

# TypeScript & Advanced CSS

CSC309

Kianoosh Abbasi

# React so far

- Components, state, props
- Integration with Next.js
  - **Monolithic** project
- **Hooks** and API calls

# This session

- Navigation with Next.js
- Global state and context
- Type safety with TypeScript
- Advanced CSS
  - Tailwind classes

# Navigation

- You might need a **URL change** via code
- Example: If response is 401, **redirect** to the login page
- Like `window.location.replace()` in regular JS
- Via Next router:

```
let router = useRouter();  
router.push("/login")
```

# Arguments

- **Parameters** can both be defined as **URL args** (part of the path) or **query params** (key-value pairs added after **?** in URL)
- URL args defined in the file **name**
  - e.g., **[storeId].jsx**
- Can be accessed via **router.query**  
`const { storeId } = router.query;`

# Links

- Like the familiar `<a>` tag, but without a browser **reload**
- Usage

```
<Link href="/watch"> watch </Link>
```
- **Important:** Import Link and Router from **Next**, not React

```
import Link from 'next/link'  
import { useRouter } from 'next/router'
```



# Prop drilling

- Passing state down to children can be quite cumbersome
- Example: The component that fires the request is a deep child button
  - You need to pass both the state and its setter function all the way down

# Global state

- A **global state** is can be a great alternative
- Accessible **everywhere!**
  - No need to pass things all the way down
- Like **global variables**, don't use them for everything!
  - Makes your code **dirty** and **harder** to understand
  - Makes component **re-use** harder



# Context

- React's way to handle **global** state
- Create **state** variables and put them and/or **setters** in a context
- Everything inside the context is **accessible** within its **provider**

# Context

- Create the context (usually in a **separate** file)

```
export const TestContext = createContext({  
  var1: null, var2: null,  
});
```

- Put a **default** initial value for every **variable** that you will include in your **context**

# Provider

- Create an **object**  
`const myObject = { var1: 1, var2: 2 };`
- Put a **provider** around the **parent** component and pass the object  
`<TestContext.Provider value={myObject}>`  
    `...`  
`</TestContext.Provider>`
- At any **descendent**, you can **access** the context object  
`const { var1, var2 } = useContext(TestContext)`
- More information:  
<https://dmitripavlutin.com/react-context-and-usecontext/>

# Why context is so great?

- Great way to store data that is used by **many** components, or it set and read in very **different** components
  - e.g, account info, profile data, etc.
- Create a **context** for each set of relevant **variables** and their **setters**

# Context example

```
export function useAPIContext() {  
  
  const [deployment, setDeployment] = useState([]);  
  
  const [servers, setServers] = useState([]);  
  
  const [applications, setApplications] = useState([]);  
  
  const [applicationStatus, setApplicationStatus] = useState([]);  
  
  const [availableLogDates, setAvailableLogDates] = useState([]);  
  
  return {  
    deployment,  
    setDeployment,  
    servers,  
    setServers,  
    applications,  
    setApplications,  
    applicationStatus,  
    setApplicationStatus,  
    availableLogDates,  
    setAvailableLogDates,  
  };  
}
```

```
ReactDOM.render(  
  <React.StrictMode>  
    <APIContext.Provider value={useAPIContext()}>  
      <ControlPanel/>  
    </APIContext.Provider>  
  </React.StrictMode>,  
  document.getElementById('root')  
)
```

Codes by Myles Thiessen. <https://thiessenm.ca>

# Type safety

# Type system

- **Static** vs **dynamic** typing
  - Static Typing: Types are checked at **compile-time** (e.g., C, Java).
  - Dynamic Typing: Types are checked at **runtime** – you can **change** a variable's type (e.g., Python).
- **Strong** vs **weak** typing
  - Strong Typing: Enforces **strict** rules about how types are used and combined (e.g., Java, Python)
  - Weak Typing: **Flexible** about type conversions, often leading to implicit **type coercion**.

- JavaScript types (recap):
  - number, string, boolean, object, function, undefined
- JavaScript is both **dynamically** and **weakly** typed
  - Can re-assign variables to different types
  - Automatically **converts** types in unexpected ways to **avoid** crashing
    - `1 + "2"` results in `"12"`
    - `5 == "5"` results in `true`
    - `"0" == false` results in `true`
    - `[] + []` results in `""`
    - `[] + {}` results in `[object Object]`



# Implications

- Plain JavaScript code is very **error prone**
- Having no typing makes the code **unreadable** for other developers
  - And also for **yourself** (within 3-4 weeks)
- It quickly becomes a mess and attracts **bugs!**

# TypeScript

- Invented by Microsoft in 2012
- **Superset** of JavaScript:
  - Adds **typing** to the language
- Has **no runtime effect!**
  - **Compiles** to JavaScript



# Add TypeScript to Next.js projects

- Simply create an **empty** file named **tsconfig.json** and **restart** the server.
- Next.js will automatically fill it up. Copy **existing configs** from **jsconfig.json**.
- Rename a file from **js/jsx** to **ts/tsx** and enjoy!
- Note: You can add TypeScript to **all** Node projects
  - **Not limited** to Next.js projects.
  - Visit <https://dev.to/bhaeussermann/adding-typescript-support-to-your-nodejs-project-3bfm>

# TypeScript

## Statically typed

```
let name = 'Alice'  
name = 42 // Error: Type 'number' is not assignable to type 'string'
```

## Strongly typed

```
const num = 10  
const str = '20'  
const result = num + str // Error: Operator '+' cannot be applied to types 'number' and 'string'
```

# TypeScript benefits

- Improved code **quality**
- Catch errors during **development**, not at **runtime**
- Better **collaboration** in large teams with clear types
- Better tooling and **autocompletion** in IDEs

# TypeScript syntax

- Type **declaration**

```
let message: string = "Hello, TypeScript!"  
function greet(name: string): string {  
    return `Hello, ${name}`  
}
```

- Type **inference** also works

```
let count = 42; // infers type 'number'
```

# Type system

- **Primitive** Types:
  - JavaScript primitive types (string, number, boolean, etc.)
  - Plus **additional** types: any, unknown, void, never.
  - Array and tuple: `number[], [string, number]`
  - **Enums**
  - Optionals: `function greet(name?: string)...`
- Type aliases:  
`type ID = string | number`

# Type system

- **Interfaces** and **generic** types

```
interface ModalProps {  
  text: string  
  image?: string  
  autoHide: boolean  
}
```

```
const Modal: React.FC<ModalProps> = (props) => {  
  const [loading, setLoading] = useState<boolean>(false)  
}
```



# TypeScript notes

- TypeScript works **alongside** JavaScript
  - All files do not have to be converted TypeScript
- **Suppression**
  - The **any** type is a **wildcard** that suppresses type checking
  - Use **@ts-ignore** to disable TypeScript for a line
  - **Discouraged**. Use only if it's **absolutely necessary**.

# TypeScript notes

- Remember: all these checks are **compile-time**. None of them have any impacts at runtime!
- Runtime code is again **plain** JavaScript
- To check types at **runtime**, use **typeof** and **instanceof**
  - Only work for JavaScript types and classes, respectively

# Advanced CSS

# Traditional CSS

- CSS **bloat**
  - CSS files grow very big with a lot of **unused** styles
- **Specificity** war
  - Overly complex rules for CSS **precedence**
- CSS frameworks (e.g., bootstrap, material, etc.)
  - Leads to websites that look **similar**
- Context switching between JS and CSS files

# Tailwind CSS

Visit <https://tailwindcss.com/docs>

- Replaces CSS styles with **utility classes**

- Example

```
<button className="bg-blue-500 text-white font-bold py-2  
px-4 rounded">
```

Click Me

```
</button>
```

- Each **class** adds the corresponding CSS **styles** to the element

# Installation

Visit <https://tailwindcss.com/docs/guides/nextjs>

- Install via `npm install tailwindcss postcss autoprefixer`
- Run `npx tailwindcss init -p` to generate config files
  - Generates `tailwind.config.js` and `postcss.config.js`
- Add all JS, JSX, TS, and TSX file `globs` to `content` in `tailwind.config.js`
  - This will tell Tailwind to look for utility classes in those files
- Add the following lines to `globals.css`

```
@tailwind base;  
@tailwind components;  
@tailwind utilities;
```

# Power of tailwind

- Arbitrary values

```
"w-[50%] text-[#ff6347]"
```

- Dark and light modes

```
"bg-white dark:bg-gray-800"
```

- Responsive styles

```
"p-4 sm:p-6 md:p-8"
```

- CSS interoperability

```
h1 {  
  @apply text-2xl font-bold;  
}
```

- Custom themes

Define theme colors, font, sizes in  
[tailwind.config.js](#)

See <https://tailwindcss.com/docs/theme>

# Responsive design

- Should render well in **different** devices
  - Wide screeners, laptops, tablets, smart phones
- **Tailwind** makes having responsive styles **easy**
- General tip: avoid **absolute** lengths
  - The most **responsive** unit is **rem**
  - Good news: tailwind units translate into rem!
    - e.g., **pt-4** becomes **padding-top: 1rem;**
- **Flex** and **grid** layouts can be helpful!



# Flex

- Horizontally or vertically places items inside the parent element (aka **container**)
- add `class="flex"` (or `"flex flex-col"` for vertical) to container
- To **wrap** items on overflow, add `"flex-wrap"`
- Handle spacing between items:  
`justify-center, justify-between, justify-around, justify-evenly, etc.`

# Flex items

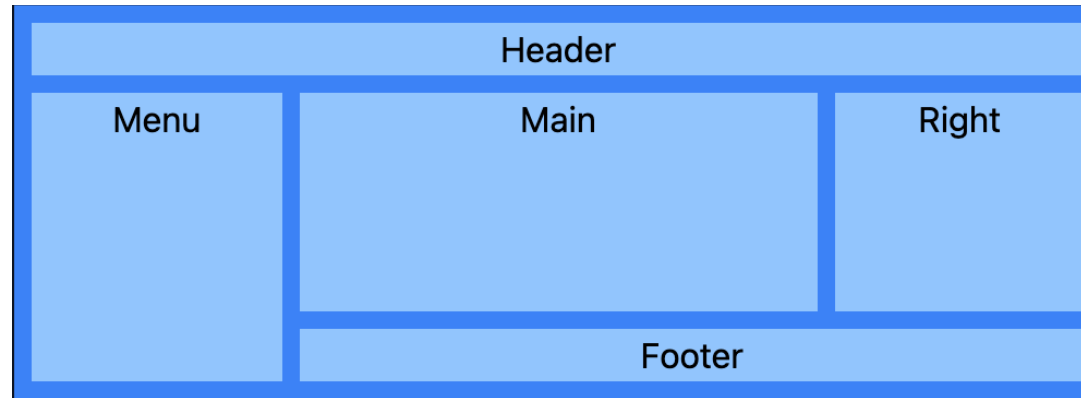
Visit <https://tailwindcss.com/docs/flex>

- **Control** how much space each item takes if there's **extra space** (or too little space)
- Use **flex-1** to take whatever space left
  - Use case: Navbar with some links on one end, some on the other
- **Divide** it between **multiple** elements with the same class

# Grid layout

- Specify in the **container**  
`class="grid grid-cols-3 gap-4"`
- Specify how much space **each item** needs  
`class="col-span-2"`
- Often need **responsive** grids  
You will need **fewer** columns in **small** devices  
`class="grid sm:grid-cols-2 md:grid-cols-3 gap-4"`

# Grid example



```
<div className="grid bg-blue-500 grid-cols-4 gap-2 p-2 text-black text-center">  
  <div className="bg-blue-300 col-span-4">Header</div>  
  <div className="bg-blue-300 row-span-2">Menu</div>  
  <div className="bg-blue-300 col-span-2 h-[100px]">Main</div>  
  <div className="bg-blue-300">Right</div>  
  <div className="bg-blue-300 col-span-3">Footer</div>  
</div>
```

# Tailwind notes

- While it's a great tool, you will have to be cautious!
- className **bloat**!
  - Long, often repetitive classes
- **Re-used** classes is often a signal for extracting **new components**
- Use **@apply** to move the classes to **CSS**

# Next session

- Concept of **isolation**
- Intro to **Docker**
  - DockerFile
  - Containers, images, registry
- Docker **compose**
- Course conclusion