

Used javascript?
Used React?

I'm going to be talking about React Native, which is a framework that allows you to make mobile apps, using what is essentially React. Afterwards you should be able to dive into the docs with more confidence and be able to make your own apps.

I'm going to be focussing mainly on iOS, because that's where my experience has been, but a lot of what I say will also be applicable to Android.

Web dev not iOS dev nb. license agnostic

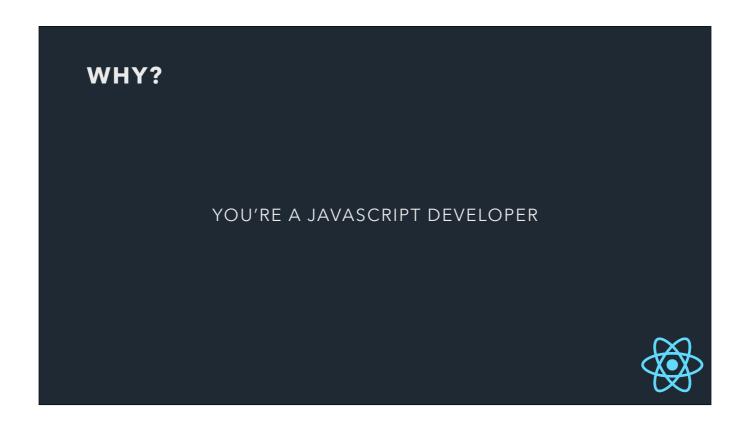


Firstly, React Native is... more native than most javascript mobile frameworks. React Native uses Javascript Core, which is iOS uses for javascript in your mobile browsers. Javascript Core is accessible outside of the browser, however, and this is how React Native uses it.

Other frameworks like Ionic and Cordova use a native container with a WebView to render Javascript - so essentially you're just writing a webpage in a native container.

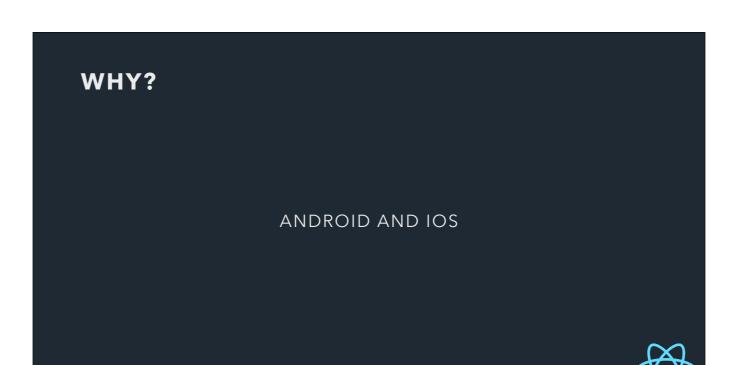


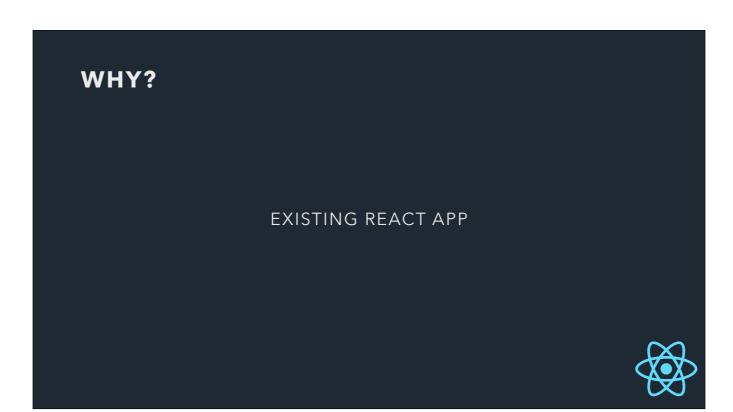
So because we're not in the browser, React Native access Native UI components. Once again, something like Ionic uses normally HTML and CSS for UI.



So why would you want to use React Native and javascript to develop a mobile app?

Well...







HOT RELOADING WHOA



WHY?

YOU DON'T PLAN ON SUING FACEBOOK...
YET

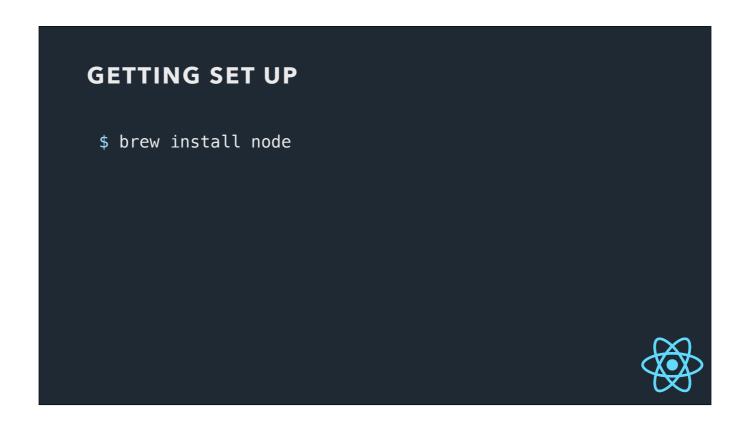


REACT VS. REACT NATIVE

div ──── View

p ______ Text

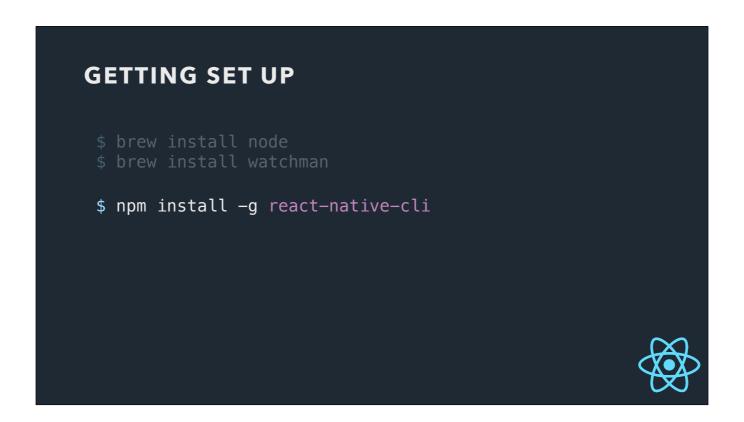




First we'll install node, for running react-native, and watchman, which will watch and reload our code when things change. This allows us to do hot reloading so we don't have to rebuild our app every time we edit our code.



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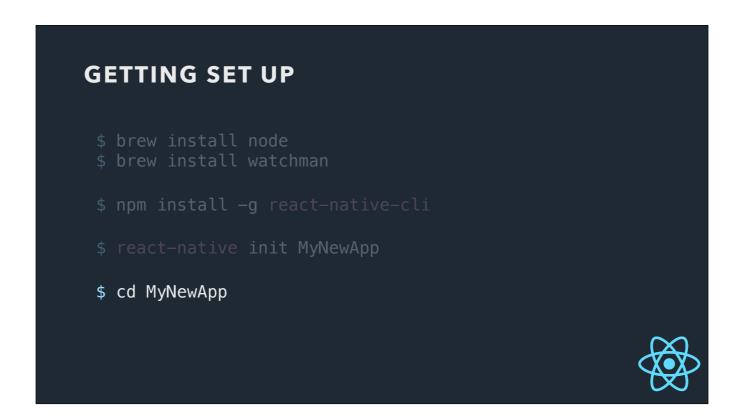


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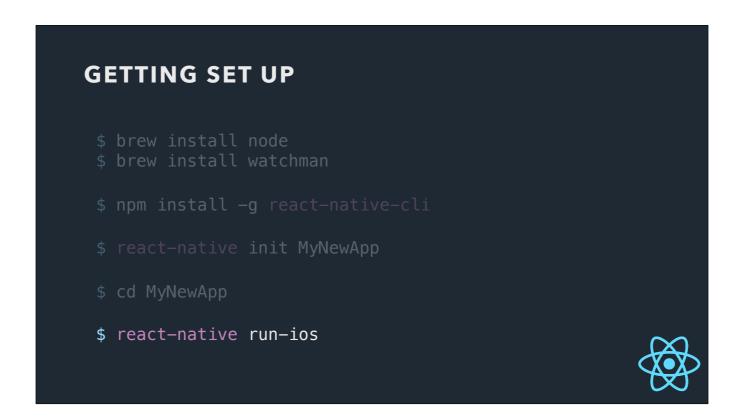
\$ brew install node \$ brew install watchman \$ npm install -g react-native-cli \$ react-native init MyNewApp

Getting set up is easy on a mac, you just need homebrew installed.

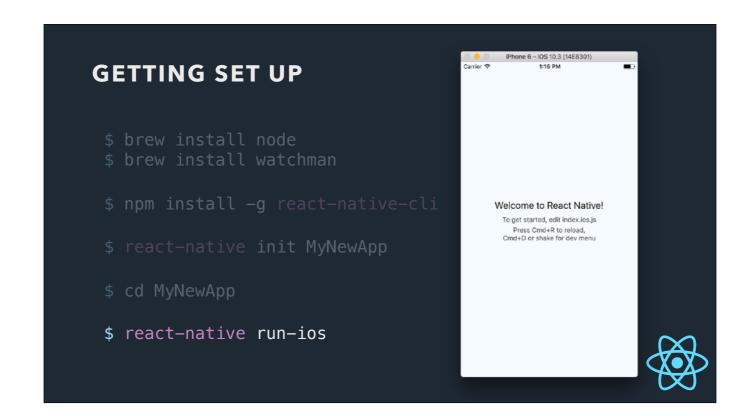
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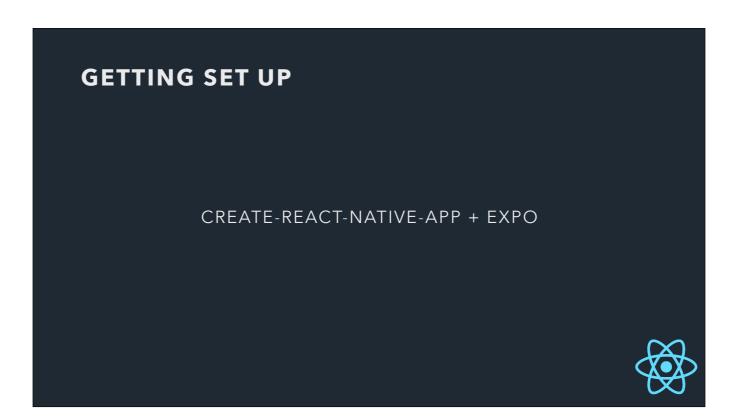
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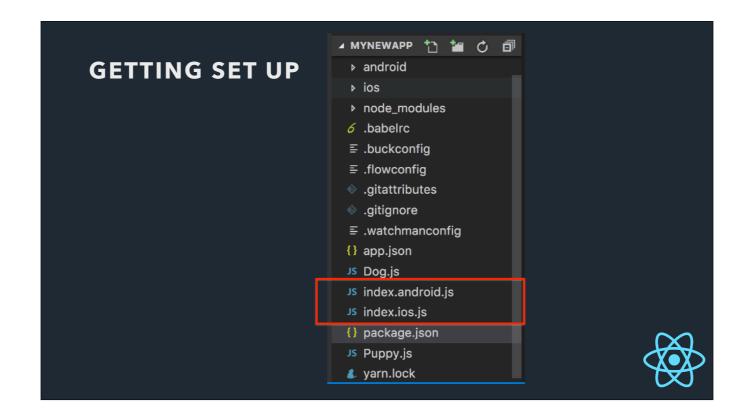
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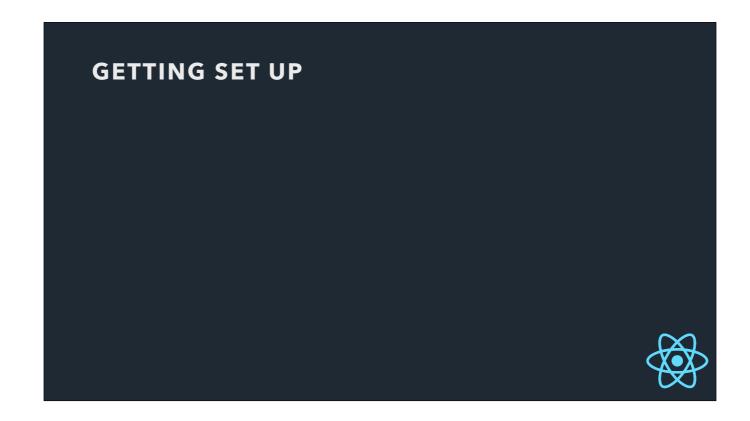
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Now, if you want an easier way to check out React Native or you're not quite ready to dive into XCode...



Back to our app, and you'll notice that there are two index files in the directory. This is where the entry points to our code are, one for android and one for iOS. Beyond that you can share components between these.



Now if you're familiar with node development, you'll recognise package.json. If you're not, package.json is just a json file that lists all the things npm needs to know to download your dependencies and run your packages.

Taking a quick look inside package.json you can see it's bringing in some react, some react-native, and some babel stuff to translate our fancy javascript back to vanilla javascript. The great thing about React Native is that you have a community creating packages for native libraries, UI and logic. When you install them with npm they'll turn up here.

```
GETTING SET UP

// package.json

{
    "name": "MyNewApp",
    "version": 0.0.1",
    "private": true,
    "scripts" {
        "start": "node node_modules/react-native/local-cli/cli.js start",
        "test": "jest"
    },
    "dependencies": {
        "babel-preset-react-native": "2.1.0",
        "react": "16.0.0-alpha.12",
        "react-native": "0.47.1"
    },
    "devDependencies": {
        "babel-jest": "20.0.3",
        "jest": "20.0.4",
        "react-test-renderer": "16.0.0-alpha.12"
    },
    "jest": {
        "preset": "react-native"
    }
}
```

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IT'S JAVASCRIPT

// index.ios.js
import React, { Component } from 'react'
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import React, { Component } from 'react'

import {
    AppRegistry,
    StyleSheet,
    Text,
    View
} from 'react-native'
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import React, { Component } from 'react'

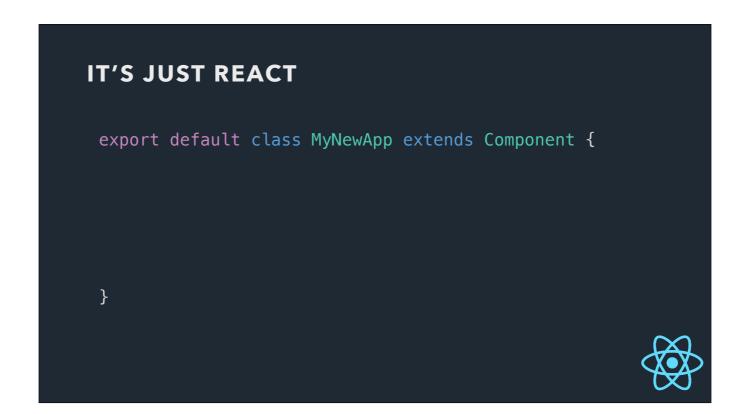
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Create a render method

And then in the render method we put all our UI.



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```
IT'S JUST REACT

export default class MyNewApp extends Component {
  render() {

     }
}
```

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And then in the render method we put all our UI.

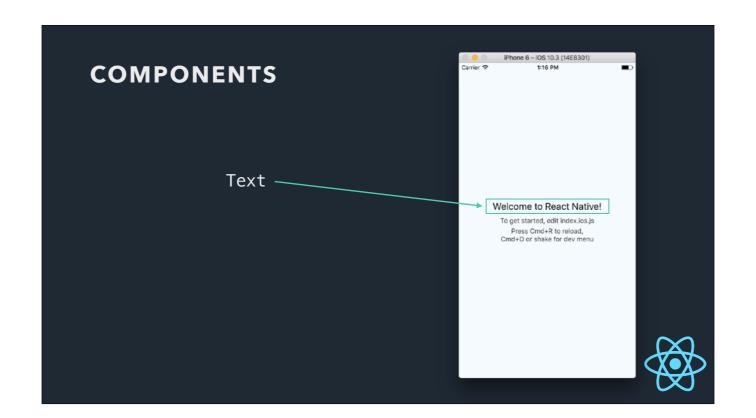
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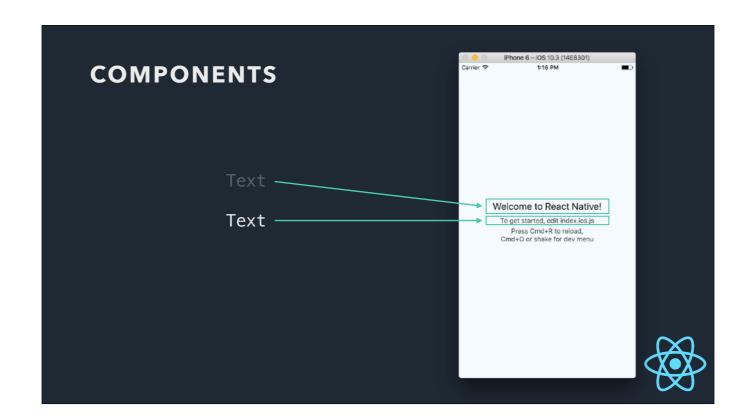
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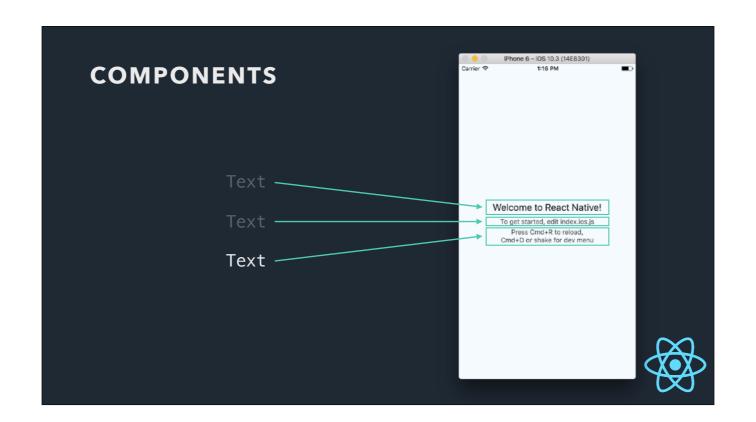
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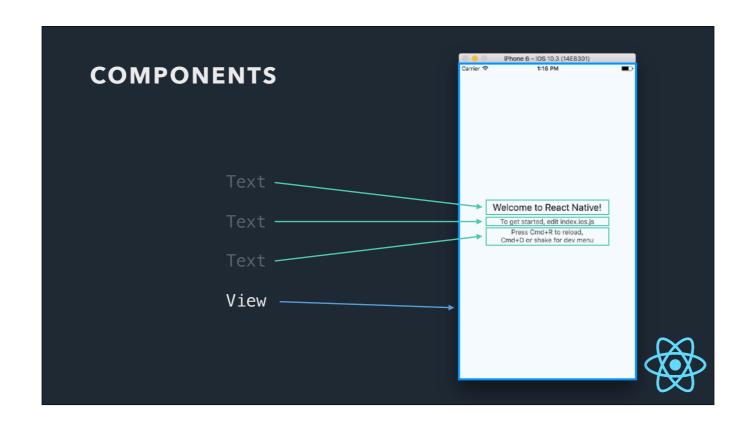
COMPONENTS

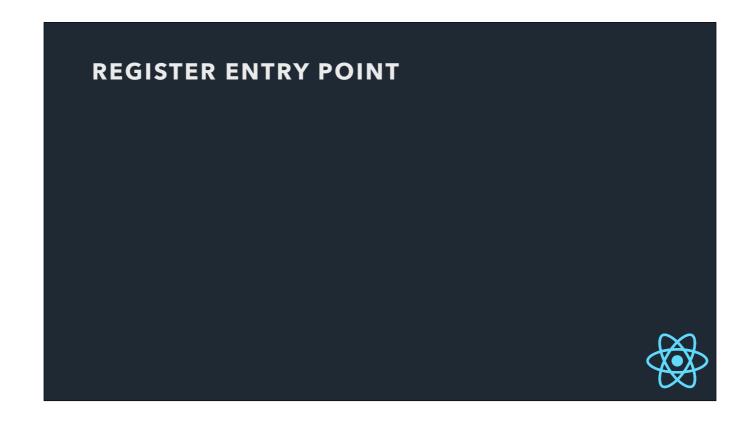
COMPONENTS Welcome to React Native! To get started, edit index.los.js Pross Crini-R to reload, Crini-P or shake for dev menu











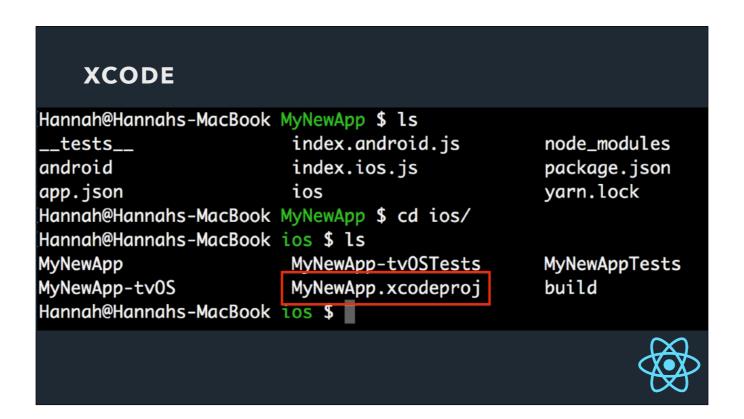
Finally, we register the entry point component of our app, so the react-native package knows where to build from.

```
REGISTER ENTRY POINT

AppRegistry.registerComponent(
   'MyNewApp', () => MyNewApp
)
```

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NATIVE LIBRARIES

CAMERA

CAMERA ROLL

NOTIFICATIONS

GEOLOCATION

ETC.



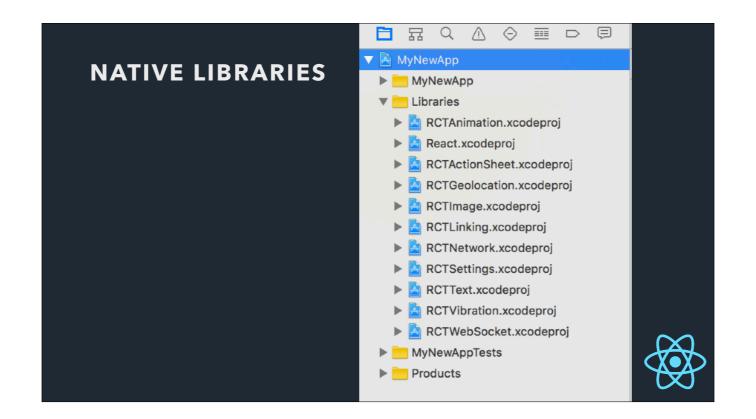


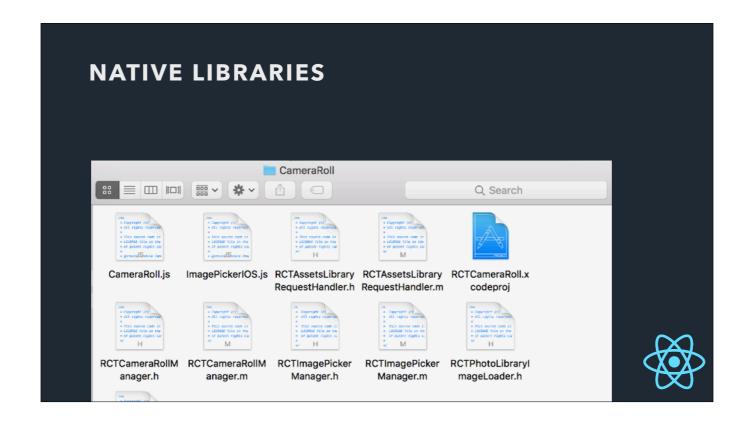
NATIVE LIBRARIES

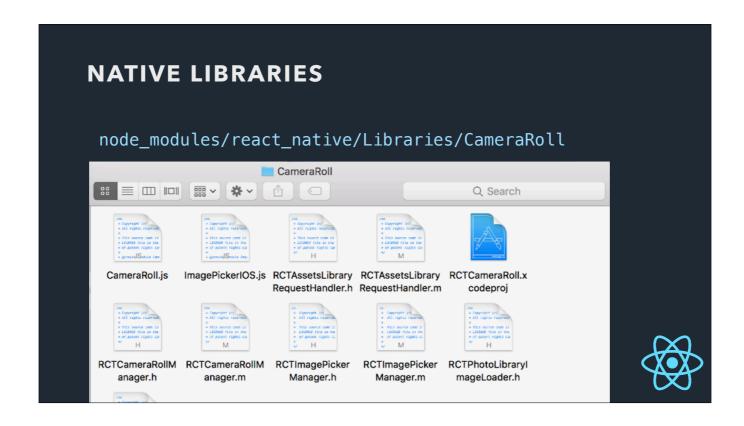
- \$ npm install <library> --save
 \$ react-native link

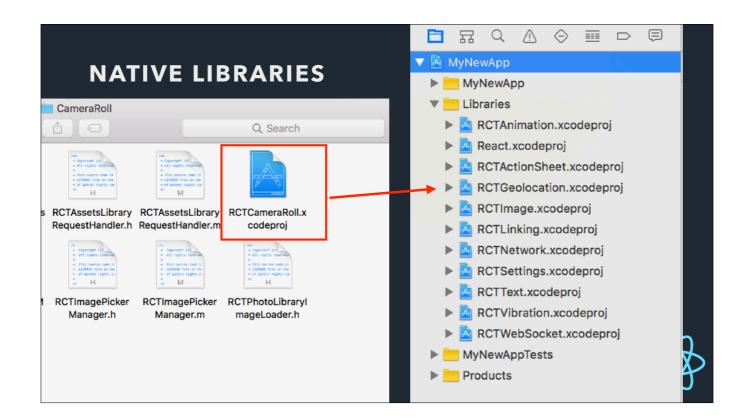


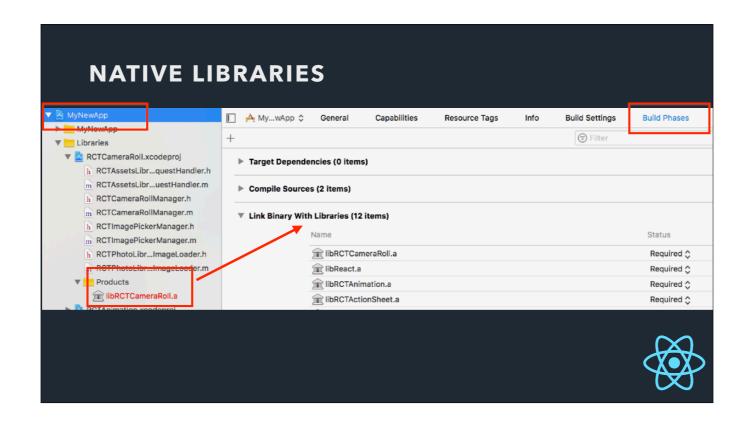














```
API

import { CameraRoll } from 'react-native'

CameraRoll.getPhotos(params)
   .then((data) => dealWithIt(data))
```



Here is what the View component that we saw in the simulator looks like in JSX.

Inside the View component we build in the Text components.



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```
JSX

<View style={styles.container}>
    <Text style={styles.content}>
        Welcome to React Native!
    </Text>

</View>
```

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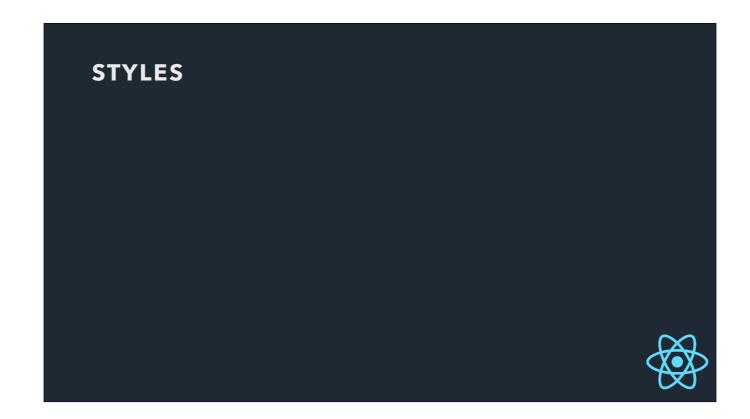
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CamelCase

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STYLES

const styles = StyleSheet.create({
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    flex: 1,
     justifyContent: 'center',
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    "
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})
```

CamelCase

Now we can import Dog.js into our parent component, and call it using JSX. We can call it as many times as we like.

```
FLEXBOX

render() {
  return (
    <View>
    <Dog />
    <Dog />
    <Dog />
    <View>
    </Dog />
    </View>
    )
}

Wy dog's name is Fido
My dog's name is Fido
My dog's name is Fido
My dog's name is Fido
```

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