UI Patterns in React

- We've seen UI patterns in plain HTML/CSS/JS
- How does React change things?
 - Components
 - CSS per component?
 - incl. media queries!
 - Reusable
 - state variables in component
 - passed props to component
 - HTML based on state/props
 - classes based on state/props
 - Output HTML based on state/props

Reusable Components

- So far Components containers for custom content
 - Used to organize
- "Reusable" components also exist
 - Can be used multiple times
 - For similar output
 - Customized based on values passed
 - Organize a different way
 - Consistent
 - Do repetitive work once

Making a Card Component

Different options

- Wrapper Component
- Pass parts as props (prop-driven)
- Wrapper Subcomponents

Option 1: Card Component as Wrapper

Goal of how to use:

Details about using a Wrapper style Component

- The <card> component generates the wrapper
- Contents of <card> element put inside wrapper
- <card> not in charge of styling contents
- <ard> passed onClick (for whole card)
 - <card> does not add behavior to parts
- | <card> does not do MUCH in this style

How to create a Wrapper-style component

- Contents of element are passed as children prop
 - Automatic React behavior
- Component decides:
 - What to put around children
 - Whether to show children
- Component can't easily ALTER children

Option 2: Card Parts as Props

Goal of how to use:

```
<Card
  className="card"
  onReadMore={onReadMore}
  title="Jorts"
  pic={jortsPic}
  alt="a smug orange cat sitting with tail curled around front paws"
  text="It has been 0 days since a Trash Can mishap"
  linkText="Read More"
/>
```

Details about using a prop-driven Component

- The <card> component generates inner-elements
 - Uses values from props for their contents
- <card> has a LOT of control
 - But can only do things the way it was coded
- Can decide what elements to add interaction to
 - Ex: onReadMore might be onclick on link only
- Can be VERY detailed in props
- and/or limited flexibility

How to create a props-driven component

```
function Card({
  className, onReadMore,
 title, pic,
  alt, text, linkText,
}) {
  return (
   <div className={className}>
     <h3 className={`${className}__title`}>{title}</h3>
     <img className={`${className}__pic`}</pre>
       alt={alt}
       src={pic}
     />
     {text}
     <button className={`${className} link`}</pre>
       onClick={onReadMore}
       aria-label={`Read More about ${title}`}
       Read More
     </button>
    </div>
```

Pros/Cons of Prop-driven component

- More consistent!
 - Easier to use if data-driven!
 - Classnames auto-generated from base
- MUST be consistent
 - Contents will ALWAYS be same structure
 - Must have same data for each instance
 - Can change base className
 - But can't add extra
 - Aria-label auto-generated
 - Might not always be "good"

Option 3: Wrapper with Subcomponents

Goal for use:

```
<CardTitle>Jorts</CardTitle>
  <CardPic src={jortsPic} alt={alt}/>
  <CardText>
   It has been 0 days since a Trash Can mishap
  </CardText>
   <CardLink onClick={onClick}>Read More</CardLink>
  </Card>
```

Details about Subcomponents

- Here <card> doesn't do much
 - But other components (subcomponents) do
 - Provide classnames and behaviors
 - Operate on their children prop
 - Like wrapper style component
- Subcomponents assume <card>
- Pro: More flexible than prop-driven
- Pro: Provides benefits over wrapper
- Con: Subcomponents are mentally coupled
 - Look at multiple files to understand output

Which approach is best?

You know the answer

It Depends

- Consider pros/cons
- Do you need flexibility?
- Do you need consistency?
- Do you need simplicity?

Creating any Component based on these

- Not just writing once
- All about making changes + reusing

Reusable Button Component

- A straightforward example
 - Still many parts to consider
- onclick handler passed as prop
- Text as prop or content (children)?

<Button onClick={onClick}>Demonstrate!</Button>

Simple Example

No benefit to this component!

- Could add some extra options to give it a benefit
 - Like an visual prop
 - Will handle "link" or "switch"
 - Change appearance to match

More to think about

"Reusable" means it handles other needs too!

- disabled prop?
 - readonly prop?
- type prop?
- visual prop?
- className prop?

Medium Example

```
function Button({
  children,
  className,
  disabled=false,
  onClick,
  type="button",
  visual="button",
}) {
  let buttonClass = "button";
  if (visual === "link") {
    buttonClass = "button-link";
  return (
    <button
      className={`${buttonClass} ${className}`}
      disabled={disabled} type={type}
      onClick={onClick}
      {children}
    </button>
  );
```

Creating a dropdown menu UI

- Open/close on click
- Similar to hamburger menu demo
 - State for open/close class (if media query)
 - State for show/hide (if no media query)
- We didn't talk about a reusable Component

Deciding on Approach

- We just saw many options
 - Decide on approach
 - Consider what is important for THIS case
 - Simplicity of using?
 - Consistency of generated HTML?
 - Flexibility of content?
 - Flexibility of styling?

Demonstration of prop-driven

```
function Demo() {
  const menu = [
    { label: 'Famous Cats',
      submenu: [
       { label: 'Internet Cats', path: '/internet.html' },
       { label: 'Military Cats', path: '/military.html' },
     ],
    },
   { label: 'About Us',
      submenu: [
       { label: 'Founders', path: '/founders.html' },
       { label: 'Purpose', path: '/purpose.html' },
     ],
   },
  ];
  return (
     <DropdownMenu menu={menu}/>
   </>
 );
```

Reusable Accordion Component

State that marks each element open/close

- Can do with actual rendering output
- ally with aria-expanded attribute

Example Subcomponent Style (Mostly)

```
<Accordion>
<AccordionSection title="Are Cats Nocturnal">
Cats are "crepuscular" - most active at dawn and dusk,
which is not the same as being nocturnal
</AccordionSection>
<AccordionSection title="When did Cats become domesticated">
Cats domesticated humans about 10,000 years ago, trading
their services as pest controllers for worship and care
</AccordionSection>
</Accordion>
```

Explaining the Subcomponent example

- <accordion> component doesn't do much
 - Could be skipped!
- < <AccordionSection>
 - accepts title prop (slightly prop-driven)
 - Has internal state to track open/close
 - does/does not render children prop
 - based on state
 - Title (button) includes aria-expanded="true/false"

Why did I use this style? (For this example)

These true for example, not for all cases

- No interaction between section data
- Content wasn't data driven
 - "Hardcoded" text
 - Easiest to edit by seeing
- Could still be generated via a loop w/data
- Title was kept as data
 - Let Component do work of formatting element

Modal in React

- Old style (separate div) still complicated!
- Using <dialog> still simple
 - But with one special requirement
 - Must access <dialog> node
 - To call .showModal()
 - To call .close()
 - Shouldn't use querySelector() with React!
 - So what do we do?

useRef hook

- We've seen useState and useId
 - Now useRef
- Two purposes
 - Store a value without cause re-renders
 - Advanced and unusual need
 - We don't need it
 - Get a reference to a particular element node
 - Unusual need
 - Necessary to interact with element API
 - Such as assigning focus
 - \circ Or .showModal() and .close()

useRef syntax

• import just like useState or useId

```
import { useRef } from 'react';
```

• Component function calls it to get a value

```
const someRef = useRef(); // Give it a good variable name
```

• Assign this value as the ref prop of an element

```
<dialog ref={someRef}>...</dialog>
```

• YOUR_REF_VARIABLE.current will be the DOM node

```
<button onClick={() => someRef.current.showModal()}>Open</button>
```

Simple useRef example

Modal as a Component

- showModal/close not render-based
 - Doesn't match general React pattern
- Hard to do as *reusable* component
- Not hard to do as per-content component

Summary - Components

Components can exist for different reasons

- Often a mix of reasons
- Important: Semantic names
- Break up/simplify large content
- Reusable/Repeatable Components
 - Consistency of generated HTML
 - Reduces visual clutter to edit
 - Flexible options

Summary - Component Techniques

Different ways to create a component

- Often mixed together
- "Wrapper" Component
- "Prop-driven" Component
- "Subcomponents"

Summary - "Wrapper" component

- Displays content around children prop
- Pro: Lots of control over content
 - Allows desired inconsistency
- Con: No automation of content
 - Risks undesired inconsistency
 - More manual effort

Summary - Prop-driven Component

- Pass content(s) as props
 - Can be Components themselves!
- Pro: Has control over contents
- Pro: Can automate content interactions
- Con: Limited flexibility of content
- Con: Can be hard to read in JSX

Summary - Subcomponents

Highly Coupled "related" Components

- Pro: Medium Content Flexibility
- Pro: Medium Manual Repetition
- Pro: Easy to read JSX
- Con: Multiple coupled parts
 - Hard to edit/detail

Summary - Card Component

- Tricky to find balance
 - Flexibility of Content
 - Automation of Parts
 - Ease of Reading/Editing

Summary - Button Component

- Mix of styles:
 - Many Prop-based options
 - children content
- Much better reusable Component than Card

Summary - Dropdown Menu

- Works well with data in props
- Hard to anticipate HTML

Summary - Accordion Component

- Data like Dropdown Menu?
 - Allows control
 - Hard to visualize content
- Separate Sections
 - Easy to read content
 - Hard to coordinate multiple sections

Summary - Modal Component

- Need useRef to interact with <dialog>
- Result: Harder to generalize as reusable
 - Not impossible, just harder
- Still fairly easy to use per content