

## THE ESSENTIALS

### 1. `React.createElement(type, props, children)`

Create a `ReactElement` with the given component class, `props` and `children`.

```
var link = React.createElement('a', {href: '#'}, "Save")
var nav = React.createElement(MyNav, {flat: true}, link)
```

### 2. `React.cloneElement(element, props, children)`

Create a new `ReactElement`, merging in new `props` and `children`.

### 3. `ReactDOM.render(element, domNode)`

Take a `ReactElement`, and render it to a DOM node. E.g.

```
ReactDOM.render(
  React.createElement('div'),
  document.getElementById('container')
)
```

### 4. `ReactDOM.findDOMNode(element)`

Return the DOM node corresponding to the given element (after render).

## SPECIAL PROPS

`children` is automatically added to `this.props` by `React.createElement`.

`className` corresponds to the HTML `class` attribute.

`htmlFor` corresponds to the HTML `for` attribute.

`key` uniquely identifies a `ReactElement`. Used with elements in arrays.

`ref` accepts a callback function which will be called:

1. with the component instance or DOM node on mount.
2. with `null` on unmount and when the passed in function changes.

`style` accepts an *object* of styles, instead of a string.

## PROPTYPES

Available under `React.PropTypes`. Optionally append `.isRequired`.

```
any          array      bool      element   func
node        number     object    string
```

```
instanceOf(constructor)
```

```
oneOf(['News', 'Photos'])
```

```
oneOfType([propTypes, propTypes])
```

## CLASS COMPONENTS

```
var MyComponent = React.createClass({
  displayName: 'MyComponent',

  /* ... options and lifecycle methods ... */

  render: function() {
    return React.createElement( /* ... */ )
  },
})
```

### Options

|                              |   |
|------------------------------|---|
| <code>propTypes</code>       | <code>object</code> mapping prop names to types       |
| <code>getDefaultProps</code> | <code>function()</code> returning <code>object</code> |
| <code>getInitialState</code> | <code>function()</code> returning <code>object</code> |

### Lifecycle Methods

|  |  |
|--|--|
| <code>componentWillMount</code>        | <code>function()</code>                                |
| <code>componentDidMount</code>         | <code>function()</code>                                |
| <code>componentWillReceiveProps</code> | <code>function(nextProps)</code>                       |
| <code>shouldComponentUpdate</code>     | <code>function(nextProps, nextState) -&gt; bool</code> |
| <code>componentWillUpdate</code>       | <code>function(nextProps, nextState)</code>            |
| <code>componentDidUpdate</code>        | <code>function(prevProps, prevState)</code>            |
| <code>componentWillUnmount</code>      | <code>function()</code>                                |

## COMPONENT INSTANCES

- Accessible as `this` within class components
- Stateless functional components do not have component instances.
- Serve as the object passed to `ref` callbacks
- One component instance may persist over multiple equivalent `ReactElements`.

### Properties

`props` contains any props passed to `React.createElement`

`state` contains state set by `setState` and `getInitialState`

### Methods

1. `setState(changes)` applies the given changes to `this.state` and re-renders
2. `forceUpdate()` immediately re-renders the component to the DOM