Cheatography

reactjs Cheat Sheet

by kitallis via cheatography.com/21042/cs/3890/

Using components

```
var Component = React.createClass({ ... });
var compo = React.r en der (<C omp onent />,
mountn ode);
```

Before Rendering

```
React.createClass({
    com pon ent Wil lMount: function () {
        $.g et( thi s.p rop s.url, function (data)
{
            thi s.s etS tat e(d ata);
       });
   },
    render: function () {
        return (
            <Co mme ntList data={ thi s.s tat -
e.data} />
       );
   }
});
```

Default Properties

```
React.createClass({
    get Def aul tProps: function () {
        return {name: ''};
   }
);
```

Initial States

```
React.createClass({
    get Ini tia lState: function () {
        return {data: []};
   },
    render: function () {
        return (
            <Co mme ntList data={ thi s.s tat -
e.data} />
       );
   }
});
```

Lifecycle

```
componentWillMount()
compon ent Did Mount()
// not on initial render
compon ent Wil lRe cei veP rop s(p rops)
should Com pon ent Upd ate (props, state)
compon ent Wil lUp dat e(p rops, state)
compon ent Did Upd ate (pr evP rops, prevState)
compon ent Wil lUn mount()
// ...there is no DidUnmount or Receiv eState.
```

Methods

```
{
    render: function()
    get Ini tia lState: function()
    get Def aul tProps: function()
    mixins: []
    pro pTypes: {} / for validation /
    sta tics: { .. } / static methods /
    dis pla yName: '..' / automa tically filled in
by jsx /
}
```

API

```
c.getDOMNode() // deprecated 0.13
React.f in dDO MNo de(c) // 0.13+
c.forc eUp date()
c.isMo unted()
```

Properties

```
this.setProps({ fullscreen: true });
this.p rop s.f ull screen === true
this.r epl ace Props({ ... });
```

States

```
this.setState({ editing: true });
this.s tat e.e diting === true
this.r epl ace State({ ... });
```

Basic class

```
React.createClass({
    render: function () {
        return (
            <di v>Hello {this.p ro ps.n am e}
< /di v>
        );
    }
});
```

Actions

```
<form onSubmit={this.handleSubmit}>
    Name: <input ref="na me">
</f orm>
React.c re ate Class({
    han dle Submit: function (event) {
        name = this.r efs ['n ame '].g et DOM Nod -
e().value;
        // see two-way binding below
    }
})
```

Two-way binding

```
React.createClass({
    mixins: [React.ad don s.L ink edS tat eMi xin],
    get Ini tia lState: function() {
        return {value: 'Hello!'};
    },
    render: function() {
        return <input type="t ext " valueL ink =
{t his.li nkS tat e(' val ue')} />;
    }
});
// Linked Sta teMixin adds a method to your React
component called
// linkSt ate().
```

Lists

```
var TodoList = React.createClass({
    render: function() {
        var createItem = functi on( ite mText) {
            return <li >{i tem Tex t}< /li >;
        };
        return <ul >{t his.pr ops.it ems.ma p(c -
rea teI tem )}< /ul >;
    }
});
```

Property validations

```
React.createClass({
    pro pTypes: {
        // required
        req uir edFunc: React.P ro pTy pes.fu -
nc.i sR equ ired,
        req uir edAny: React.P ro pTy pes.an y.i -
sRe quired,
        // primit ives, optional by default
        bool: React.P ro pTy pes.bool,
        func: React.P ro pTy pes.func,
        number: React.P ro pTy pes.nu mber,
        string: React.P ro pTy pes.st ring,
    }
});
```

Class set

```
render: function() {
    var cx = React.a dd ons.cl assSet;
    var classes = cx({
        'me ssage': true,
        'me ssa ge- imp ort ant': this.p rop s.i -
sIm por tant,
        'me ssa ge- read': this.p rop s.i sRead
    });
    // same final string, but much cleaner
    return <div classN ame ={c las ses }>Great
Scott! </d iv>;
}
```

Propagating properties to children

```
var VideoPlayer = React.createClass({
    render: function() {
        return <Vi deo Embed {...th is.p rops}
contro ls= 'false' />;
   }
});
<Vi deo Player src="vi deo.mp 4" />
```

Mixins

```
var TickTock = React.createClass({
    mixins: [SetIn ter val Mixin]
}
SetInt erv alMixin = {
    com pon ent Wil lMount: function() { .. }
}
```

Source

Thanks to http://ricostacruz.com/cheatsheets/react.html

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