

React Essentials Cheatsheet

■ COMPONENT BASICS

- React components are just functions that return JSX.
- Example: `function Navbar() { return <nav>Bloom</nav> }`
- Must start with a capital letter.

■ JSX

- Looks like HTML but is actually JavaScript.
- Can embed JS inside `{}`.
`const name = 'Bloom';`
`return <h1>Hello {name}</h1>`

■ PROPS

- Props = inputs to components (like function parameters).
- Example: `function Button({ label }) { return <button>{label}</button> }`
- Use object destructuring to pull out props.

■ CHILDREN

- Special prop for nested content.
`function Card({ children }) { return <div>{children}</div> }`
`<Card><h2>Title</h2><p>Body</p></Card>`

■ STATE

- `useState` stores local state inside a component.
`import { useState } from 'react'`
`const [count, setCount] = useState(0)`
`<button onClick={() => setCount(count + 1)}>Count: {count}</button>`
- Changing state re-renders the component.

■ EVENTS

- Event handlers like `onClick`, `onChange`.
`function SearchBar() {`
 `const handleChange = (e) => console.log(e.target.value)`
 `return <input onChange={handleChange} />`
`}`

■ CONDITIONAL RENDERING

- Show elements only if conditions are true.
`{isLoggedIn ? <p>Welcome</p> : <p>Please log in</p>}`

■ RENDERING LISTS

- Use `map()` to render arrays as elements.
`const items = ['apple', 'banana']`
`{items.map((f, i) => <li key={i}>{f})}`
- Always add a unique key to each item.

■ **useEffect (SIDE EFFECTS)**

- Runs code after render (e.g. fetch data).

```
import { useEffect } from 'react'
```

```
useEffect(() => { console.log('Component mounted') }, [])
```

■ **COMPONENT LIFECYCLE WITH useEffect**

- [] = run once on mount.
- [dep] = run when dependency changes.
- No array = run after every render.

■ **NEXT.JS ROUTING**

- File-based: app/about/page.tsx => /about
- Layouts wrap all pages with shared UI (Navbar, Footer).

■ **BEST PRACTICES**

- Keep components small and focused.
- Use props for flexibility, state for dynamic behavior.
- Break UI into reusable building blocks.
- Start simple, add complexity later.