

Benjamin Gutierrez

## Practice of React

```
App.jsx X WinnerModal.jsx Square.jsx
src > App.jsx > ...
1 import { useState } from 'react'
2 import confetti from 'canvas-confetti'
3
4 import { Square } from './components/Square.jsx'
5 import { TURNS } from './constants.js'
6 import { checkWinnerFrom, checkEndGame } from './logic/board.js'
7 import { WinnerModal } from './components/WinnerModal.jsx'
8 import { saveGameToStorage, resetGameStorage } from './logic/storage/index.js'
9
10 function App () {
11   const [board, setBoard] = useState(() => {
12     const boardFromStorage = window.localStorage.getItem('board')
13     if (boardFromStorage) return JSON.parse(boardFromStorage)
14     return Array(9).fill(null)
15   })
16
17   const [turn, setTurn] = useState(() => {
18     const turnFromStorage = window.localStorage.getItem('turn')
19     return turnFromStorage ?? TURNS.X
20   })
21
22 }
```

```
App.jsx WinnerModal.jsx X Square.jsx
src > components > WinnerModal.jsx > WinnerModal
3 export function WinnerModal ({ winner, resetGame }) {
4   if (!winner || !resetGame) return null
5
6   const winnerText = winner === false ? 'Empate' : 'Ganó:'
7
8   return (
9     <section className='winner'>
10       <div className='text'>
11         <h2>{winnerText}</h2>
12
13         <header className='win'>
14           {winner && <Square>{winner}</Square>}
15         </header>
16
17         <footer>
18           <button onClick={resetGame}>Empezar de nuevo</button>
19         </footer>
20       </div>
21     </section>
22   )
23 }
```

```
App.jsx  WinnerModal.jsx  Square.jsx X
src > components > Square.jsx > Square
1  export const Square = ({ children, isSelected, updateBoard, index }) => {
2      const className = `square ${isSelected ? 'is-selected' : ''}`
3
4      const handleClick = () => {
5          updateBoard(index)
6      }
7
8      return (
9          <div onClick={handleClick} className={className}>
10             {children}
11          </div>
12      )
13  }
```



