

# React II

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# Event Handling Notes




# Event Handling - binding `this`?

## ES5 and older

- `this` is automatically bound to be the enclosing object.

```
const Component = React.createClass({
  getInitialState: function() {
    return {
      value: ''
    };
  },

  _onChange: function(e) {
    this.setState({value: e.target.value});
  },  this is the Component instance.

  render: function() {
    return <div>
      Enter some text:
      <input value={this.state.value} onChange={this._onChange}/>
    </div>;
  }
});
```

Figure: See live example at <http://codepen.io/ledsoft/pen/KNBogV>

# Event Handling - binding `this`?

## ES6

- `this` has to be explicitly bound, otherwise it would be undefined.

```
class Component extends React.Component {
  constructor(props) {
    super(props);
    this.state = {
      value: ''
    };
  }

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

  render() {
    return <div>
      Enter some text:
      <input value={this.state.value} onChange={this._onChange.bind(this)} />
    </div>;
  }
}
```


Have to explicitly bind `this` for `_onChange`.  


Figure: See live example at <http://codepen.io/ledsoft/pen/PbBRWv>

# Event Handling - binding `this`?

## ES7

- `this` is automatically bound to the enclosing object.

```
class Component extends React.Component {
  constructor(props) {
    super(props);
    this.state = {
      value: ''
    };
  }
  _onChange = (e) => {
    this.setState({value: e.target.value});
  };

  render() {
    return <div>
      Enter some text:
      <input value={this.state.value} onChange={this._onChange}/>
    </div>;
  }
}
```


 **this is the Component instance.**

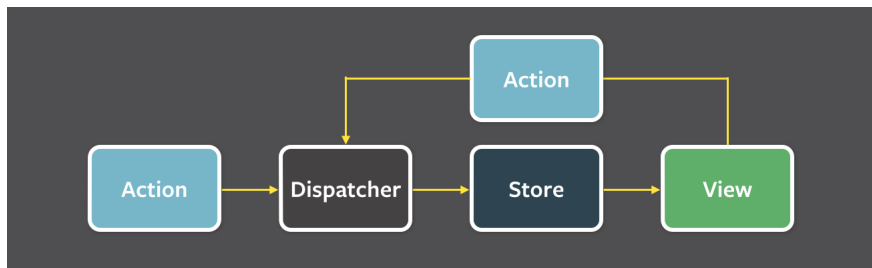
Figure: See live example at <http://codepen.io/ledsoft/pen/rWrdzw>

# (Re)Flux Recap



# Flux

- Architectural pattern rather than framework,
- One way flow simplifies tracking application state and its changes,
- Separate business logic from UI components,
- works well with the *one way dataflow* philosophy of React.



**Figure:** Flux architecture. Source: <https://facebook.github.io/flux/img/flux-simple-f8-diagram-with-client-action-1300w.png>





# Flux Example

```

export default class TeachersController extends React.Component {
  constructor(props) {
    super(props);
    this.state = { teachers: [] };
  }

  componentDidMount() {
    Actions.loadTeachers();
    this.unsubscribe = TeacherStore.listen(this._onTeachersLoaded);
  }

  componentWillUnmount() {
    this.unsubscribe();
  }

  _onTeachersLoaded = (data) => {
    this.setState({teachers: data});
  };

  render() {
    return <Teachers teachers={this.state.teachers}/>;
  }
}

const TeacherStore = Reflux.createStore({
  listenables: [Actions],

  onLoadTeachers: function() {
    request.get(URL).accept('json').end((err, resp) => {
      if (err) {
        console.log('Error when loading teachers. Status: ' + err.status);
      } else {
        this.trigger(resp.body);
      }
    });
  }
});

```



# Tasks



# Tasks

Working with ear-rt, the latest version from git. Continue building up the user profile editing.

- 1 Upload the updated user profile data to the server,
  - Add action,
  - Implement store functionality,
  - Wire it together.
- 2 Reload the user after successful update.
- 3 Password update should open only on demand,
- 4 Password update should require original password to be entered (will be checked on server on submit).



# Resources

- <https://facebook.github.io/react/docs/handling-events.html>,
- <https://react-bootstrap.github.io/components.html>,
- <https://github.com/reflux/refluxjs>.

