# **Building User Interfaces** React 1 An Introduction **Professor Yuhang Zhao**

## Disclaimer

As with JS, this is not a comprehensive introduction to React, so below are links to great additional resources:

- <u>React</u>[S.org
- W3 Schools
- Build with React
- Tania Rascia's React Overview and Walkthrough

## **Another Disclaimer<sup>1</sup>**

If this is your first CS - 5 \* \* class, be prepared to:

- Work on more open-ended problems
- Know that there are likely more than one "correct" solution
- Find alternative ways of implementing ideas (check whether they are approved)

## These are great skills to build!



### <sup>1</sup>Image source

## What we will learn today?

- History and overview of React
- Overview of building blocks
- Setting up a React project

## Why should we use React?



What is React?<sup>2</sup>

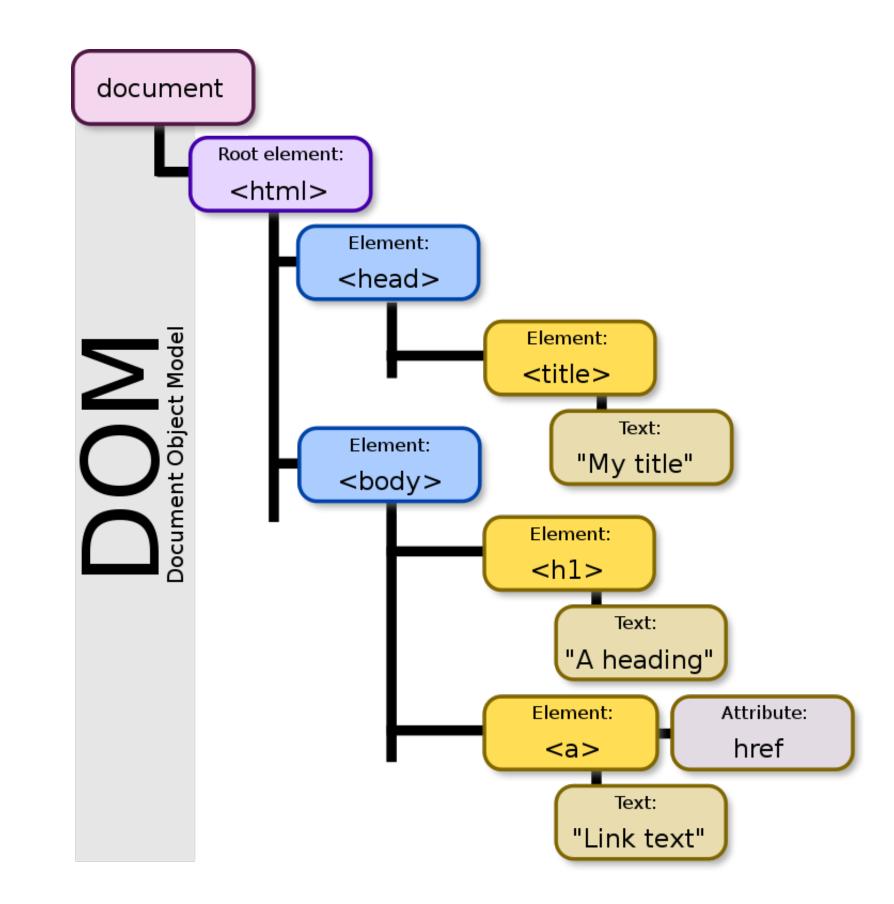
**Definition:** Also called ReactJS, React is a JS library for building user interfaces.

- Developed by Facebook, dating back to 2010.
- Started as an internal development tool, then open-sourced in 2013.

<sup>&</sup>lt;sup>2</sup> More on the history of React

## **Refresher: Document Object Model<sup>3</sup>**

**Definition:** Document Object Model (DOM) translates an HTML or XML document into a tree structure where each node represents an object on the page.



<sup>3</sup>Wikipedia: DOM

**Refresher: DOM Programming Interface** 

- **Objects:** HTML elements, such as a paragraph of text.
- **Property:** Value that we can get or set, such as the id of an element.
- Method: An action we can take, such as adding or deleting an HTML element.

For JS to interact with user-facing elements, we first need to access them...

**Refresher: Accessing HTML elements** 

Most common way of accessing content is getElementById().

<script> document.getElementById("userName").innerHTML = "Cole Nelson"; </script>

We can also find elements using tag name, class name, CSS selectors, and HTML object collections.

**Refresher: Manipulating HTML elements** 

Changing content:

document.getElementById("userName").innerHTML = "Cole Nelson";

Changing attributes:

document.getElementById("userImage").src = "Headshot.png"; document.getElementById("userName").style.color = "red";

DOM provides access to HTML events, such as onclick, onload, onunload, onchange, onmouseover, onmouseout, onmousedown, onmouseup, formaction.

We can register functions to events using *inline event handlers*, DOM on-event handlers, and using event listeners.

What's wrong with this approach?<sup>45</sup>

- Working with HTML DOM is slow
  - The DOM for single-page applications (SPAs) can be huge
  - Interactive applications require a large number of and frequent updates on DOM elements
  - Inefficient updating



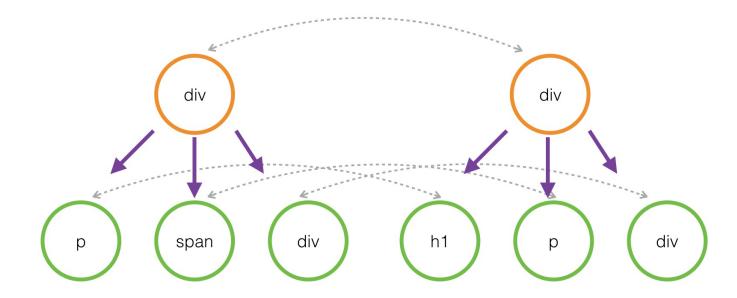
<sup>4</sup><u>React Kung Fu</u>

<sup>5</sup><u>Image source</u>

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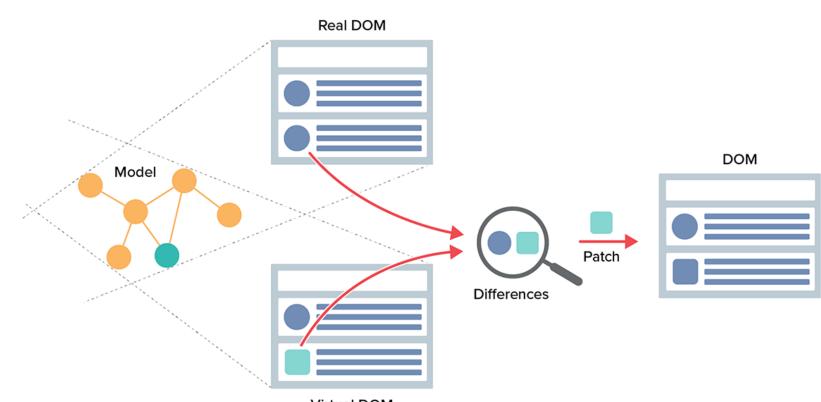
## can be huge ber of and

Definition: The virtual DOM is a *virtual* representation of the userfacing elements that are kept in memory and synced with the real DOM when DOM elements are updated.



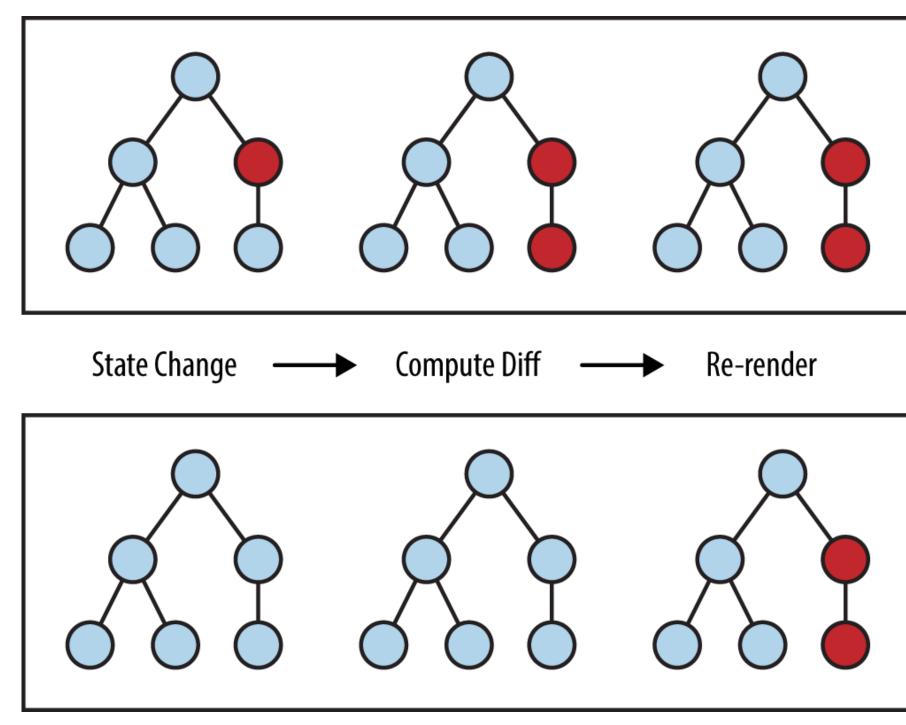
### <sup>6</sup>Image source

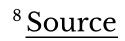
**Definition**: *Reconciliation* is the process of *diffing* and syncing the virtual and real DOM to render changes for the user.



<sup>7</sup>Image source

Virtual DOM







### Browser DOM

What are the benefits?

- Incredibly fast, as only what is updated in the Virtual DOM is \_\_\_\_\_ updated in the real DOM
- Abstracts away interactions with DOM: *declarative programming*

**Detour: Declarative vs. imperative programming** 

**Definition:** *Imperative programming* expresses how the computation must flow.

- Programming how to get the outcome we want.

**Definition**: *Declarative programming* expresses the logic of a computation without describing its flow.

- Programming what we want the outcome to be.

## Imperative example:<sup>9</sup>

```
var ages = [32, 45, 16, 67];
function checkEligibility() {
  for (i = 0; i < ages.length; i++) {
    if (ages[i] < 18 || ages[i] > 65) {
       console.log('Every one is not eligible');
       return false; } }
  console.log('Every one is eligible');
  return true; }
```

## Declarative example:

### <sup>9</sup>See working example in CodePen

**Detour: What are advantages of imperative/declarative programming?** 

```
Imperative
```

- Easier to debug
- Open to customization \_\_\_\_\_

- Declarative

- Quicker to code
- Dense code

## More abstraction/ Modular More concise and readable

Let's get back to React

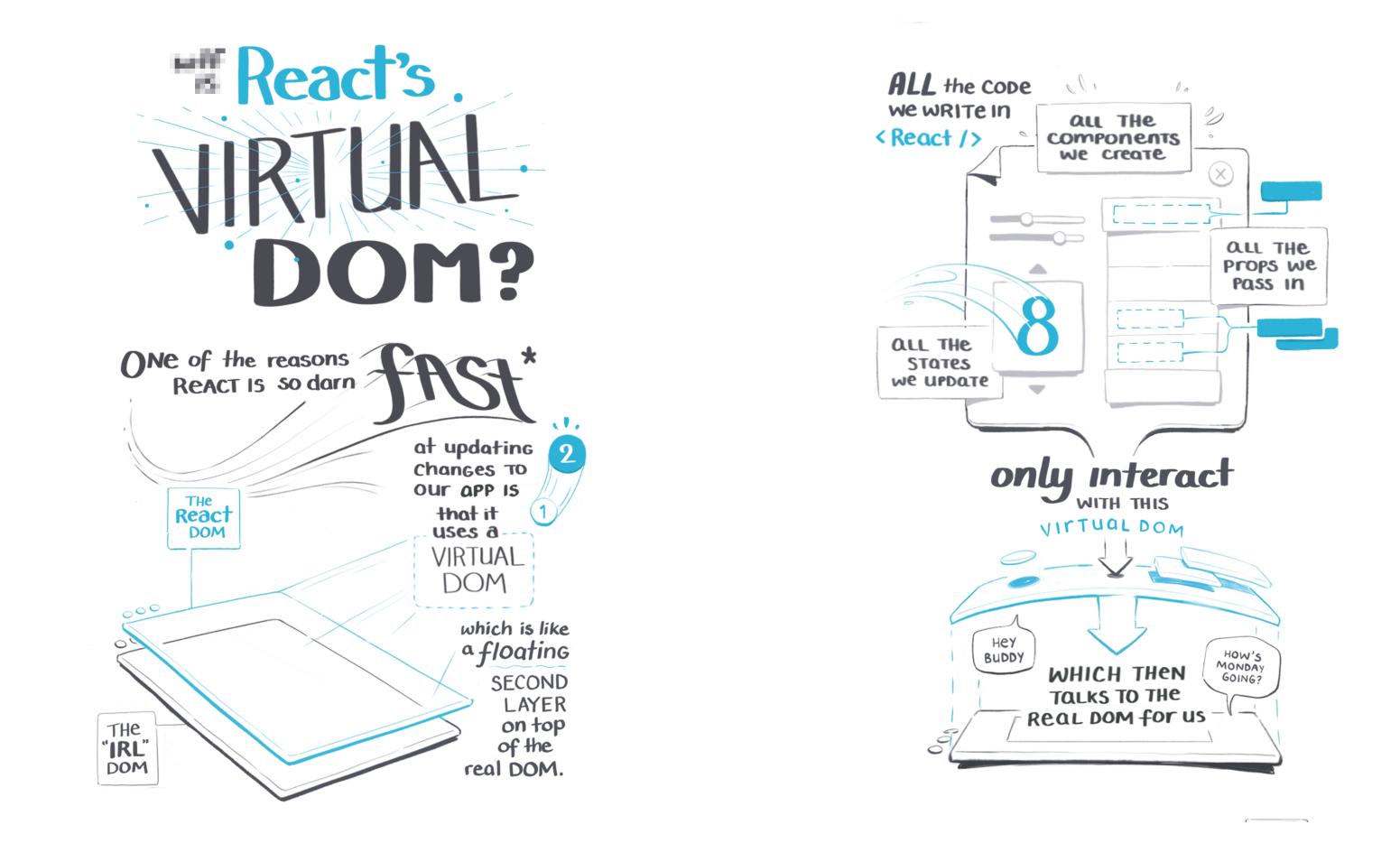
- React assumes declarative programming
  - We only care about the outcome we want to see
- The ReactDOM library takes care of reconciliation and updating user-facing content under the hood

## Let's look at this again visually

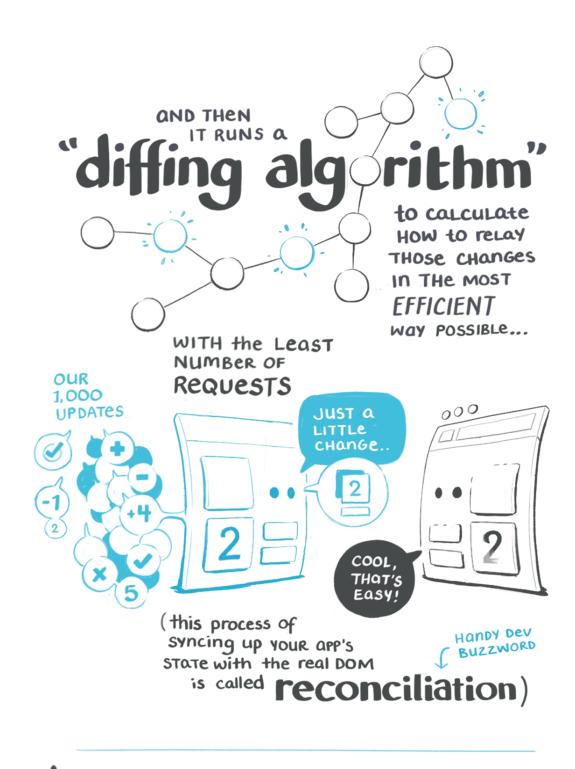
**Credit:** <u>Maggie Appleton</u><sup>10</sup>

<sup>10</sup> Image sources: next two slides









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I KNOW REACT'S SPEED IS A HOTLY DEBATED POINT. TO CLARIFY: THE VITTUAL DOM DOESN'T SPEED UP OUR INITIAL RENDER. IT'S ONLY QUICKER at rendering CHANGES to STATE, COMPARED TO THE BOG-STANDARD. UNOPTIMISED DOM. IT'S ALSO NOT THE absolute fastest SOLUTION TO THE ISSUE OF SLOW DOMS.

## Ok, that's why we should use **React!**

The name comes from *reacting* to events.



## **Building Blocks**

**Core Components** 

React elements and components are the two fundamental building blocks React uses to represent and change all user-facing context and events.

**React Elements** 

**Definition:** A React element is a light, stateless, immutable, virtual representation of a DOM Element.

React elements are JS objects, thus browser-independent, until they are rendered. Once they are rendered, they become DOM elements.<sup>11</sup>

var root = React.createElement('div'); ReactDOM.render(root, document.getElementById('example'));

<sup>11</sup>List of ReactElements

## If React elements are immutable, how do we update the page?

Think of an element as a single frame of a movie, which represents the page at a certain point in time. To update the page, we create and render a new element.

**Definition:** A React component is a function or class that accepts an input and returns a React element.

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

Components work like JS functions; they accept props and return React elements that correspond to what will be rendered in the DOM.

Each component is encapsulated (one component per file) and can operate independently, affording modularity.

render()

**Definition:** render() returns a React element to be displayed on the page. Think of what you would like to see on the screen to determine what should go in render().

There are two render() methods in React: ReactDOM.render() and Component.render().

ReactDOM.render(element, container) mounts the declared element as a child to the specified container in the DOM.

const element = <h1>Welcome to React</h1>; ReactDOM.render(element, document.getElementById('root'));

<sup>12</sup>See in CodePen

Component.render()<sup>13</sup>

Component.render() creates the virtual DOM representation of the contents of the React component. And then, we call ReactDOM.render() to mount the elements on the DOM.

```
class App extends React.Component {
  render() {
    return (
      <div>
          <h1 className="App-title">Welcome to React</h1>
      </div>
    );
ReactDOM.render(<App />, document.getElementById("root"));
```

### <sup>13</sup> See in CodePen

props and states

**Definition:** props, or properties, are the arbitrary input provided into React components that utilize them to render content.

Components should never modify props; they are read-only and immutable.

**Definition:** state is similar to props, but they are fully private and controlled by the component.

state is what helps us keep track of changes in data.

Props are passed into functions as arguments, e.g.:

function Welcome(props) { return <h1>Hello, {props.name}</h1>; } const element = <Welcome name="Professor Zhao" />; ReactDOM.render(element, document.getElementById('root'));

Reference using this.props within the component.

<sup>&</sup>lt;sup>14</sup> See in CodePen

States are defined and manipulated within components, e.g.:

```
class Welcome extends React.Component {
  constructor(props) {
    super(props);
    this.state = {date: new Date()};
}
```

The state can be referenced using this.state and changed using this.setState(). More on this later...

<sup>15</sup> See in CodePen

**Definition:** A syntax extension to Javascript, that adds XML syntax to JavaScript. JSX declarations produce React elements.

<div className="red">Text</div>;

... is compiled into ...

React.createElement("div", { className: "red" }, "Text");

Babel<sup>16</sup> is the preprocessor that compiles JSX into JS.

<sup>16</sup> See example in Babel REPL

### **JSX, Continued**

- JSX is not required, but makes React programming extremely effective

### **Detour: Naming Conventions**<sup>17</sup>

**Definition:** camelCase involves writing phrases such that each word begins capitalized with no spaces/punctuation.

**Definition:** hyphen-case (aka *kebab-case*) involves writing phrases in lower case and using a hyphen as a separator.

camel

<sup>17</sup>Wikipedia



**Detour: Naming Conventions, Continued** 

**Definition:** PascalCase capitalizes all words with no spaces/ punctuation.

- ReactDOM and JSX use camelCase \_\_\_\_\_
- React components use PascalCase \_\_\_\_\_



## **Setting up a React project**



## **Setting up a React project**

In the development environment

What you will need: *terminal*, *coding environment*, *Node.js* 

npm install -g create-react-app

```
npx create-react-app <your-app-name>
cd <your-app-name>
npm start
```

## **Setting up a React project**

In a sandbox

Simple React application:<sup>18</sup>

- set sandbox settings to Babel preprocessor
- 2. import react and react-dom CDNs

React project:

Create a project using a template / upload your project \_\_\_\_\_

<sup>18</sup> See example in CodePen

## What did we learn today?

- History and overview of React
- Overview of building blocks
- Setting up a React project



Complete the <u>Canvas quiz</u>.

