

**Building User Interfaces**

# **React Native 1**

**Introductory Concepts**

**Professor Bilge Mutlu**

# Announcements

Survey findings:

- Office hours
  - 21 hours/week total
  - Start assignment early
- More code samples in lectures
- Online mode was easier to follow

# Office Hours

## Monday

- 1:00-3:00 PM: Sanjana
- 6:00-8:00 PM: Vera
- 8:00-9:00 PM: Cole

## Tuesday

- 2:30-4:30 PM: Vera
- 4:00-5:00 PM: Professor Mutlu
- 5:00-7:00 PM: Cole

## Wednesday

- 2:00-4:00 PM: John

## Thursday:

- 4:00-6:00 PM: Cole
- 5:15-7:15 PM: John

## Friday:

- 1:00-3:00 PM: Sanjana
- 3:00-5:00 PM: Vera

# What we will learn today?

- What is React Native?
- Starting a React Native project
- Differences between ReactJS and React Native
- Communicating with Server APIs

# What is React Native?

# What is React Native?

**Definition:** A JS *framework* for building native, cross-platform mobile applications using React, developed by Facebook in 2015.

Unlike ReactJS, which was a library, React Native is a framework that includes everything that we will need to build mobile applications.

React Native supports **iOS** and **Android** development.

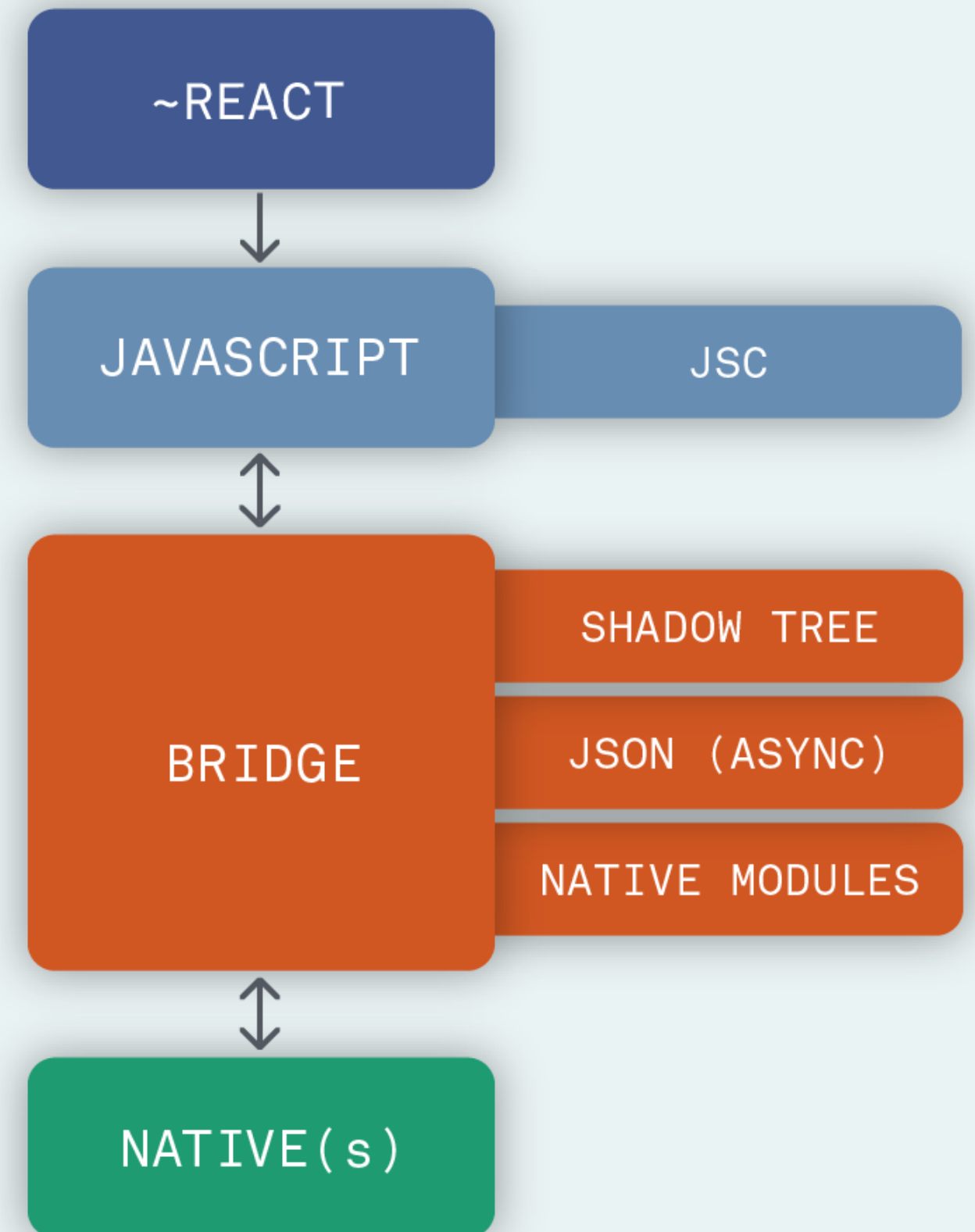
Enables web developers using ReactJS to easily develop mobile applications.

# How does React Native work?<sup>1</sup>

As in ReactJS, React Native combines JS, JSX.

Under the hood, React Native runs the program in the JS engine of the host platform (iOS, Android, etc.), which renders and interacts with native UI components, instead of web pages, through a "bridge."

<sup>1</sup>Image source

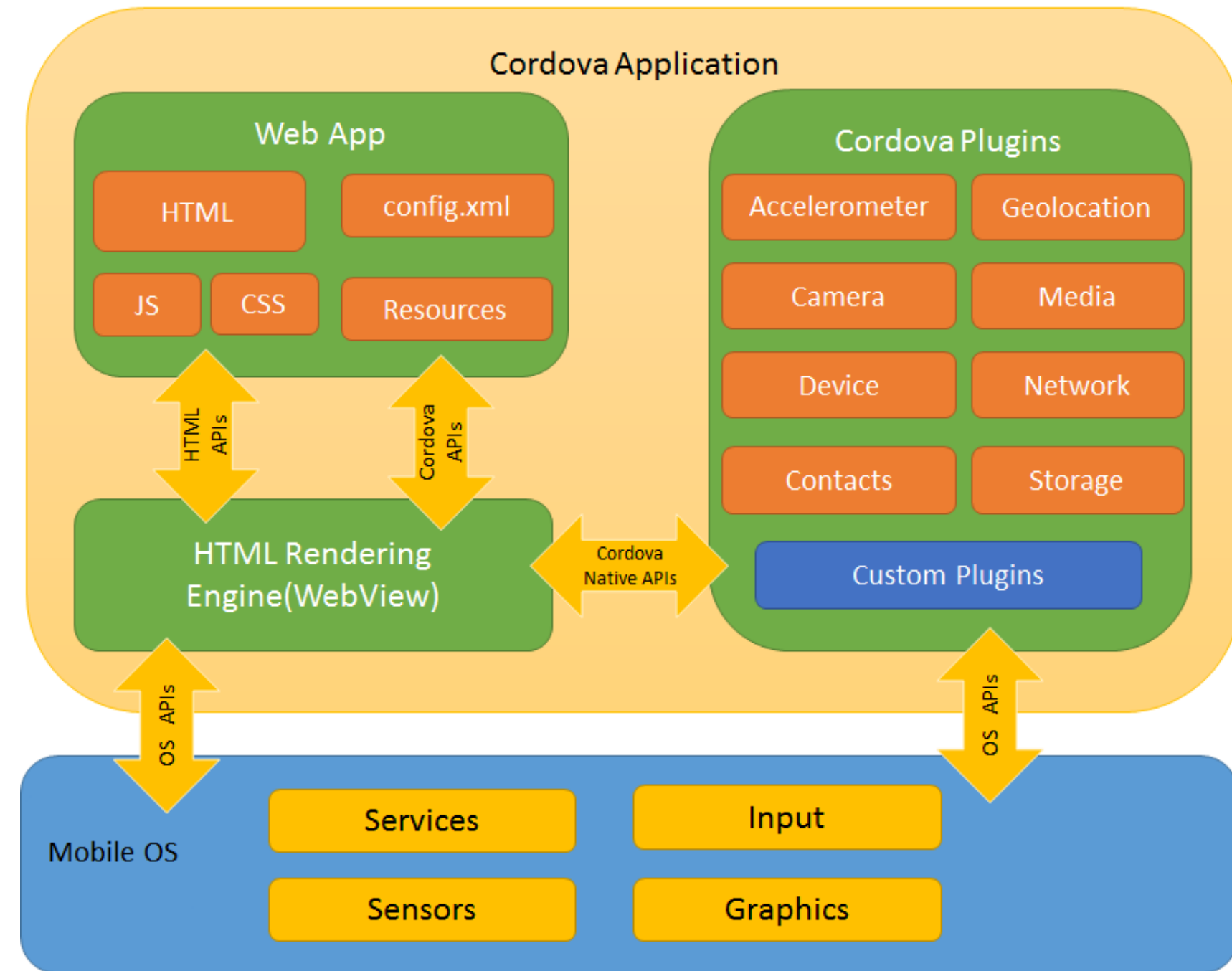


# Alternatives to React Native<sup>2</sup>

All cross-platform alternatives to React Native will wrap HTML + CSS + JS within a web view and simulate mobile UI behavior.

Examples:

- Ionic
- Cordova
- Titanium



<sup>2</sup>Image source





# Starting a React Native project

## Two Methods Using Expo<sup>17</sup>

### Node.js

To install Expo:

```
npm install expo-cli --global
```

Create and run a new project:

```
expo init my-new-project  
cd my-new-project  
expo start
```

### Snacks

Use the Expo web editor.

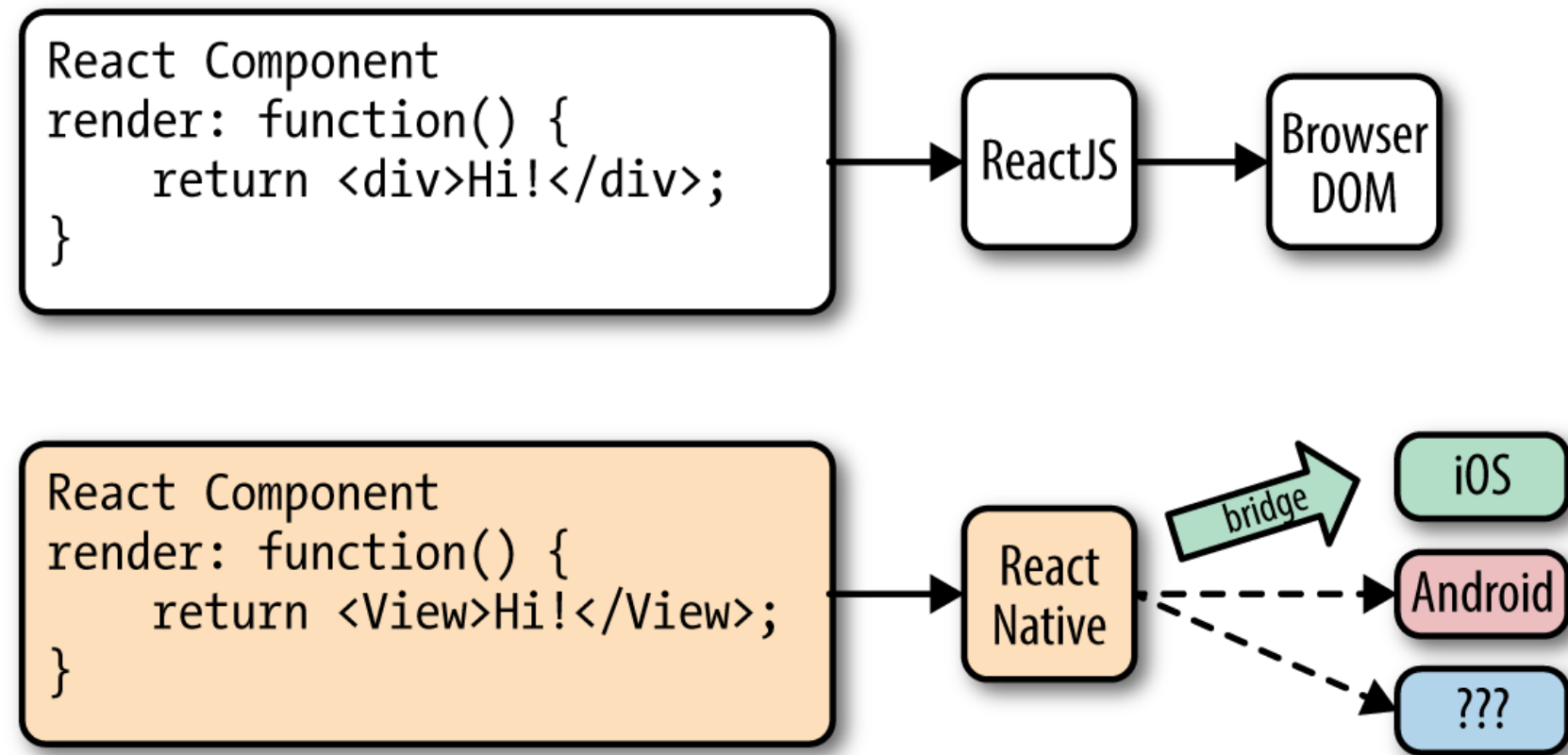
<sup>17</sup>Get started with Expo

# How is React Native different from ReactJS?

# React Native-ReactJS differences<sup>3</sup>

**Good news:** They are very, very similar.

Minor differences stem from how React Native interacts with the native mobile platform.



<sup>3</sup>Image source

Instead of the HTML DOM, React Native interacts with native components through its Bridge.

Instead of React elements that will become DOM elements, React Native uses elements that are similar but better correspond with native components.

## Key difference #1: Core Components<sup>4</sup>

Instead of `div`, React Native uses `View`.

```
import React, { Component } from 'react';
import { Text, View } from 'react-native';

export default class HelloWorldApp extends Component {
  render() {
    return (
      <View style={{ flex: 1, justifyContent: "center", alignItems: "center" }}>
        <Text>Hello, world!</Text>
      </View>
    );
  }
}
```

<sup>4</sup>See code in Snack

Similarly, instead of `p`, RN uses `Text`; instead of `img`, it uses `Image`.<sup>5</sup>

```
export default class App extends React.Component {  
  render() {  
    return (  
      <View style={styles.container}>  
        <Image style={styles.logo} source={require('assets/uw-logo-centered-web.png')} />  
        <Text style={styles.paragraph}>  
          On Wisconsin!  
        </Text>  
      </View>  
    );  
  }  
}
```

<sup>5</sup>See code in Snack



Additionally, the button clicks trigger an `onPress` event, instead of an `onClick` event.<sup>6</sup>

In ReactJS:

```
<Button onClick={this.updateCounter}>Press me</Button>
```

In React Native:

```
<Button title="Press me" onPress={this.handlePress} />
```

<sup>6</sup>See code in Snack

## Key difference #2: Styling<sup>7</sup>

Because RN does not use web elements, we can't use CSS styles. We instead create stylesheets in JS.

```
const styles = StyleSheet.create({
  container: {
    flex: 1,
    justifyContent: 'center',
    backgroundColor: '#ecf0f1',
    padding: 40,
  },
  ...
});
```

<sup>7</sup>See code in Snack

*Pro Tip:* Style definitions can be done in stylesheets or in props when components are instantiated. You can also combine both methods.<sup>8</sup>

```
<View>
  <Text style={styles.label}>First label</Text>
  <Text style={{fontSize: 28, color:"tomato"}}>Second label</Text>
  <Text style={[styles.label, {fontSize: 20, color:"gray"}]}>Third label</Text>
</View>
```

<sup>8</sup>See code in Snack

## Flexbox is Everything<sup>9 10</sup>

Flexbox is the only standard way of creating layouts in RN, so we have to master it.

```
<View style={{flex: 1, flexDirection: 'column'}}>  
  <View style={{flex: 1, backgroundColor: 'whitesmoke'}}/>  
  <View style={{flex: 1, backgroundColor: 'gainsboro'}}/>  
  <View style={{flex: 1, backgroundColor: 'silver'}}/>  
</View>
```

<sup>9</sup>Visual Flexbox Cheatsheet

<sup>10</sup>React Native Guide to Layouts with Flexbox

Below are the commonly used properties:<sup>11</sup>

`flex`: 1 will express how much of the container to fill.

`flexDirection` — `row`, `column`, `row-reverse`, `column-reverse`

`alignItems` — `stretch`, `flex-start`, `flex-end`, `center`, `baseline`

`justifyContent` — `flex-start`, `flex-end`, `center`, `space-between`, `space-around`, `space-evenly`

<sup>11</sup>[See code in Snack](#)

## Getting Screen Dimension<sup>12</sup>

Mobile devices vary significantly in screen size, and we often need to obtain screen dimensions of the device using the `Dimensions` class in `react-native`.

```
getScreenSize = () => {  
  const screenWidth = Math.round(Dimensions.get('window').width);  
  const screenHeight = Math.round(Dimensions.get('window').height);  
  this.setState({ screenWidth: screenWidth, screenHeight: screenHeight })  
}
```

<sup>12</sup>See code in Snack

### Key difference #3: Platform-specific Components

RN provides a number of components that utilize platform capabilities that may not be available in other platforms, thus for cross-platform development, we need to utilize multiple platform-specific components.

E.g., `TouchableNativeFeedback` only work on Android, and the same effect can be achieved using `TouchableHighlight`.

*First method:* Selectively render the component based on the current platform.<sup>13</sup>

```
render() {  
  if (Platform.OS === 'android') {  
    return (  
      <TouchableNativeFeedback> ... </TouchableNativeFeedback>  
    )  
  } else {  
    return (  
      <TouchableHighlight> ... </TouchableHighlight>  
    )  
  }  
}
```

<sup>13</sup>See code in Snack



*Second method:* We create two versions of the component, e.g., `MyButton.ios.js` and `MyButton.android.js`.

```
import MyButton from '/components/MyButton';  
render() {  
  <MyButton />  
}
```

## Key difference #4: Animation & Gestures

Because of the resource-constrained nature of mobile platforms, applications heavily rely on animation and gestures. In RN, CSS animations are not available, but there are several powerful packages:

- Animated API (for animating components)
- LayoutAnimation (for layout animation)
- PanResponder (for gestures)

More on this next class!

## Key difference #5: Navigation

Most mobile applications include several *screens*. Using react-navigation, we can create several screens and define navigation.

```
import {createAppContainer} from 'react-navigation';  
import {createStackNavigator} from 'react-navigation-stack';  
  
const MainNavigator = createStackNavigator({  
  Home: {screen: HomeScreen},  
  Profile: {screen: ProfileScreen},  
});  
  
const App = createAppContainer(MainNavigator);  
export default App;
```

More on this next class!

# Quiz 1

Complete the Canvas quiz.



canvas

# Quiz 2

Complete the Canvas quiz.



canvas

# Communicating with Server APIs

Almost all mobile applications offer personalized information and thus have to know who the user is through *authentication*.

**Definition:** Authentication identifying a user in the process of providing access to system data or services based on the user's identity.

## Common Authentication Methods

- Basic HTTP authentication  
*Requires username/password for every request*
- Session-based authentication  
*Client receives a session ID after authentication, stores it in a cookie, and attaches it to every subsequent request*
- Token-based authentication  
*Client receives a random token at the first login and passes it as request header in every request*



- JWT-based (JSON Web Tokens) authentication  
*Client sends encrypted user information and receives a token, which is included in every request and decrypted by the server*
- Shared Secret Based Hash Authentication  
*A secret stored on the client and the server is used to hash a new token at every request and response*

In this module, we will use *token-based authentication*.

## Token-based Authentication<sup>14</sup>

The client authenticates with a *username* and a *password* once, receives a token, and only sends the *token* for subsequent requests, until the token times out — works like an all inclusive resort!



<sup>14</sup> [Image source](#)

## RESTful APIs<sup>15</sup>

**Definition:** REpresentational State Transfer (REST) is an architectural style for distributed hypermedia systems.

Any information, e.g., an image, can be a *resource*, the key abstraction of REST.

REST uses *resource methods*, e.g., HTTP methods, to facilitate client-server interaction.

<sup>15</sup> More on RESTful APIs

# RESTful API Methods

In this module, we will focus on four methods:

- GET
- POST
- PUT
- DELETE

## GET

**Definition:** HTTP method to retrieve information from the server in a way that does not change the server (a *safe* method).

GET should be *idempotent*, returning the same information every time it is called, until another request (POST, PUT) changes the resource.

The server will return either 200 (OK) along with the data (e.g., JSON) or 404 (NOT FOUND).

HTTP GET `http://<our-domain>/users`

## POST

**Definition:** HTTP method that creates new subordinate resources, e.g., a new user in a collection of users. POST is *not* safe or idempotent.

The server will usually return either 201 (Created) along with information on the new resource and a location header. The server can also return 200 (OK) or 204 (No Content).

HTTP POST `http://<our-domain>/users`

## PUT

**Definition:** HTTP method to update existing information on the server.

The server will return 200 (OK) or 204 (No Content). If the information does not exist, the API may create the resource, as done in a POST request, and return 201 (Created).

HTTP PUT `http://<our-domain>/users/<username>`

# DELETE

**Definition:** HTTP method that deletes resources from the server.

DELETE is *idempotent*, as calling DELETE several times does not change the outcome.

The server will return code 200 (OK) if the response includes an entity with status, 202 (Accepted) if the request is queued, or 204 (No Content) if it is performed but an entity is not included.

HTTP DELETE `http://<our-domain>/users/<username>`



## Resource Methods in React Native

For all methods, we can use `fetch()`. React Native GET example:

```
fetch('<our-domain>/endpoint')  
  .then(function(response) {  
    return response.json()  
  })
```

```
fetch('<our-domain>/endpoint', {  
  method: 'GET',  
})
```

## React Native POST example:

```
fetch('<our-domain>/endpoint', {  
  method: 'POST',  
  headers: {  
    'Accept': 'application/json',  
    'Content-Type': 'application/json'  
  },  
  body: JSON.stringify({  
    userName: '<user-name>',  
    password: '<password>',  
  })  
})
```

When we pass the `userName` and `password` and receive a token, we need to encrypt what we are passing. NPM `base-64` package accomplishes that.

```
import base64 from 'base-64';  
  
base64.encode(username + ":" + password);
```

## Passing Authentication Information

Example header to pass user credentials:

```
'Authorization', 'Basic ' + base64.encode(username + ":" + password)
```

Example header to pass token:

```
'x-access-token', result.token
```

React Native PUT example:

```
fetch('<our-domain>/endpoint', {  
  method: 'PUT',  
  headers: {  
    'Accept': 'application/json',  
    'Content-Type': 'application/json',  
    'x-access-token': <my-token>  
  },  
  body: JSON.stringify({  
    location: 'Madison, WI'  
  })  
});
```

## React Native DELETE example:

```
fetch('<our-domain>/endpoint', {  
  method: 'DELETE',  
  headers: {  
    'x-access-token': <my-token>  
  },  
});
```

## Endpoints

Different resource methods will use different *endpoints* at the server. For example, in React Native 1  $\alpha$ , we will use the following endpoints for `https://mysqlcs639.cs.wisc.edu`:

`/login` — allows GET to receive the token

`/users` — allows POST

`/users/<user-name>` — allows GET, POST, PUT, DELETE

More on React Native 1  $\alpha$  next class!

The following API can be accessed at <https://mysqlcs639.cs.wisc.edu>.

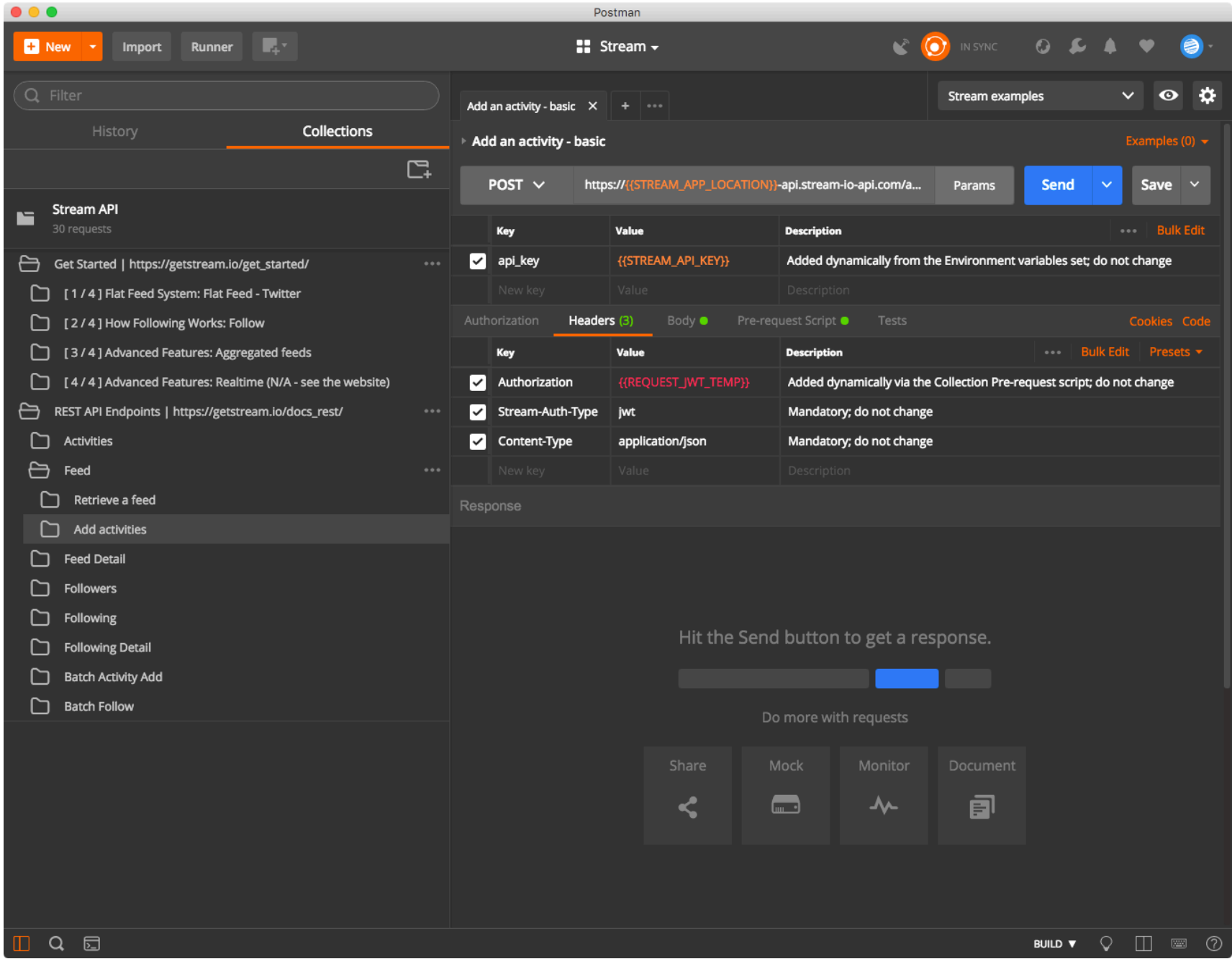
Route	Auth Required	Token Required	Get	Post	Put	Delete
/login	✓		✓			
/users				✓		
/users/ <username>		✓	✓	✓	✓	✓
/meals		✓	✓	✓		
/meals/ <meal_id>		✓	✓		✓	✓
/meals/ <meal_id> /foods		✓	✓	✓		
/meals/ <meal_id> /foods/ <food_id>		✓	✓		✓	✓
/activities		✓	✓	✓		
/activities/ <activity_id>		✓	✓		✓	✓
/foods			✓			
/foods/ food_id			✓			



# Server API Tools<sup>16</sup>

Easy to use tools help setting up server APIs for user authentication, e.g., Postman.

More on how this next class!



<sup>16</sup> Image source

# Quiz 3

Complete the Canvas quiz.



canvas

# What did we learn today?

- What is React Native?
- Starting a React Native project
- Differences between ReactJS and React Native
- Communicating with Server APIs