

# Introducing React

- Can feel daunting
- Benefits aren't immediate
  - But are real and helpful!
- Tried to use similar patterns

React makes render easier

- Closer to HTML
- Like how `render()` could embed other functions
  - No more functions in strings in functions

# Common Points of Confusion

- Importing React
- Folder Structure
- State immutable
  - During Component function
- State Management
- Form Issues

# No need to import React

- Not sure where this came from
  - I didn't show it!
  - A tutorial people looked up?
    - Tell me what I'm missing!
  - VSCode auto fill-in?

We are running React 18

- React 17 removed `import React from 'react';`
  - Unless you use `React.XXX` somewhere

# Folder/Directory Structure

- I saw lots of `/components`, `/pages`, `/helpers`, etc
  - Not uncommon
    - Not the only way to do it
  - At this stage of learning
    - Don't overcomplicate
    - So much `../..!`
  - Personally not a fan of `/components`
    - Doesn't add value
    - When editing a feature, how many directories involved?

# State is Constant

```
function Component() {
  const names = [ 'Jorts', 'Jean', 'Nyan', 'Floofa' ];
  const [name, setName] = useState('');

  return (
    <button
      onClick={ () => {
        // name = "bob" // Bad! No longer state!
        setName(
          names[Math.floor(Math.random*names.length)]
        );
        console.log( `name after click is ${name}` ); // Old!
      }
    >{name}</button>
  );
}
```

# Key Lessons

- State should be IMMUTABLE
  - automatic with const primitives
  - NOT automatic with object/array
- Actual state is outside your function
  - useState() gives you a COPY
  - Calling the setter updates real state
    - Does not alter copy until next render
    - If you need altered state now
      - You have value you set it to!

# Why didn't my state update?

## Very Common confusion

- Misleading
- State did update
  - Just checking a stale copy

# Calling setter queues a render

Render = component function will be called

- `useState()` will return NEW state



## **This is NOT so different than vanilla JS**

- We never updated state variables in render
- We did update state variables in listeners
  - Rarely used new values before render
- React has explicit state variables and setters

# state can "sprawl" and couple

```
function App() {
  const [username, setUsername] = useState('');
  const [isLoggedIn, setIsLoggedIn] = useState(false);
  const [error, setError] = useState('');

  return (
    <div>
      { isLoggedIn && <p>Stuff here</p>}
      { !isLoggedIn && <Login
        username={username}
        setUsername={setUsername}
        setIsLoggedIn={setIsLoggedIn}
        error={error}
        setError={setError}
      />}
    </div>
  );
}
```

## **What's undesirable there?**

- Login is highly coupled to App state
- App has state it doesn't actually use
- Passing a log of variables feels tedious/heavy
  - Easy to pass too much/miss one

# Separate state

- What state ISN'T a top level state
  - State should be at lowest common ancestor
- What state is actually different?
  - App username = logged in username
  - Login username = username as typing

# Separated States

```
function App() {
  const [username, setUsername] = useState(''); // Logged in
  const [isLoggedIn, setIsLoggedIn] = useState(false);

  return (
    <div>
      { isLoggedIn && <p>Stuff here</p>}
      { !isLoggedIn && <Login
        setUsername={setUsername}
        setIsLoggedIn={setIsLoggedIn}
      />}
    </div>
  );
}
```

```
function Login({ setUsername, setIsLoggedIn }) {
  const [tempUsername, setTempUsername] = useState('');
  const [error, setError] = useState(''); // only used here
  // ...
}
```

# Encapsulate changes

- Login has a few "actions"
  - Typing
    - Could be handled inside Component
  - Report error
    - Might be inside Component?
    - Depends which Component reports
  - Login
    - Sets App `username`
    - Sets App `isLoggedIn`

# Passing actions reduces coupling

```
function App() {
  const [username, setUsername] = useState(''); // Logged in
  const [isLoggedIn, setIsLoggedIn] = useState(false);

  function onLogin (username) {
    setUsername(username); // username is the one passed in!
    setIsLoggedIn(true);
  }

  return (
    <div>
      { isLoggedIn && <p>Stuff here</p>}
      { !isLoggedIn && <Login onLogin={onLogin} /> }
    </div>
  );
}
```

```
function Login({ onLogin }) {
  const [tempUsername, setTempUsername] = useState('');
  const [error, setError] = useState(''); // only used here
  // ...
}
```

# Decoupled

- Login no longer gets ANY state from App
- Login no longer gets ANY setters from App
- Login just gets an action function
  - App knows little of how Login works
    - Just the rules for `onLogin()`
  - App can change considerably
    - No/few changes needed to Login

Can't always get complete separation/decoupling

- Reduced coupling is still better



# Derived State

- Values based solely on state and constants
  - **derived state**
- Tempting to add to state!
  - But problematic!
  - What is the source of truth?
  - Need to remember to redetermine
    - Every time origin state changes
- Instead calculate every render

# Example Derived State

## Bad Temporary Username Message

- IF Login has username-as-typed state
  - Separate from App username-logged-in state

```
import { validateUsername } from './validations';

function Login({ onLogin }) {
  const [username, setUsername] = useState(''); // as typed
  // REMOVED error message state!
  // const [error, setError] = useState('');
  const error = validateUsername(username); // Still renders
  // No more setError(...) anywhere

  // ...
}
```

# Derived State Notes

- NOT Derived State when
  - Based on more than state and constants
- If calculation is "expensive"
  - Still calculate vs storing in state
  - "memoize" function return
- May need new state values
  - Such as "have they ever typed?"
    - To avoid immediate error message
    - Reduced complexity of managing state
      - Usually worth extra state values

# State Can Be/Have Collections

```
function App() {
  const [userInfo, setUserInfo] = useState({
    username: '',
    isLoggedIn: false,
  });

  function onLogin (username) {
    setUserInfo({
      username,
      isLoggedIn: true;
    });
  }

  return (
    <div>
      { userInfo.isLoggedIn && <p>Stuff here</p>}
      { !userInfo.isLoggedIn && <Login onLogin={onLogin} /> }
    </div>
  );
}
```

Login.jsx has no changes!

# When to Have State as Collection

## Pros:

- Easy to pass if you have related state fields
- Easier to see all of "state"
  - Easier to know which variables are "state"

## Cons:

- Remember no mutation of state objects!
  - More involved to change only part of state

Next week: More options for state management

# Forms Involve Common Mistakes

```
function Form() {
  const [name, setName] = useState('');
  const [tempName, setTempName] = useState('');
  return (
    <form>
      <p>Hello {name}</p>
      <label>New Name:
        <input
          value={tempName}
          onChange={ e => {
            setTempName(e.target.value);
          }}
        />
      </label>
      <button
        onClick={ () => {
          setTempName('');
          setName(tempName);
        }}
      >Replace</button>
    </form>
  );
}
```

# Why does the page reset?

- Check the URL
  - The page is reloading
  - We navigated on form submit
    - `<form>` defaults to same page
    - button defaults to type 'submit'
- We need to stop the form from submitting
  - We could set the button to `type="button"...`

# Changing the button to not submit

```
function Form() {
  const [name, setName] = useState('');
  const [tempName, setTempName] = useState('');
  return (
    <form>
      <p>Hello {name}</p>
      <label>New Name:
        <input value={tempName}
          onChange={e => {
            setTempName(e.target.value);
          }}
        />
      </label>
      <button
        type="button"
        onClick={ () => {
          setTempName('');
          setName(tempName);
        }}
      >Replace</button>
    </form>
  );
}
```



## That works...until

- Button click no longer submits
- But "Enter" in sole input field still submits

We can put `onSubmit` on form to `e.preventDefault`

- A better option is to do everything onSubmit
  - Button is type "submit"
  - Enter OR click will trigger submit event
  - `onSubmit` stops actual navigation
  - `onSubmit` processes instead of `onClick`

# onSubmit version

```
function Form() {
  const [name, setName] = useState('');
  const [tempName, setTempName] = useState('');
  return (
    <form
      onSubmit={e => {
        e.preventDefault();
        setTempName('');
        setName(tempName);
      }}
    >
      <p>Hello {name}</p>
      <label>New Name:
        <input value={tempName}
          onChange={e => {
            setTempName(e.target.value);
          }}
        />
      </label>
      <button type="submit" >Replace</button>
    </form>
  );
}
```

# Key Submit Lessons

- These were HTML issues, not React!
- Navigation resets page state
  - Can look like state changes!
    - Waste time working wrong problem
- UX important
  - Consider all interactions
    - Ex: Enter vs Click, keyboard vs mouse
- Not all interactions are the same
  - Forms for data submit
  - Buttons controls for state
  - Small forms vs big forms

# Labels and for

- HTML `<label for="">` attribute
  - Needs to be `htmlFor` prop in JSX
  - Same reason as `className`
    - `for` is reserved word in JS
    - `htmlFor` is the DOM Node property
- Not needed if `<label>` around labeled element
  - Then browser automatically knows
- **Value must be id of labeled element**
  - not `name`, `class`, or `className`
- Labels are important (a11y)
  - But only count if you get them right