

**React**

## **Recap**

- Frontend is what users see and interact with
- HTML, CSS (and Bootstrap), Javascript

## **What's next?**

- Make websites interactive

## **How do we do that?**

- Plain JavaScript (Assignment 1)
- jQuery (outdated)
- Javascript frameworks (React, Angular, Vue)

## **Why learn React?**

- Build a website or app
- Most popular framework
- Lots of jobs look for React experience

## **ES6 Features**

- 2015 update to Javascript
- Key concepts:
  - const and let
  - arrow functions
  - classes
  - destructuring
  - import and export

## Variables

- const and let

```
const a = 1;
```

```
let b = 1;
```

```
a = 2; // Not okay
```

```
b = 2; // Okay
```

## Arrow functions

```
const sum = (a, b) => a + b;
```

```
function sum(a, b) {  
  return a + b;  
}
```



map, filter, reduce

- Returns new array

```
arr = [1, 2, 3];
```

```
arr.map(x => x * 2); // [2, 4, 6]
```

```
arr.filter(x => x > 1); // [2, 3]
```

```
arr.reduce((sum, x) => sum + x, 0); // 6
```

## Exercise

[ 'ab' , 'bc' , 'ad' ]

- Return an array of elements that start with 'a'
- Return all the strings concatenated together
- Return the array ['abcd', 'bccd', 'adcd']

# Classes

```
class Circle {  
    constructor(radius) {  
        this.radius = radius;  
    }  
}
```

```
const c = new Circle(4);
```

## Array Destructuring

```
const [a, b, c] = [1, 2, 3]  
console.log(a) // 1
```

```
const [a, ...rest]  
console.log(rest) // [2, 3]
```

## Object Destructuring

```
const o = { a: 1, b: 2, c: 3 };  
const { a, b } = o;  
console.log(a); // 1  
  
const { a, ...rest } = o;  
console.log(rest); // {b: 2, c: 3}
```

## Nested Destructuring

```
const user = { id: 1, name: { first: "Jo", last: "Jo" } };
```

```
const {  
  id,  
  name: { first }  
} = user;  
console.log(first); // Jo
```

## Function Parameter

```
const user = { id: 1, name: { first: "Jo", last: "Jo" } };  
  
function user({ id, name: { first } }) {  
  return id;  
}
```

## Object.entries()

```
const o = { a: 1, b: 2 };
```

```
Object.entries(o); // [['a', 1], ['b', 2]]
```



## Modules

- Named imports and exports
- Several per module

```
// utils.js  
export const sum = (a, b) => a + b;  
export const sqrt = Math.sqrt;
```

```
// App.js  
import { sum, sqrt } from './utils'
```

## Modules

- Default imports and exports
- One per module

```
// utils.js
```

```
const sum = (a, b) => a + b;
```

```
export default sum;
```

```
// App.js
```

```
import importedSum from './utils'
```

## **What is React?**

- Javascript library
- Makes it easy to build user interfaces
- Key features:
  - Declarative (with Virtual DOM)
  - Component-based

## **Key Concepts**

- JSX
- Components
- Props
- State

# JSX

- Similar to HTML
- "Transpiled" to JavaScript

```
const element = <h1 className="hello">Hello world!</h1>;
```

```
const element = React.createElement(  
  "h1",  
  { className: "hello" },  
  "Hello World!"  
);
```

# Embedding JavaScript

- Embed any expression inside curly braces

```
const class = 'hello'  
const getName = () => 'Jo Jo'  
const element = <h1 className={class}>Hello {getName()}</h1>
```

## Exercise

<https://codesandbox.io/>

Display this:

Menu item

Add

# Components

- Building blocks of React
- Pieces of UI and logic
- Similar to functions
- Takes inputs (props) and outputs JSX
- Two types of components: function and class



# Class Components

```
class Hello extends React.Component {  
  constructor(props) {  
    super(props);  
  }  
  
  render() {  
    return (  
      <div>  
        <h1>Hello World!</h1>  
      </div>  
    );  
  }  
}
```

# Function Components

- Recommended

```
const Hello = props => {  
  return (  
    <div>  
      <h1>Hello World!</h1>  
    </div>  
  );  
};
```

## Rendering Components

- Components are elements too
- We can use them the same way as tags

```
const element = <Hello />;
```

## Exercise

Create menu item component and display this:

Menu item

Add

Menu item

Add

Menu item

Add

# Props

- A useful component is a reusable one
- Props make components configurable
- Pass props as attributes

```
const Hello = props => {  
  return (  
    <div>  
      <h1>Hello {props.name}!</h1>  
    </div>  
  )  
}  
  
const element = <Hello name="Jo Jo" />
```

# Exercise

Make the component configurable

Spinach

Add

Ham

Add

Mayo

Add

## **Props**

- Props are passed from parent to child
- Props are immutable

# State

User interfaces are stateful

- Logged in users see a different screen
- Shopping cart stores user orders



## **State**

- Stores variables that change over time
- Often changes in response to some event
- When those variables change React re-renders the component

Declaring new state variable called "state"

```
const Hello = props => {  
  const [state, setState] = useState("Hello!");  
  
  return (  
    <div>  
      <h1>{state}</h1>  
    </div>  
  );  
};
```

**Hello**

## Updating state

```
const Hello = props => {  
  const [state, setState] = useState("Hello!");  
  setState("World!");  
  
  return (  
    <div>  
      <h1>{state}</h1>  
    </div>  
  );  
};
```

**World**

## Core Concept Review

- component
  - building blocks of React
  - combines logic (JS) and presentation (JSX)
- props
  - data passed to a component
  - immutable
- state
  - internal data specific to component
  - data that changes over time

## Handling Events

- Similar to HTML
- Don't use `document.addEventListener()`
- Pass function as event handler

```
// HTML
```

```
<button onClick="handleClick()">
```

```
// React
```

```
<button onClick={handleClick}>
```

# Event Handler

- handleClick is passed event

```
const Hello = props => {  
  const handleClick = e => {  
    console.log("Clicked!");  
  };  
  
  return (  
    <div>  
      <button onClick={handleClick}>Click me</button>  
    </div>  
  );  
};
```

# State and Events

- Often changes in response to some event

```
const Hello = props => {  
  const [count, setCount] = useState(0);  
  
  const handleClick = e => {  
    setCount(count + 1);  
  };  
  
  return (  
    <div>  
      <button onClick={handleClick}>Click me</button>  
    </div>  
  );  
};
```

# Exercise

Click me

Counter: 0