

# React JS

Source: Chai Aur Code

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For my connections and me :)

## Part 5



# The Counter Project

In this part, we make a project called The Counter. It is just like any other traditional counter project, however, we learn the real use of hooks here.

So we begin by creating a button and a variable called counter. Whenever the '+' button is clicked the counter increases and vice versa.

But on doing so we observe no UI Modification is seen. Why is that?

Well, this demonstrates one of the main reasons why React was made in the first place. It likes to take control of all variable changes throughout the app. Hence this is where hooks come in.

## Hooks

Hooks are like they sound hook to a certain variable that will undergo some change.

Hooks return two values in the form of an array. They are:

1. Variable (that will undergo change)
2. Function (that will help variable change)

```
let [counter, setCounter] = useState(0);
```

In the above, as we can see counter is the variable that will undergo changes setCounter is the function that will help 'counter' change, and '0' is the initial value the variable is assigned.

Next, we add onClick properties to the buttons which helps us increase or decrease counter value. Also add conditions to limit value between 0 and 20.

```
const addValue = () => {  
  if(counter < 20){  
    setCounter(counter+1)  
  }  
  else console.log("Max Value Reached!");  
  console.log(counter);  
}  
const decreaseValue = () => {  
  if(counter >= 1){  
    setCounter(counter-1);  
  }  
  else console.log("Min Value Reached!");  
  console.log(counter);  
}
```

```
return (  
  <>  
  <h1>Chai Aur React</h1>  
  <h2>Counter Value: {counter}</h2>  
  
  <button onClick={addValue}>+</button>  
  <br />  
  <button onClick={decreaseValue}>-</button>  
  </>  
)  
{  
  
export default App
```

This should complete the project and help us learn and understand hooks well.

# Thanks