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ReactXP training

3 days (21 hours)

Presentation

[ReactXP](#) is an Open Source technology proposed by Microsoft that aims to share most of your code between your Web, iOS, Android and Windows applications! Developed by the Skype team, ReactXP Library is an additional abstraction layer on top of React and React Native: XP stands for X-Platform. Although it's possible to write ReactXP applications in JavaScript, we recommend using TypeScript or Flow. These languages add type safety, compiler error detection and IntelliSense features.

The React slogan is "learn once, write anywhere". With React and React Native, your web app can share most of its logic with your iOS and Android apps, but the view layer has to be implemented separately for each platform. Microsoft is proposing to go one step further, by developing a thin cross-platform layer they've called ReactXP. If you write your application with this abstraction, you can share your definitions, styles and animations across multiple target platforms. Of course, you can still provide platform-specific variants of your UI, but this can be done selectively, only if you want to. ReactXP is designed to be as lightweight as possible. The "core" components and APIs are limited to the functionality required for almost any application. ReactXP's extensions expose more specialized functionality and extend the possibilities of your developments. As with all our training courses, this one will introduce you to the latest version of ReactXP ([ReactXP 2](#)).

Objectives

- Install and use ReactXP as a cross-platform development framework
- Develop your Web, iOS, Android and Windows applications with ReactXP as a common base
- Understanding ReactXP extensions to extend the functionality of your apps

Target audience

- Developers

- Architects

Prerequisites

Basic knowledge of TypeScript and React (or Web language)

ReactXP training program

Understanding and using ReactXP

- Installing and using ReactXP
- React Concepts
 - Components
 - Rendering
 - Props
 - Styles
 - Layout Directives
 - Event Handling
 - State

Component life cycle

- Component Lifecycle
- Virtual DOM
- Keys
- Mounting & Unmounting
- Updating

Blinds & Services

- Blinds
- Flow
- ReSub

Styles

- Combination
- Cover
- Agreement
- Flexbox Style Attributes (container, child, margin, padding)
- Transform & Text Style Attributes

Entertainment

- Components
- Values
- Styles
- Timing
- Composite

Components

- ActivityIndicator
- Button
- GestureView
- Image
- Link
- Navigator
- Picker
- ScrollView
- Text
- TextInput
- View
- WebView

APIs

- Accessibility
- Alert
- App
- Clipboard
- Input
- International
- Linking
- Rental
- Modal
- Network
- Platform
- Popup
- StatusBar
- Storage
- UserInterface
- UserPresence

Extensions

- Database
- ImageSvg
- REST Client
- Video
- VirtualListView

Companies concerned

This course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.