React 4: Events & Conditional Rendering

IN608: Intermediate Application Development Concepts

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Last Session's Content

- State
- Lifecycle methods
 - Mounting
 - Updating
 - Unmounting
- React Hooks
 - useState
 - useEffect
- Data flow

Today's Content

- File structure
- Events
- Conditional rendering

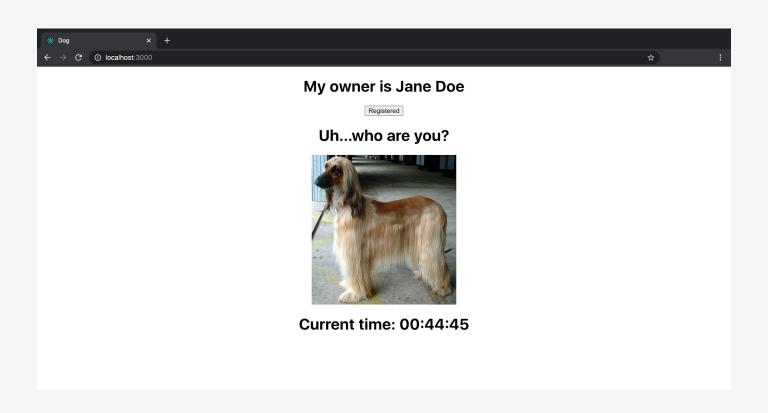
- Event handling with React elements is very similar to event handling on DOM elements
- There are two key syntax differences:
 - o Camelcase is the naming convention for React events, not lowercase
 - With JSX, a function is passed as the event handler, not a string

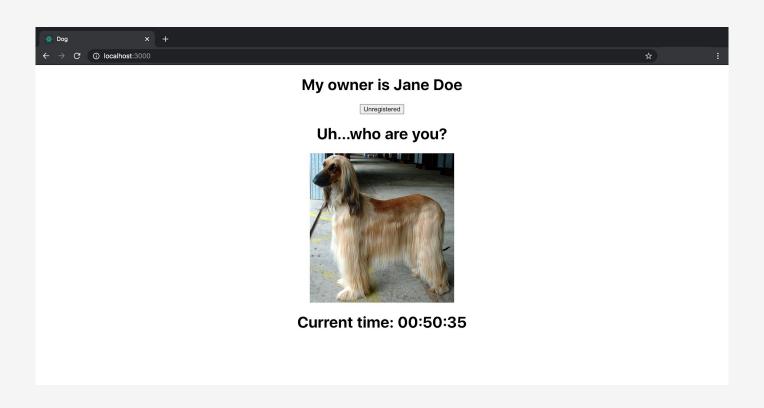
```
// HTML
<button onclick="someEvent()"></button>
// JSX
<button onClick={someEvent}></button>
```

- Create a new component file called Register.js
- Renders a button which the user can toggle between a "Registered" & "Unregistered" state

• In App.js

```
import React from 'react'
import Clock from './Clock'
import Owner from './Owner'
import Register from './Register'
import afghanHoundImg from '../img/afghan-hound.jpg'
const App = () => {
 const dog = {
   name: 'Bingo',
   breed: 'Afghan Hound',
   img: afghanHoundImg
  const formatDog = (dog) => `Woof woof, my name is ${dog.name} & my breed is an ${dog.breed}`
 const getGreeting = (dog) => {
   if (dog) {
      return <h1>{formatDog(dog)}</h1>
    return <h1>Uh...who are you?</h1>
  return (
    <div className='main-container'>
      <Owner />
      <Register />
      {getGreeting()}
      <img src={dog.img} alt='afghan hound' width='300' />
      <Clock />
    </div>
export default App
```





- Conditional rendering in React works the same as in JavaScript
 - You can use conditional statements, i.e., if, else, else if, switch or the ternary operator
- A component decides based on one or several conditions which element it will return, then later render
- Consider the following two components:

```
import React from 'react'
const GuestGreeting = () => <h1>Please sign up</h1>
const UserGreeting = () => <h1>Welcome back</h1>
export default GuestGreeting
export default UserGreeting
```

- Note: These two components are in separate files. GuestGreeting.js & UserGreeting.js
- We will create a component which renders either GuestGreeting or UserGreeting based on whether a user is logged in

- Create a new component file called Greeting.js
- Renders a different greeting depending on the value of isLoggedIn prop

```
import React from 'react'
import GuestGreeting from './GuestGreeting'
import UserGreeting from './UserGreeting'

const GuestGreeting = (props) => {
   const isLoggedIn = props.isLoggedIn
   return isLoggedIn ? <UserGreeting /> : <GuestGreeting /> }

export default Greeting
```

Consider the following two components:

```
import React from 'react'

const LoginButton= (props) => <button onClick={props.onClick}>Login</button>
const LogoutButton= (props) => <button onClick={props.onClick}>Logout</button>

export default LoginButton
export default LogoutButton
```

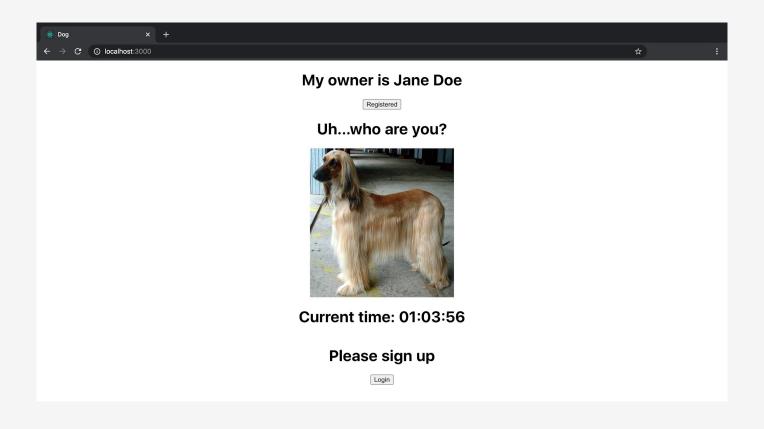
Note: These two components are in separate files

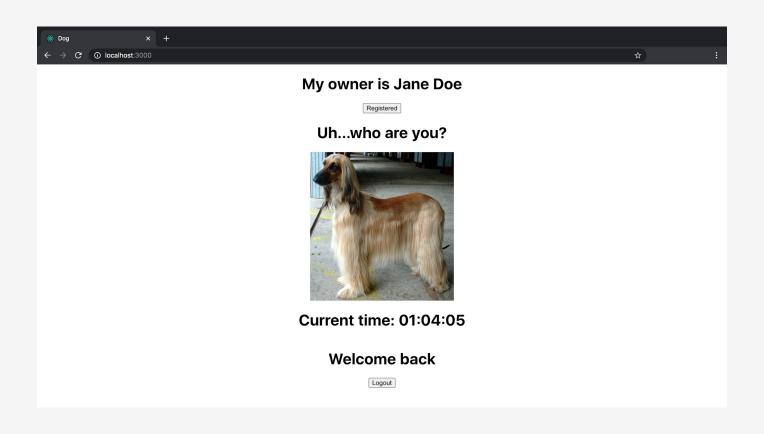
• Create a new component file called LoginControl.js

```
import React, { useState } from 'react'
import Greeting from './Greeting'
import LoginButton from './LoginButton'
import LogoutButton from './LogoutButton'
const LoginControl = () => {
 const [isLoggedIn, setIsLoggedIn] = useState(true)
 const handleLoginClick = () => setIsLoggedIn(!isLoggedIn) // true
 const handleLogoutClick = () => setIsLoggedIn(!isLoggedIn) // false
 const button = isLoggedIn ? (
    <LogoutButton onClick={handleLogoutClick} />
      <LoginButton onClick={handleLoginClick} />
  return (
    <React.Fragment>
      <Greeting isLoggedIn={isLoggedIn} />
      {button}
    </React.Fragment>
export default LoginControl
```

- Renders Greeting & either LoginButton or LogoutButton depending on its current state, i.e., isLoggedIn
- React.Fragment group a list of children without adding extra node to the DOM

- In App.js
- import LoginControl from './LoginControl'
- Declare <LoginControl /> in App()





Programming Activity

- Checkout to master git checkout master
- Create a new branch called 19-practical git checkout -b 19-practical
- Open the file 19-practical.pdf and work on the tasks described