEffect(() => {})
// Executed when component rendered initially
useEffect(() => {}, [])
// Executed when component rendered initially
// and when variable changes.
useEffect(() => {}, [variable])
// Cleanup when component unmounts (eg. eventHandlers, setInterval/setTimeout)
useEffect(() => {
  // do something fancy
  return () => { console.log('cleanup') }
}, [variable])
<sup>4</sup> this will be covered in more detail in the side effect lecture
```

PREVIOUS EXAMPLE

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

UPDATE TITLE WITH COUNTER

```
const useCounter = () => {
  const [count, setCount] = useState(0);
  const handleIncrement = () => setCount(count + 1);
  return { count, handleIncrement };
const App = () => {
  const {count, handleIncrement} = useCounter();
  // Is executed when component is rendered for the first time
  // And when the counter variable changes.
 useEffect(() => {
   document.title = `Counter clicked ${count} times`;
  }, [count]);
  return (
   <div>
     <div>{count}</div>
      <button onClick={handleIncrement}>Increment by 1
   </div>
```

EXTRACT TO CUSTOM HOOK

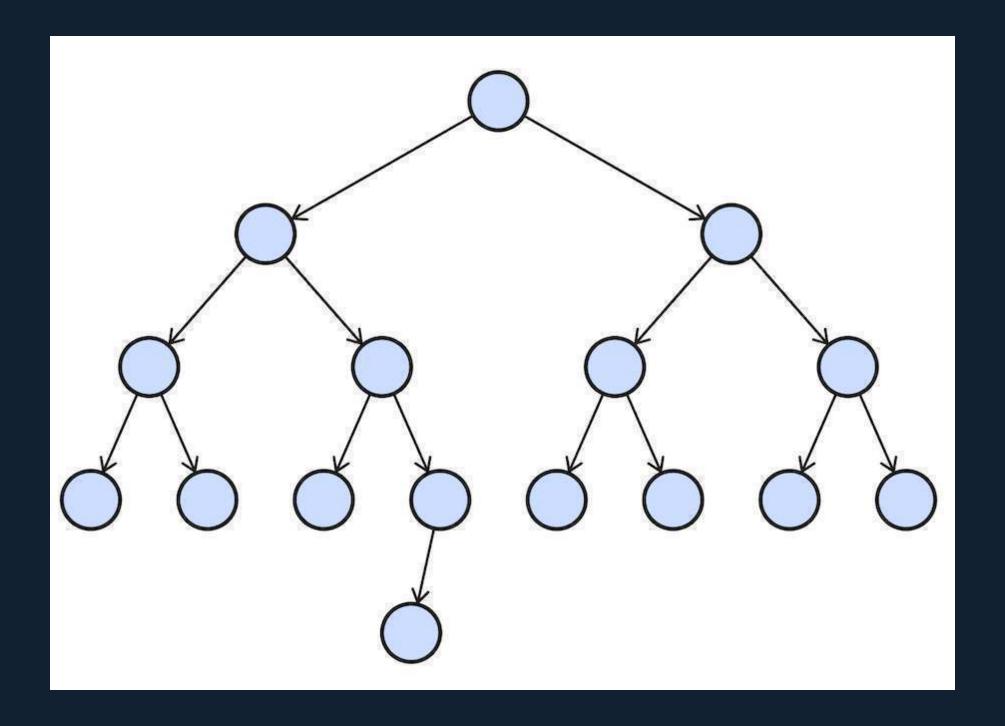
```
const useCounter = () => {
 const [count, setCount] = useState(0);
 const handleIncrement = () => setCount(count + 1);
 useEffect(() => {
   document.title = `Counter clicked ${count} times`;
  }, [count]);
 // ^^^^ moved to hook
 return { count, handleIncrement };
const App = () => {
 const {count, handleIncrement} = useCounter();
 return (
   <div>
     <div>{count}</div>
     <button onClick={handleIncrement}>Increment by 1
   </div>
```

REACT.MEMO

"Memoizing a function makes it faster by trading space for time. It does this by caching the return values of the function in a table. ⁷"

⁷ https://metacpan.org/pod/Memoize

REACT.MEMO

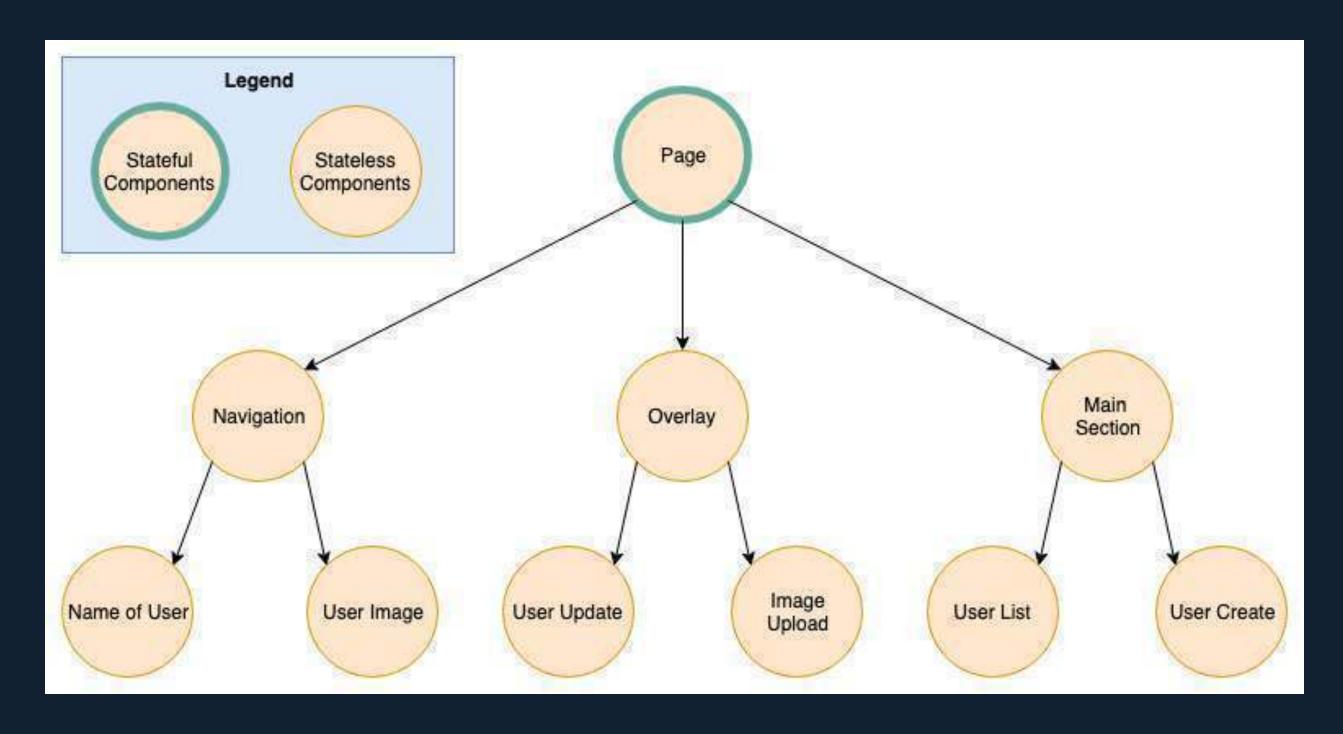


REACT.MEMO

- » Caches the rendered component
- » Only rerenderes when one of the props changes
 - » shallow comparison

```
const MyComponent = React.memo(function MyComponent(props) {
   /* render using props */
});
```

- » Available since the beginning of React
- » Prevent "prop drilling"



```
v <View pointerEvents="box-none" style={281}>
  ▼ <div className="css-1dbjc4n r-13awgt0 r-12vffkv">
    ▼ <View key="1" pointerEvents="box-none" style={281}>
       ▼ <div className="css-1dbjc4n r-13awgt0 r-12vffkv">
         v <t isNightMode={false}>
            w <t>
              ₩ < r>
                 ♥ <Context.Consumer>
                   ▼ <Context.Provider>
                     ▼ <Connect(t)>
                       v <t language="de" loggedInUserId="253431163">
                          ▼ <t>
                            ▼ <Router.Consumer.Provider>
                               ▼ <withRouter(n)>
                                 ▼ <t>

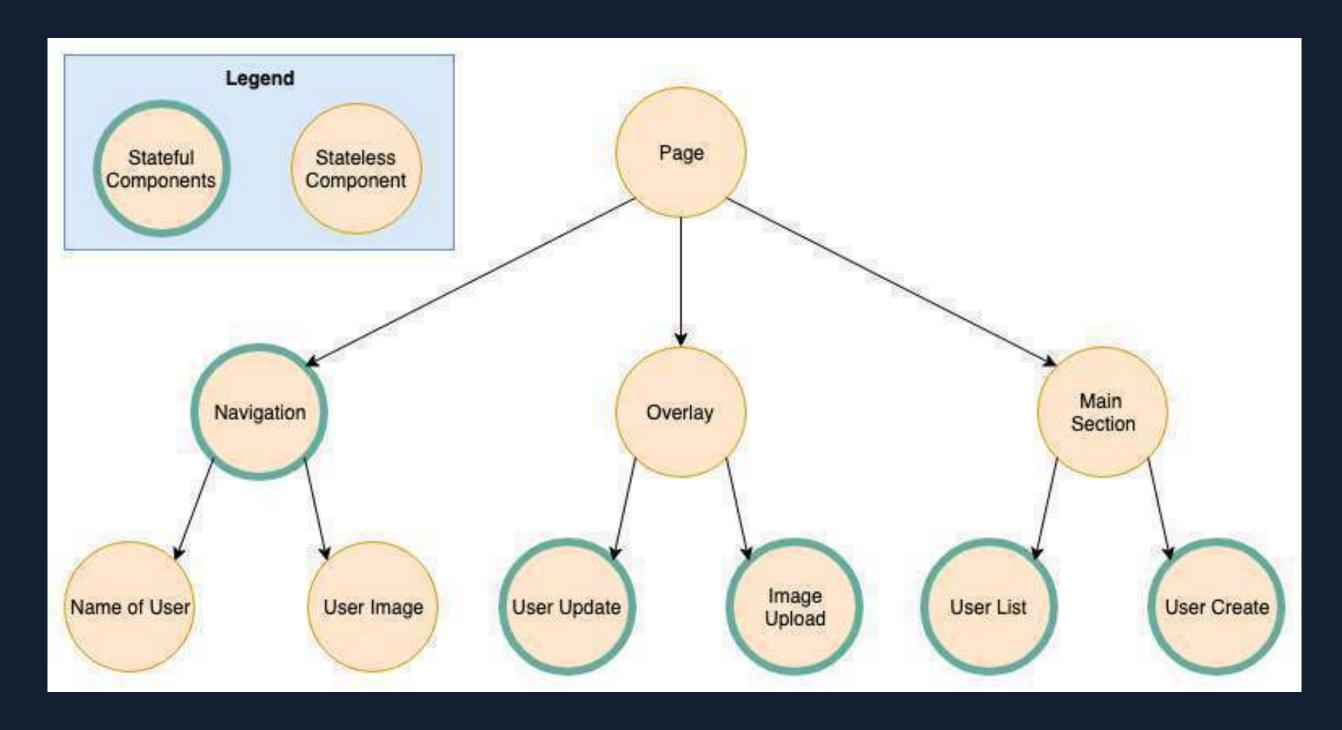
▼ <Router.Consumer.Consumer>

▼ < Router. Consumer. Provider>

▼ <Router.Consumer.Consumer>
                                                  ♥ <Router.Consumer.Consumer>

▼ <Router.Consumer.Provider>
                                                      ▼ <Unknown>
                                                           ▼ <withRouter(t)>

▼ <Router.Consumer.Consumer>
                                                                   w <Router.Consumer.Provider>
                                                                    ₩ <t>
                                                                       ▼ <Connect(t)>
                                                                         v <t scale="normal">
                                                                              ▼ <t showReload={true}>
                                                                                 ➤ <SideEffect(t) title="Twitter">...</SideEffect(t)>
                                                                                 ▶ <withRouter(Connect(t))>...</withRouter(Connect(t))>
                                                                                 ▼ <View>
                                                                                   ▼ <div className="css-ldbjc4n r-lpi2tsx r-sa2ff0 r-l3qzluu r-417010">
                                                                                      ▶ <withRouter(Connect(i))>...</withRouter(Connect(i))>
                                                                                      ▼ <@twitter/Responsive>
                                                                                        ▼ <View accessibilityRole="main" style={245}>
                                                                                          w <main role="main" className="css-1dbjc4n r-16y2uox r-1wbh5a2">
                                                                                             ▼ <View style={248}>
```



CREATING A CONTEXT

```
const DEFAULT_VALUE = 1
const MyContext = React.createContext(DEFAULT_VALUE)
const RootComponent = () => {
 return (
    <MyContext.Provider value={2}>
      <ANestedComponent />
    </MyContext.Provider>
const ANestedComponent = () => {
  const value = useContext(MyContext)
  return (
    <h1>The value from context is {value}</h1>
```

PITFALLS 1

» fine granular context

```
const RootComponent = () => {
  return [
   <Context.Provider>
     <Context.Provider>
       <Context.Provider>
         <Context.Provider>
           <Context.Provider>
             <Context.Provider>
                <Context.Provider>
                 <Context.Provider>
                    <div>Here starts the app</div>
                  </Context.Provider>
                </Context.Provider>
              </Context.Provider>
            </Context.Provider>
         </Context.Provider>
        </Context.Provider>
     </Context.Provider>
   </Context.Provider>
```

PITFALLS/TIPS

- » Prefer passing props down to components
 - » prefer explicit (pass down) vs implicit
 (context)
- » only use when multiple components need to access same data
 - » if possible pass data down
- » don't overuse

OTHER HOOKS

- » API Reference
 - » useReducer
 - » useCallback
 - » useMemo
 - » useRef
 - » useImperativeHandle
 - » useLayoutEffect

TASK ADVANCED HOOKS TASK

- » build a clock component
 - » component displays current time in seconds
 - » automatically updates itself
 - » remove setInterval when component unmounts
- » You'll need
 - » useEffect, useState
 - » setInterval or setTimeout

FEEDBACK

- » Questions: tmayrhofer.lba@fh-salzburg.ac.at
- » https://de.surveymonkey.com/r/8TW92LL