

# Client-Side Web Programming: JavaScript (Part 5)

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Robert M. Dondero, Ph.D.  
Princeton University

# Objectives

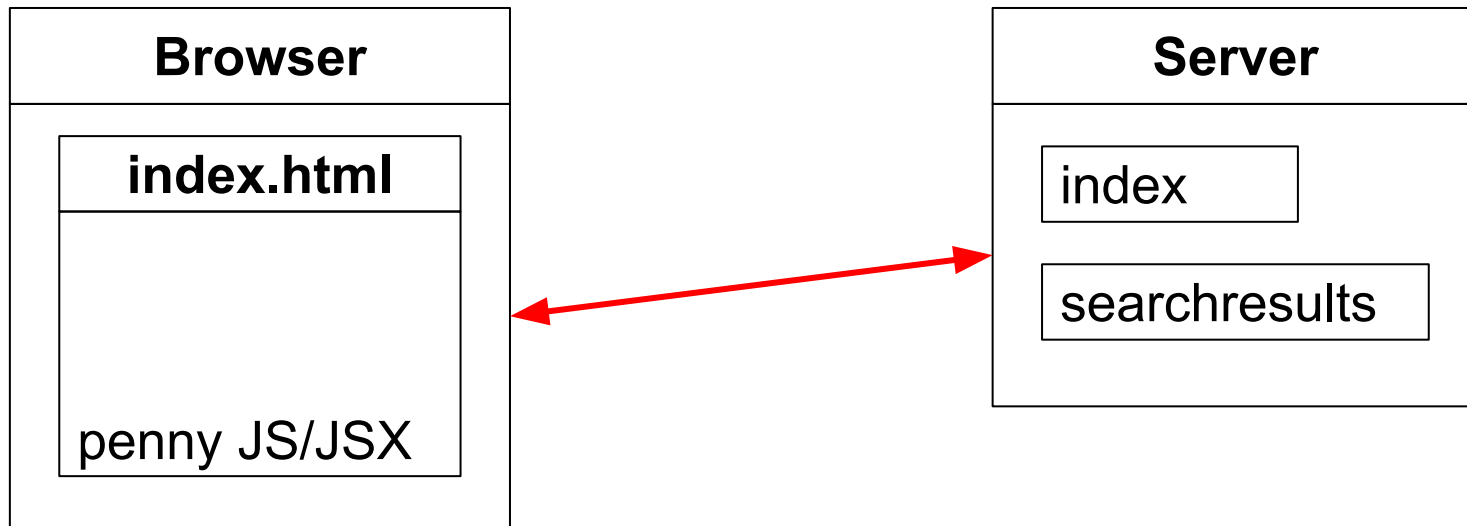
- We will cover:
  - Bundled React
  - Bundled React via Vite

# Agenda

- **Bundled React: motivation**
- Bundled React
- Bundled React: Vite

# Bundled React: Motivation

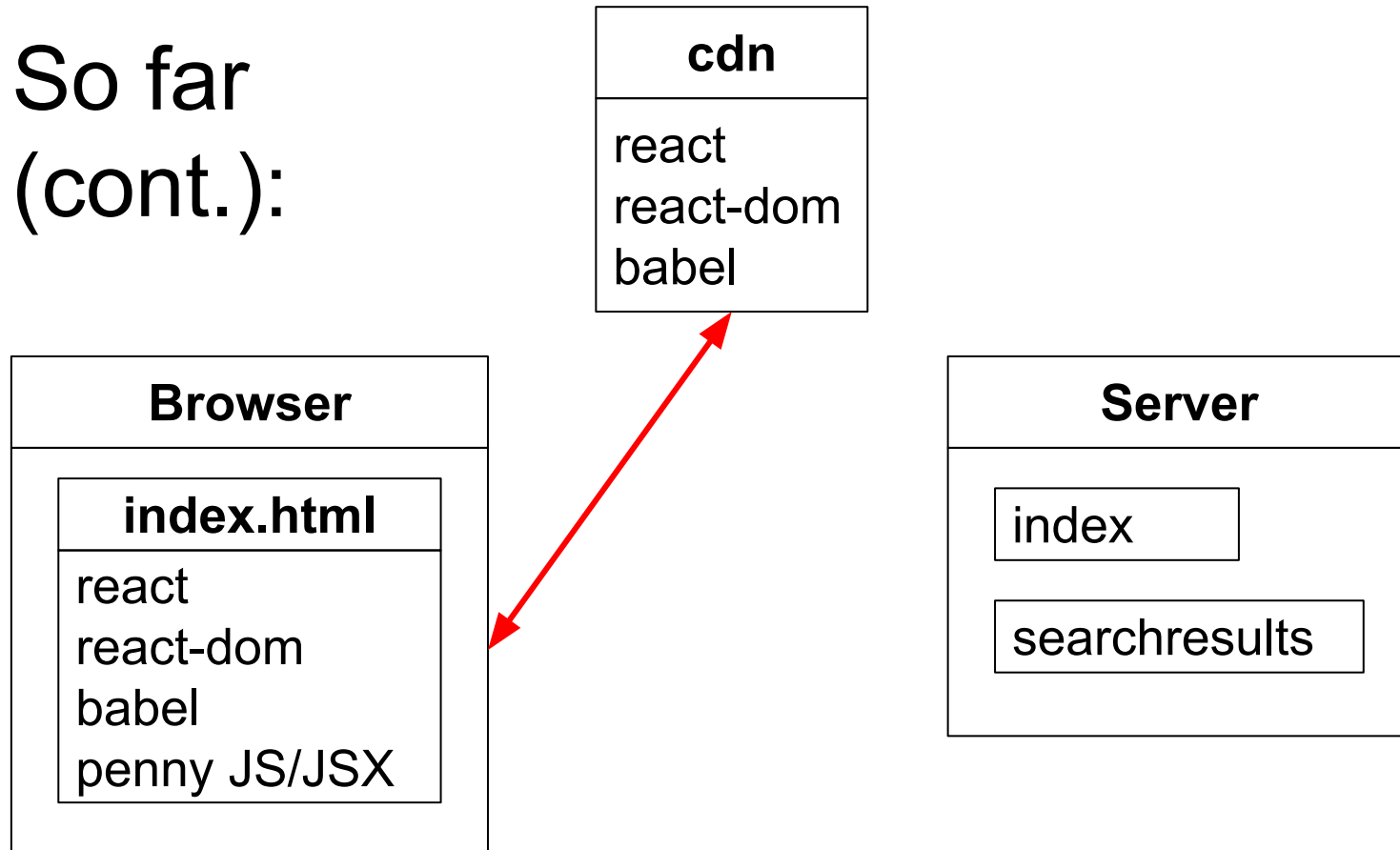
So far:



Browser requests and receives index.html

# Bundled React: Motivation

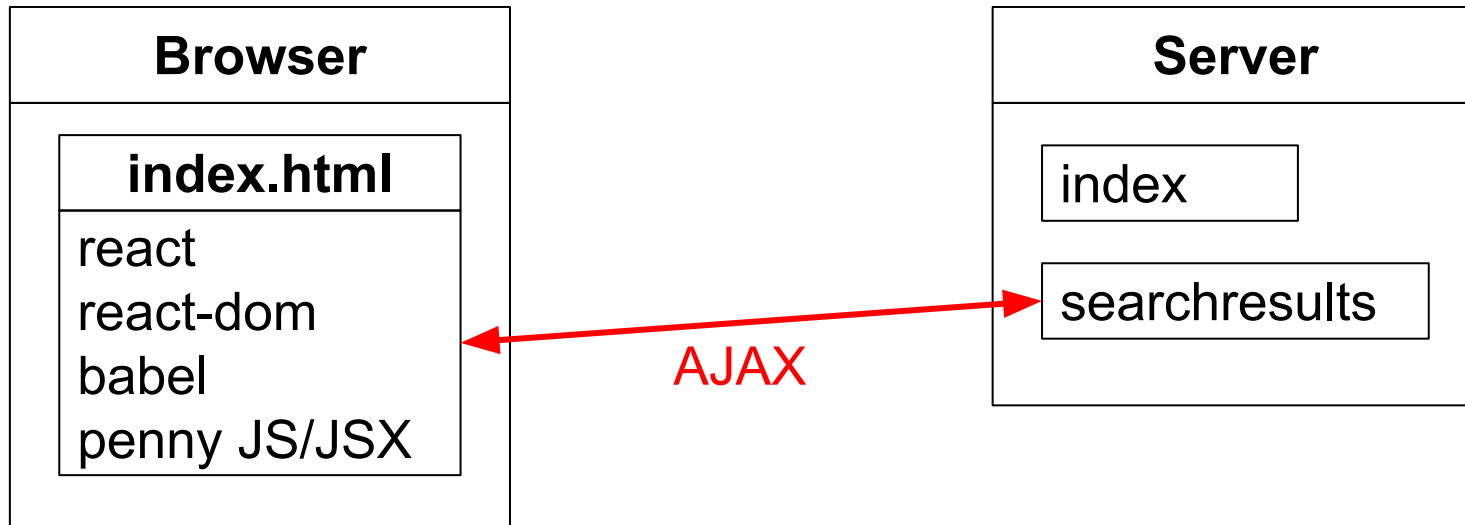
So far  
(cont.):



Browser requests and receives react,  
react-dom, and babel

# Bundled React: Motivation

So far  
(cont.):



Browser requests and receives book info

# Bundled React: Motivation

- **Problem**

- At run-time:

- Browser fetches index.html page, and then...
    - Browser fetches react
    - Browser fetches react-dom
    - Browser fetches babel
    - Browser uses babel to convert your JSX code to JavaScript code
    - Browser executes your JavaScript code

Blue => load-time overhead

# Agenda

- Bundled React: motivation
- **Bundled React**
- Bundled React: Vite



# Bundled React

- Preliminary note:
  - **Don't bundle your Assignment 4 solution!!!**

# Bundled React

- **Solution**

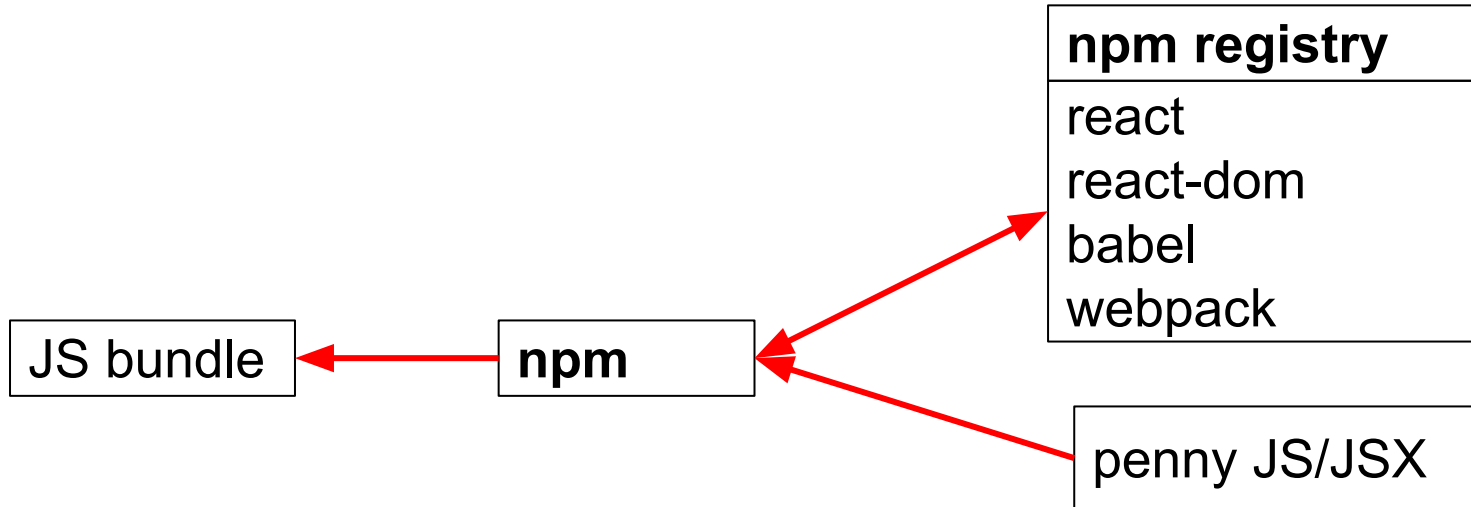
- Before load-time:

- Use babel to convert your JSX code to JavaScript code
    - Place react, react-dom, and your JavaScript code in a JavaScript *bundle*

- At load-time:

- Browser fetches your index.html page
    - Browser fetches your JavaScript bundle
    - Browser executes your JavaScript code

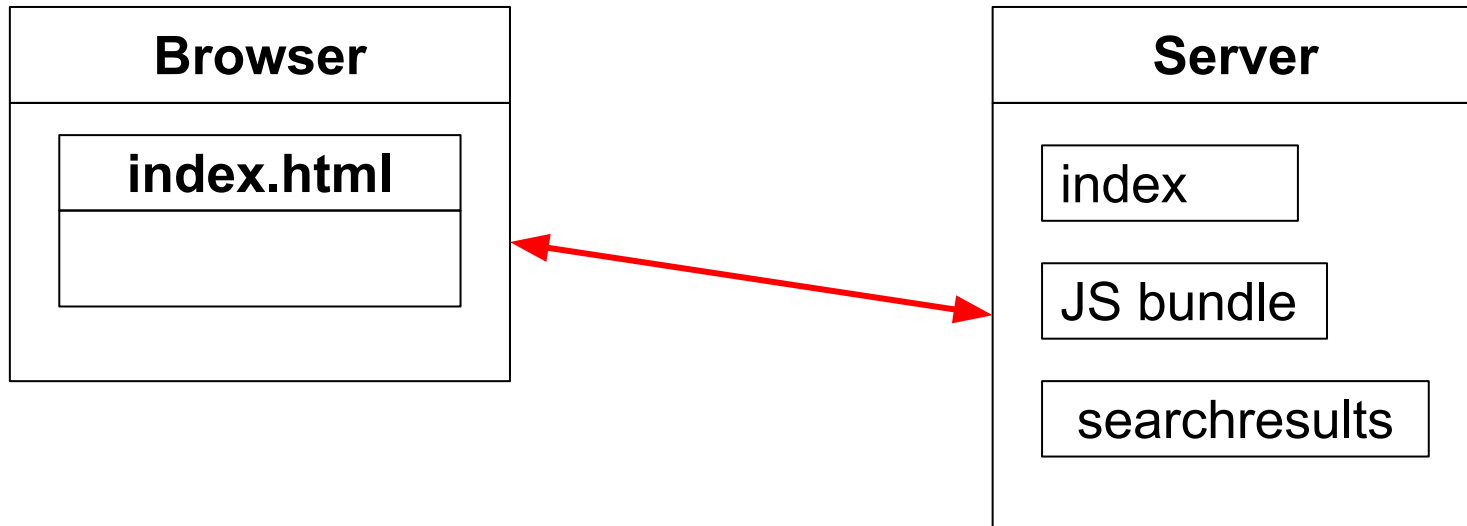
# Bundled React



**npm** requests and receives react, react-dom, babel, webpack

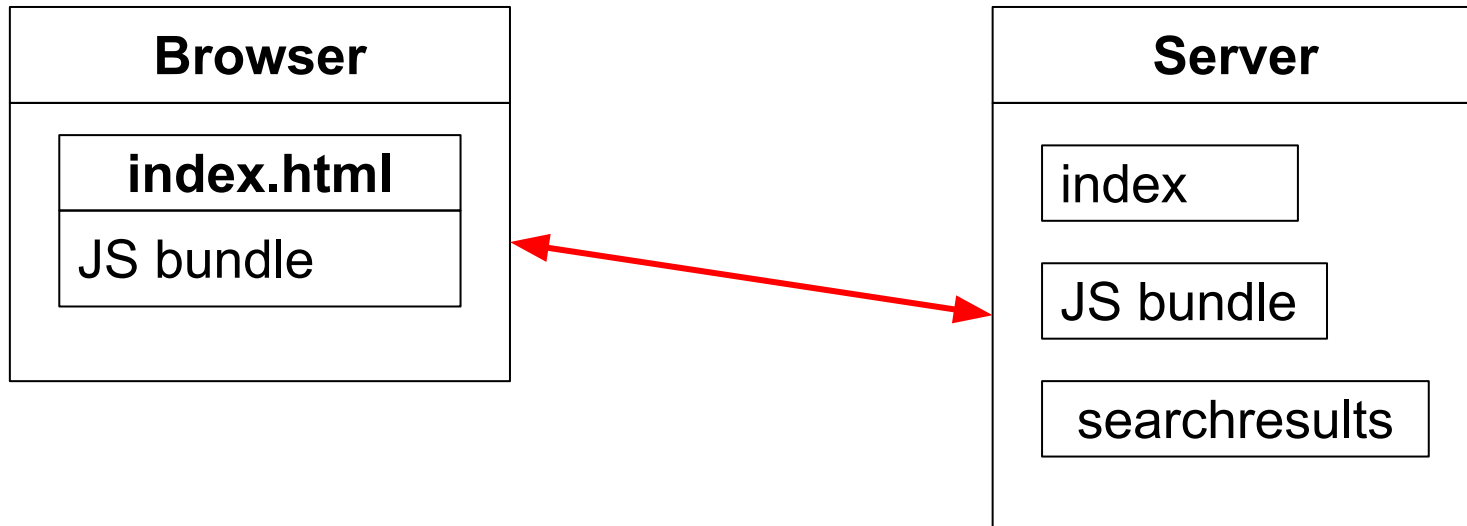
**npm** creates JS bundle containing those libraries and penny JS

# Bundled React



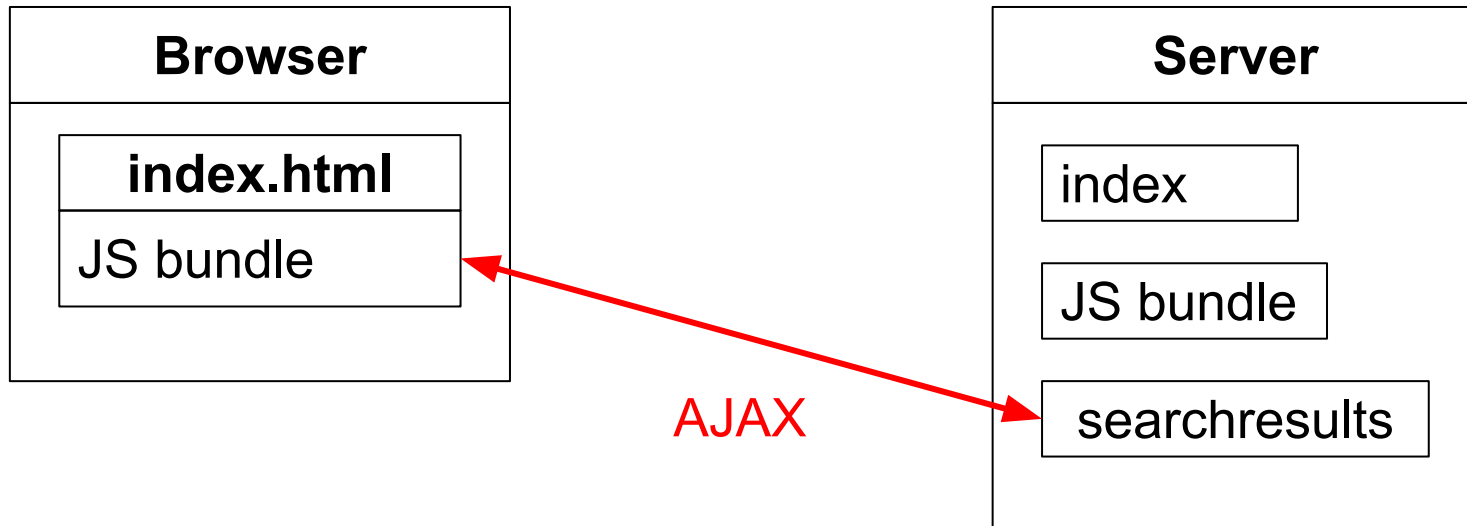
Browser requests and receives index page

# Bundled React



Browser requests and receives JS bundle

# Bundled React



Browser requests and receives book info

# Bundled React

- Detailed instructions...

# Bundled React

- Thanks, in part, to Lucas Manning ('20)...
- See **PennyReactBundled** app (cont.)
  - runserver.py
  - penny.sql, penny.sqlite
  - database.py
  - penny.py
  - **PennyHeader.jsx, PennyFooter.jsx, PennySearch.jsx, App.jsx**
  - main.js
  - index.html



# Bundled React

- Node.js
  - Provides tools to help with development of React client-side
    - Via *npm*, the Node.js package manager
    - For example: Babel, Webpack

# Bundled React

- See **PennyReactBundled** app (cont.)
  - **package.json**
    - Configures npm
  - **webpack.config.js**
    - Configures webpack

# Bundled React

- To give it a try:
  - Install node.js
  - Install dependencies
    - `npm install`
      - Examines `package.json`
      - (Recursively) installs dependencies into `node_modules` directory
      - Creates `package-lock.json` file
        - » Summary of contents of `node_modules` directory

# Bundled React

- To give it a try (cont.):
  - Build the bundle
    - `npm run build`
      - Runs **Webpack**
        - » Examines `webpack.config.js`
        - » Uses **Babel** to convert JSX to JavaScript, and transpile JavaScript to ES5
        - » Packs all ES5 JavaScript code into one large bundle (`static/app.bundle.js`)

# Bundled React

```
$ cd PennyReactBundled
$ npm run build

> pennyreactbundled@1.0.0 build
> NODE_OPTIONS=--openssl-legacy-provider webpack

asset app.bundle.js 139 KiB [compared for emit] [minimized] (name: main) 1
related asset
orphan modules 5.51 KiB [orphan] 1 module
modules by path ./node_modules/ 141 KiB
  modules by path ./node_modules/react/ 6.94 KiB
    ./node_modules/react/index.js 190 bytes [built] [code generated]
    ./node_modules/react/cjs/react.production.min.js 6.75 KiB [built] [code
generated]
  modules by path ./node_modules/react-dom/ 130 KiB
    ./node_modules/react-dom/index.js 1.33 KiB [built] [code generated]
    ./node_modules/react-dom/cjs/react-dom.production.min.js 129 KiB
[built] [code generated]
  modules by path ./node_modules/scheduler/ 4.33 KiB
    ./node_modules/scheduler/index.js 198 bytes [built] [code generated]
    ./node_modules/scheduler/cjs/scheduler.production.min.js 4.14 KiB
[built] [code generated]
./main.js + 1 modules 6 KiB [built] [code generated]
webpack 5.85.0 compiled successfully in 3984 ms
$
```

# Bundled React

- To give it a try (cont.):
  - Run the app
    - `python runserver.py 55555`

# Bundled React

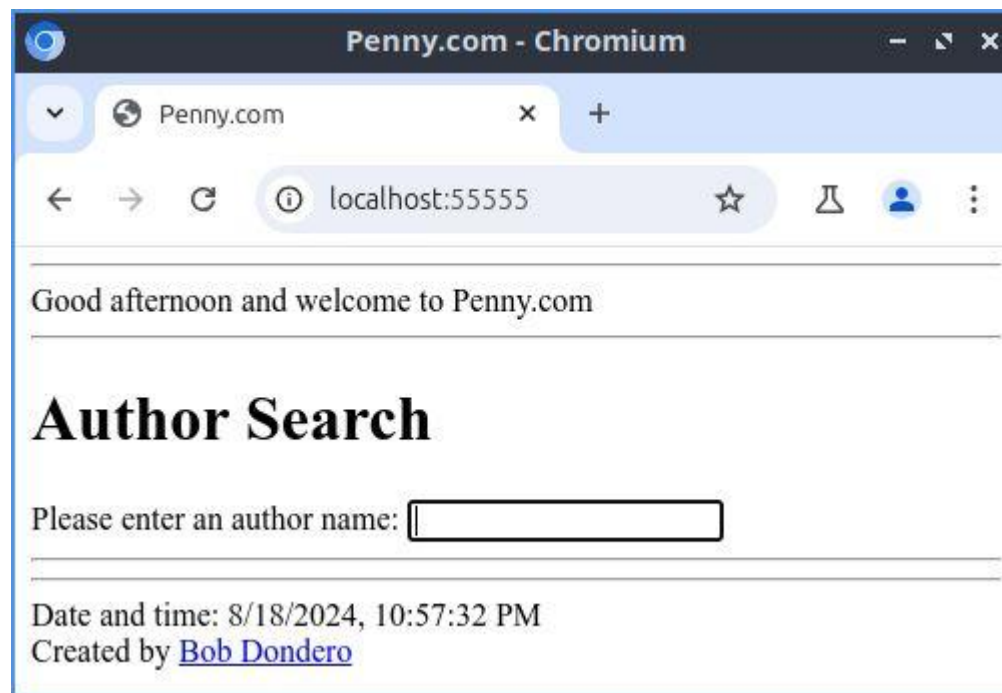
```
$ cd PennyReactBundled
$ python runserver.py 55555
* Serving Flask app 'penny'
* Debug mode: on
WARNING: This is a development server. Do not use it in a
production deployment. Use a production WSGI server
instead.
* Running on all addresses (0.0.0.0)
* Running on http://127.0.0.1:55555
* Running on http://192.168.1.10:55555
Press CTRL+C to quit
* Restarting with stat
* Debugger is active!
* Debugger PIN: 957-120-414
```

# Bundled React

- To give it a try (cont.):
  - Browse to `http://localhost:55555`



# Bundled React



# Agenda

- Bundled React: motivation
- Bundled React
- **Bundled React: Vite**

# Bundled React: Vite

- **Problem**
  - Using npm and webpack is difficult
- **Solution**
  - Use a **React development environment**

# Bundled React: Vite

- **React development environments**
  - *create-react-app*
    - Popular but deprecated
  - *Next.js*
    - Popular but complicated
  - *Vite*
    - Popular and (relatively) simple
  - Several others

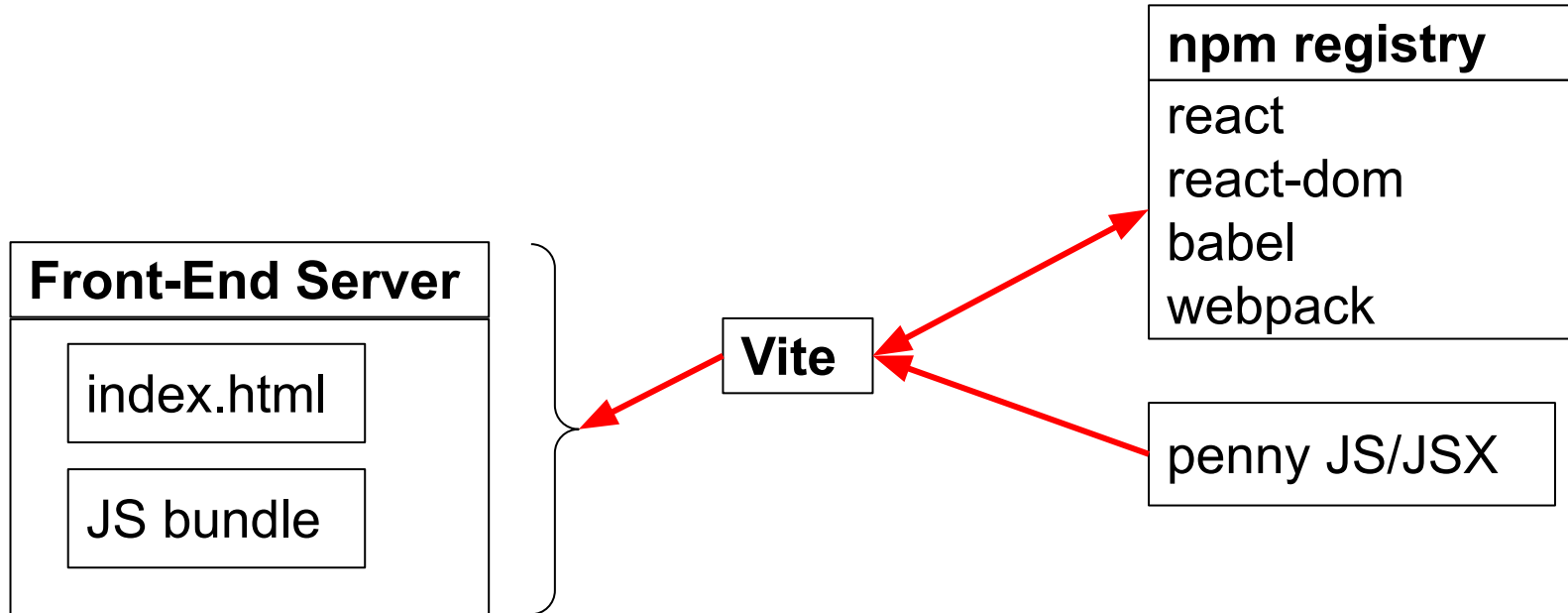
# Bundled React: Vite

- **Vite**
  - A popular React web development environment
  - Recognized for its:
    - Simplicity
    - Speed

# Bundled React: Vite

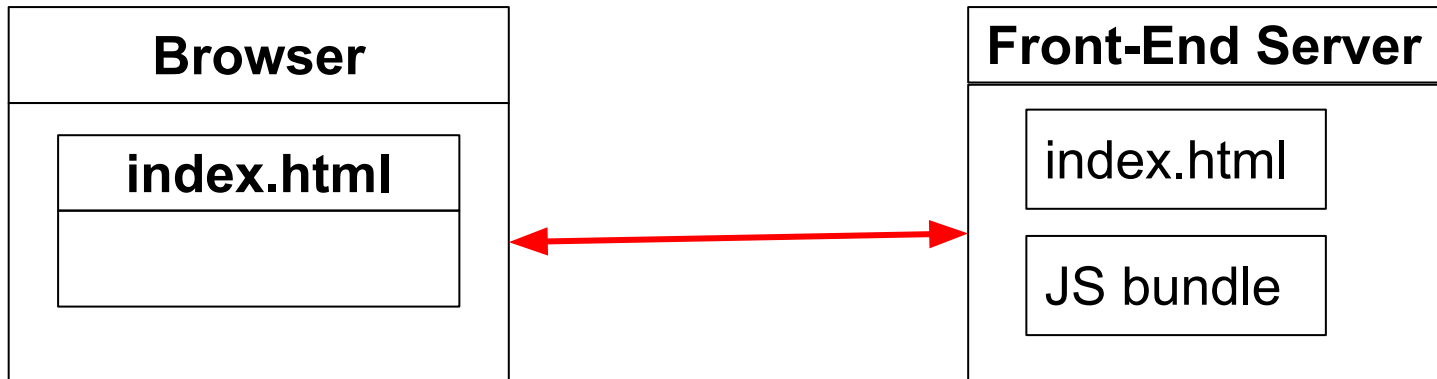
- General approach
  - Through Vite, create a *front-end server*
    - **PennyReactVite**
    - Delivers index.html and JS bundle to browser
  - Independent of Vite, create a *API server*
    - **PennyReactViteApi**
    - Written in Python/Flask/Jinja2 (or whatever!)
    - Provides services (API) to React app
    - Interacts with DB

# Bundled React: Vite



**Vite** requests and receives react, react-dom, babel, webpack  
Vite creates JS bundle containing those libraries and penny JS

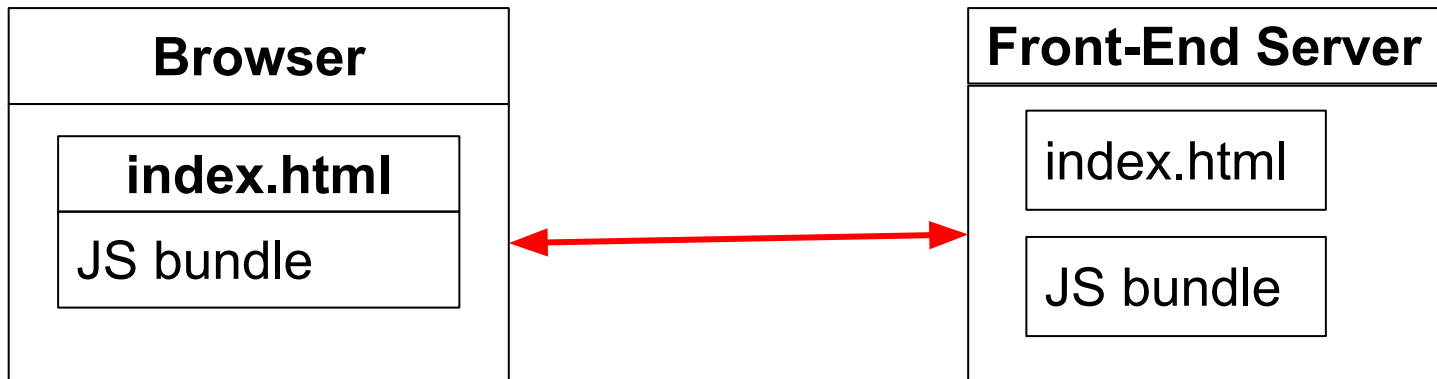
# Bundled React: Vite



Browser requests and receives index page

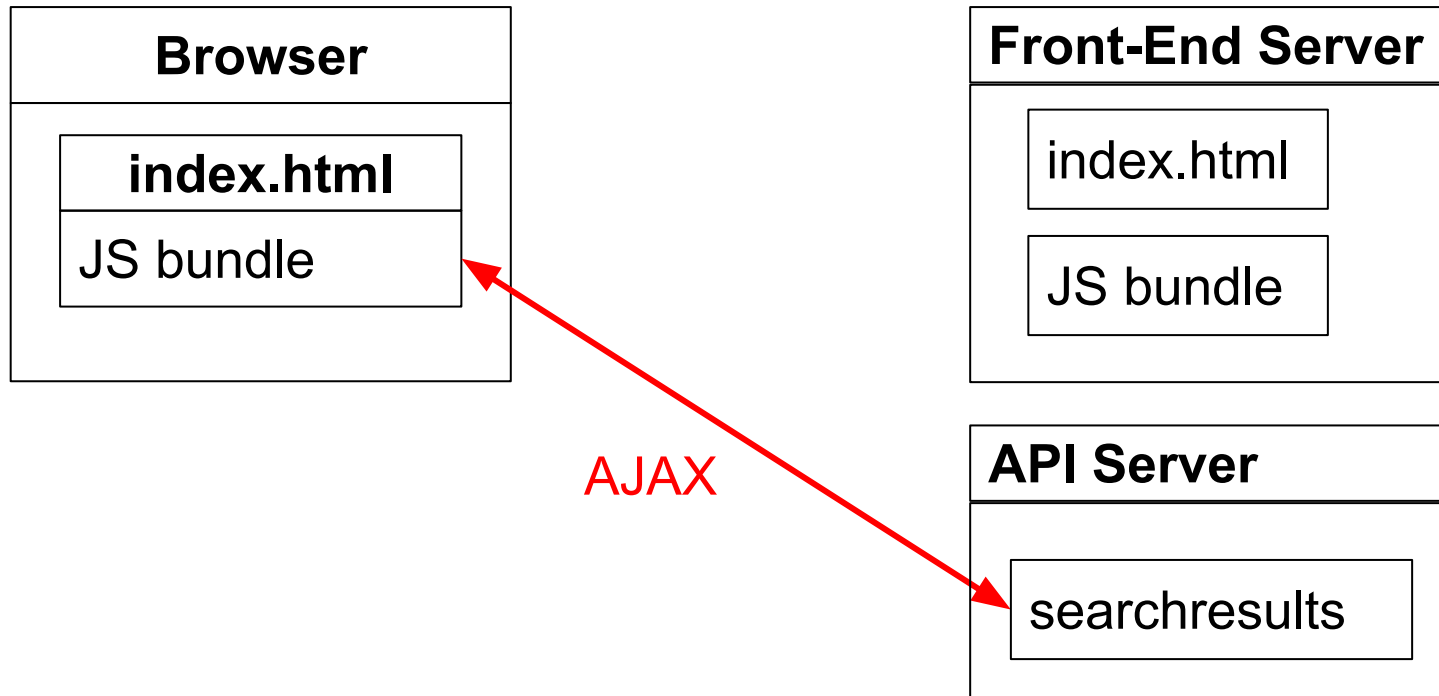


# Bundled React: Vite



Browser requests and receives JS bundle

# Bundled React: Vite



Browser requests and receives book info

# Bundled React: Vite

- To deploy to Render/Heroku
  - Deploy front-end server as a *static site*
  - Deploy API server as a *web service*
  - Tricky; see me if interested
- To add authentication
  - Difficult; see me if interested

# Bundled React: Vite

- Simpler alternative: hack Vite to create a one-server app
  - Easy; see me if interested

# Bundled React: Vite

- Detailed instructions...

# Bundled React: Vite

- (1) Create a PennyReactViteApi directory anywhere in your file system
- (2) Place in the PennyReactViteApi directory these files: **runserver.py**, **penny.sql**, **penny.sqlite**, **database.py**, **penny.py**, **requirements.txt**

# Bundled React: Vite

- Node.js
  - Provides tools to help with development of React client-side
    - Via *npm*, the Node.js package manager
    - For example: Vite, Babel, Webpack

# Bundled React: Vite

- (3) Install node.js
  - See lecture *The JavaScript Language (Part 1)*
- (4) Create a PennyReactVite directory containing a default app anywhere in your file system
  - `npm create vite@latest PennyReactVite -- --template react`
- (5) Install dependencies
  - `cd PennyReactVite`
  - `npm install`



# Bundled React: Vite

- (6) Delete all files from the PennyReactVite/public directory
  - `cd PennyReactVite/public`
  - `rm *`
- (7) Delete all files from the PennyReactVite/src directory
  - `cd PennyReactVite/src`
  - `rm *`
- (8) In the PennyReactVite/src directory add **main.jsx** and **App.jsx**

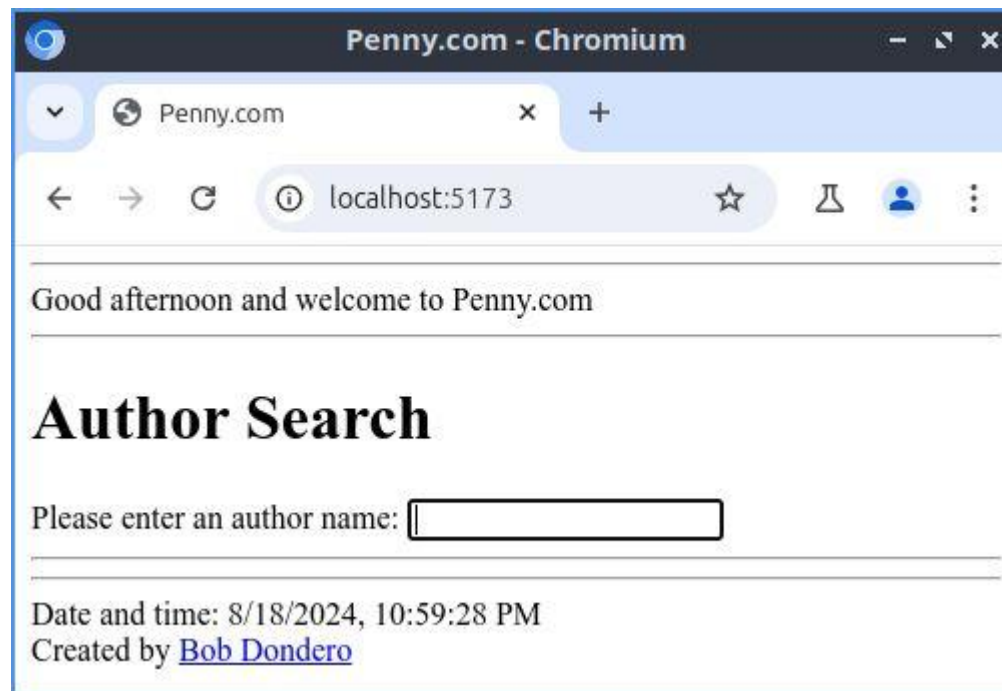
# Bundled React: Vite

- (9) In the PennyReactVite directory add **.env.development** and **.env.production**
- (10) In the PennyReactVite directory edit index.html
  - Change this
    - `<title>Vite + react</title>`
  - to this:
    - `<title>Penny.com</title>`

# Bundled React: Vite

- (11) Run PennyReactViteApi locally
  - `cd PennyReactViteApi`
  - `export CLIENT_URL=http://localhost:5173`
  - `python runserver.py`
    - Starts test server on localhost at port 5000
- (12) Run PennyReactVite locally (development mode)
  - `cd PennyReactVite`
  - `npm run dev`
    - Starts test server on localhost at port 5173
  - Browse to <http://localhost:5173>

# Bundled React: Vite



# Bundled React: Vite

- (13) Build PennyReactVite (production mode)
  - `cd PennyReactVite`
  - `npm run build`
- (14) Run PennyReactViteApi locally
  - `cd PennyReactViteApi`
  - `export CLIENT_URL=http://localhost:4173`
  - `python runserver.py`
    - Starts test server on localhost at port 5000
- (15) Run PennyReactVite (production mode) locally
  - `cd PennyReactVite`
  - `npm run preview`
    - Starts test server on localhost at port 4173
- (16) Browse to <http://localhost:4173>

# Bundled React: Vite



# More React

- There is **much** more to React...
- Recommended starter book:
  - *The Road to React* (Robin Weiruch)

# Summary

- We have covered:
  - Bundled React apps
  - Bundled React apps: Vite



# Summary

- We have covered:
  - Client-side web programming using JavaScript
    - The browser DOM
    - AJAX
    - jQuery
    - React
- See also:
  - **Appendix 1: Arrow Functions**

# Appendix 1: Arrow Functions

# Arrow Functions

- Recall from JavaScript lectures...
- **Question:** How is `this` bound within a function `f ()` ?
- **Answer:** Depends upon how `f ()` is called:

Function Call	Binding of <code>this</code>
<code>f ()</code>	In <code>f ()</code> , <code>this</code> is undefined
<code>o.f ()</code>	In <code>f ()</code> , <code>this</code> is bound to <code>o</code>
<code>new f ()</code>	In <code>f ()</code> , <code>this</code> is bound to a new empty object

# Arrow Functions

- Some terms for this lecture:
  - **Ordinary function**: a non-arrow function
  - **Ordinary variable**: a non-`this` variable

# Arrow Functions

- ***Arrow function def expressions***
  - Informally ***arrow functions***
  - Arrow functions vs ordinary functions:
    - More succinct
    - Same semantics - **mostly!!!**

# Aside: setInterval & setTimeout

In browsers:

```
window.setInterval(f, ms);  
// Call f every ms milliseconds
```

We have  
seen

```
window.setTimeout(f, ms);  
// Call f after ms milliseconds
```

We have  
seen

In Node.js:

```
setInterval(f, ms);  
// Call f every ms milliseconds
```

```
setTimeout(f, ms);  
// Call f after ms milliseconds
```

We'll use  
now

# Arrow Functions

- **Fact 1:** In an ordinary function...
  - The value of `this` is determined **dynamically**
    - Based upon the call
      - `o.f()`
        - In the function `this` is bound to `o`
      - `f()`
        - In the function `this` is undefined

# Arrow Functions

- See **arrow1.js**

- Notes:

- Global code calls `main()`
    - `main()` **calls** `blueCar.writeColor()`
    - `blueCar.writeColor()` **calls** `setTimeout()`
    - `setTimeout()` **calls given ordinary function**
      - As `f()`, not as `o.f()`
    - In ordinary function, `this` is undefined

```
$ node arrow1.js
undefined
$
```



# Arrow Functions

- **Fact 2:** In an ordinary function...
  - The value of an ordinary variable is determined **statically**
    - Based upon program block structure

# Arrow Functions

- See **arrow2.js**

- Notes:

- Global code calls `main()`
    - `main()` **calls** `blueCar.writeColor()`
    - `blueCar.writeColor()` **calls** `setTimeout()`
    - `setTimeout()` **calls given ordinary function**
      - As `f()`, not as `o.f()`
    - In ordinary function, `this` is undefined
      - But the ordinary function doesn't use `this`!

```
$ node arrow2.js  
blue  
$
```

# Arrow Functions

- **Fact 3:** In an arrow function...
  - The value of `this` (and any ordinary variable) is determined **statically**
    - Based upon program block structure

# Arrow Functions

- See **arrow3.js**

- Notes:

- Global code calls `main()`
    - `main()` **calls** `blueCar.writeColor()`
    - `blueCar.writeColor()` **calls** `setTimeout()`
    - `setTimeout()` **calls given arrow function**
      - As `f()`, not as `o.f()`
    - In arrow function, `this` is bound to `blueCar`

```
$ node arrow3.js
blue
$
```

# Arrow Functions

- **Question:** Why use arrow functions?
  - **Answer 1:** They're often more succinct
  - **Answer 2:** `this` is defined statically
- 
- Arrow functions often are appropriate as callback functions