

React

SWE 432, Fall 2018

Web Application Development

Review: What is state?

- All internal component data that, when changed, should trigger UI update
 - Stored as single JSON object `this.state`
- What isn't state?
 - Anything that could be computed from state (redundant)
 - Other components - should build them in render
 - Data duplicated from properties.

Review: Properties vs. State

- Properties should be **immutable**.
 - Created through attributes when component is instantiated.
 - Should *never* update within component
 - Parent may create a new instance of component with new

```
propseclass Welcome extends React.Component {  
  render() {  
    return <h1>Hello, {this.props.name}</h1>;  
  }  
}
```

- State **changes** to reflect the current state of the component.
 - Can (and should) change based on the current internal data of your component.

Review: Handling events

```
class Toggle extends React.Component {
  constructor(props) {
    super(props);
    this.state = {isToggleOn: true};

    // This binding is necessary to make `this` work in the callback
    this.handleClick = this.handleClick.bind(this);
  }

  handleClick() {
    this.setState(prevState => ({ isToggleOn: !prevState.isToggleOn }));
  }

  render() {
    return (
      <button onClick={this.handleClick}>
        {this.state.isToggleOn ? 'ON' : 'OFF'}
      </button>
    );
  }
}

ReactDOM.render(
  <Toggle />, document.getElementById('root')
);
```

<https://reactjs.org/docs/handling-events.html>

Review: Component lifecycle

```
class Timer extends React.Component {
  constructor(props) {
    super(props);
    this.state = { seconds: 0 };
  }

  tick() {
    this.setState(prevState => ({
      seconds: prevState.seconds + 1
    }));
  }

  componentDidMount() {
    this.interval = setInterval(() => this.tick(), 1000);
  }

  componentWillUnmount() {
    clearInterval(this.interval);
  }

  render() {
    return (
      <div>
        Seconds: {this.state.seconds}
      </div>
    );
  }
}

ReactDOM.render(<Timer />, mountNode);
```

Review: Component lifecycle

```
class Timer extends React.Component {
  constructor(props) {
    super(props);
    this.state = { seconds: 0 };
  }

  tick() {
    this.setState(prevState => ({
      seconds: prevState.seconds + 1
    }));
  }

  componentDidMount() {
    this.interval = setInterval(() => this.tick(), 1000);
  }

  componentWillUnmount() {
    clearInterval(this.interval);
  }

  render() {
    return (
      <div>
        Seconds: {this.state.seconds}
      </div>
    );
  }
}

ReactDOM.render(<Timer />, mountNode);
```

ReactDOM.render(...)
[component created]
constructor(...)
render()
componentDidMount()

tick()
render()

...

[component rendered
again by parent]
componentWillUnmount()
[component created]

...

Review: Controlled Components

- Single source of truth
- Whenever a control changes its value
 - React is notified
 - State is updated
- Whenever state is updated
 - If necessary, render function executes and generates control with new value

Review: Reconciliation

- Process by which React updates the DOM with
e.g. `<Card>`
`<p>Paragraph 1</p>` `<Card>`
`<p>Paragraph 2</p>` `<p>Paragraph 2</p>`
- Order based on order of components `</Card>`
 - Second child of Card is destroyed.
 - First child of Card has text mutated.

<https://reactjs.org/docs/reconciliation.html>

Today

- Reminders:
 - HW2 due tomorrow
 - Three more programming-related lectures, then move into usability
- Today:
 - Q&A on Async, React
 - React design patterns
 - In class React activity
 - Front end routing w/ react-router

Asynchronous Reminders

Questions about React

Handling events from collections of controls

```
class Board extends React.Component {
  constructor(props) {
    super(props);
    this.state = {
      squares: Array(9).fill(null),
    };
  }

  handleClick(i) {
    const squares = this.state.squares.slice();
    squares[i] = 'X';
    this.setState({squares: squares});
  }

  renderSquare(i) {
    return (
      <Square
        value={this.state.squares[i]}
        onClick={() => this.handleClick(i)}
      />
    );
  }
}

render() {
  const status = 'Next player: X';

  return (
    <div>
      <div className="status">{status}</div>
      <div className="board-row">
        {this.renderSquare(0)}
        {this.renderSquare(1)}
        {this.renderSquare(2)}
      </div>
      <div className="board-row">
        {this.renderSquare(3)}
        {this.renderSquare(4)}
        {this.renderSquare(5)}
      </div>
      <div className="board-row">
        {this.renderSquare(6)}
        {this.renderSquare(7)}
        {this.renderSquare(8)}
      </div>
    </div>
  );
}
```

fetch

- Where's the best place to put a fetch request?
- When the page loads, all of the components will immediately be asked to render.
 - Don't want to block the render from happening....
- But want the component to update itself after the data gets back.
- Solution: `componentDidMount`
 - Make the fetch request from `componentDidMount`
 - After data comes back, update state with new data
 - This will trigger component to re-render

In Class Activity

- In groups of 2-3
- Starting with the finished todo app from last week:
 - Add a “delete item” button
 - Add an “edit” button that converts an item into a text field, then lets you save changes to it
- Starting code, finished code available on course syllabus

Todo in React

```
class App extends Component {
  constructor(props) {
    super(props);
    this.state = { items: [], text: '' };
    this.handleChange = this.handleChange.bind(this);
    this.handleSubmit = this.handleSubmit.bind(this);
  }

  render() {
    return (
      <div>
        <h3>TODO</h3>
        <TodoList items={this.state.items} />
        <form onSubmit={this.handleSubmit}>
          <input
            onChange={this.handleChange}
            value={this.state.text}
          />
          <button>
            Add #{this.state.items.length + 1}
          </button>
        </form>
      </div>
    );
  }

  handleChange(e) {
    this.setState({ text: e.target.value });
  }

  handleSubmit(e) {
    e.preventDefault();
    if (!this.state.text.length) {
      return;
    }
    const newItem = {
      text: this.state.text,
      id: Date.now()
    };
    this.setState(prevState => ({
      items: prevState.items.concat(newItem),
      text: ''
    }));
  }
}

class TodoList extends Component {
  render() {
    return (
      <ul>
        {this.props.items.map(item => (
          <li key={item.id}>{item.text}</li>
        ))}
      </ul>
    );
  }
}
```

Front end routing

- Using state to represent views is great
- But....
 - Does not offer unique URL for each view
 - Breaks the back / forward buttons
 - Makes it harder to deep link to specific views
- Would be great to simply render a component based on the current URL
 - => front end routing

React-Router

- Install npm package in **client**

- `npm install react-router-dom`



Philosophy

This guide's purpose is to explain the mental model to have when using React Router. We call it "Dynamic Routing", which is quite different from the "Static Routing" you're probably more familiar with.

Static Routing

If you've used Rails, Express, Ember, Angular etc. you've used static routing. In these frameworks, you declare your routes as part of your app's initialization before any rendering takes place. React Router pre-v4 was also static (mostly). Let's take a look at how to configure routes in express:

```
app.get('/', handleIndex)
app.get('/invoices', handleInvoices)
app.get('/invoices/:id', handleInvoice)
app.get('/invoices/:id/edit', handleInvoiceEdit)

app.listen()
```

Note how the routes are declared before the app listens. The client side routers we've used are similar. In Angular you declare your routes up front and then import them to the top-level AppModule before rendering.

<https://reacttraining.com/react-router/web/guides/philosophy>

In App

```
import React from 'react'
import {
  BrowserRouter as Router,
  Route,
  Link
} from 'react-router-dom'

const Home = () => (
  <div>
    <h2>Home</h2>
  </div>
)

const About = () => (
  <div>
    <h2>About</h2>
  </div>
)

const Topic = ({ match }) => (
  <div>
    <h3>{match.params.topicId}</h3>
  </div>
)
```

```
const Topics = ({ match }) => (
  <div>
    <h2>Topics</h2>
    <ul>
      <li>
        <Link to={`/${match.url}/rendering`} >
          Rendering with React
        </Link>
      </li>
      <li>
        <Link to={`/${match.url}/components`} >
          Components
        </Link>
      </li>
      <li>
        <Link to={`/${match.url}/props-v-state`} >
          Props v. State
        </Link>
      </li>
    </ul>

    <Route path={`/${match.url}/:${topicId}`} component={Topic}/>
    <Route exact path={match.url} render={() => (
      <h3>Please select a topic.</h3>
    )}/>
  </div>
)

const BasicExample = () => (
  <Router>
    <div>
      <ul>
        <li><Link to="/">Home</Link></li>
        <li><Link to="/about">About</Link></li>
        <li><Link to="/topics">Topics</Link></li>
      </ul>

      <hr/>

      <Route exact path="/" component={Home}/>
      <Route path="/about" component={About}/>
      <Route path="/topics" component={Topics}/>
    </div>
  </Router>
)
export default BasicExample
```