

Practice Challenge: WOOF WOOF

 (<https://github.com/learn-co-curriculum/react-hooks-practice-woof-woof>)  (<https://github.com/learn-co-curriculum/react-hooks-practice-woof-woof/issues/new>)

You may remember this from Phase 1!

There's less base code here - use what you know about React to make this application work like your Phase 1 one did.

Think about what components you'll need, what you need to keep in state. Draw out a quick sketch if it helps! There's a bit of starter code in [src/App.js](#). What components might we make given that starter code?

Below are the instructions from the vanilla JS readme...how will you need to change it to suit a React Application?

Setup

All the doggo data about can be found in the `db.json` file. We'll be using `json-server` to create a RESTful API for our database.

Run `npm install` to install our dependencies.

Then, run `npm run server` to start up `json-server` on `http://localhost:3001`.

In another tab, run `npm start` to start up our React app at `http://localhost:3000`.

Go ahead and head to `http://localhost:3001/pups` in your browser to view the data.

Familiarize yourself with the attributes for each pup. Try going to `/pups/:id` to see an individual pup as well.

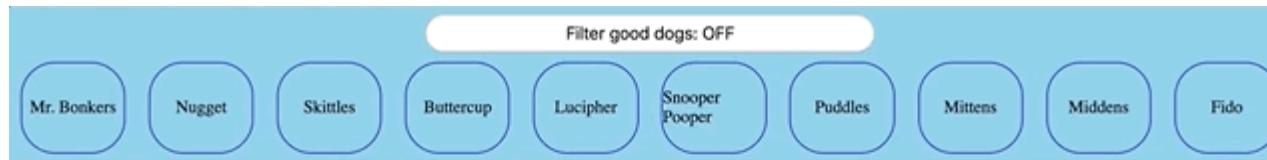
Deliverables

User should be able to:

- CLICK ON DOGS IN THE DOG BAR TO SEE MORE INFO ABOUT THE GOOD PUPPER

- MORE INFO INCLUDES A DOG PIC, A DOG NAME, AND A DOG BUTTON THAT INDICATES WHETHER IT IS A GOOD DOG OR A BAD DOG
- CLICK ON GOOD DOG/BAD DOG BUTTON IN ORDER TO TOGGLE PUP GOODNESS
- CLICK ON "FILTER GOOD DOGS" BUTTON IN ORDER TO JUST SEE GOOD DOGS OR SEE ALL DOGS IN DOG BAR

EXAMPLE



DOGGO:

STEP 1: SHOW PUPS IN DOG BAR

On the page, there is a `div` with the id of `"dog-bar"`. On page load, make a fetch to get all of the pup objects. When you have this information, you'll need to add a `span` with the pup's name to the dog bar.

`Mr. Bonkers`

STEP 2: SHOW MORE INFO ABOUT EACH PUP

When a user clicks on a pup's `span` in the dog bar, that pup's info (`image`, `name`, and `isGoodDog` status) should show up in the `div` with the id of `"dog-info"`. When you have the pup's information, the dog info `div` should have the following children:

- an `img` tag with the pup's image url
- an `h2` with the pup's name
- a `button` that says "Good Dog!" or "Bad Dog!" based on whether `isGoodDog` is true or false. Ex:

```

<h2>Mr. Bonkers</h2>
<button>Good Dog!</button>
```

STEP 3: TOGGLE GOOD DOG

When a user clicks the Good Dog/Bad Dog button, two things should happen:

- The button's text should change from Good to Bad or Bad to Good
- The corresponding pup object in the database should be updated to reflect the new `isGoodDog` value
 - Please note, you can update a dog by making a PATCH request to `/pups/:id`

BONUS! STEP 4: FILTER GOOD DOGS

When a user clicks on the Filter Good Dogs button, two things should happen:

- The button's text should change from "Filter good dogs: OFF" to "Filter good dogs: ON", or vice versa.
- If the button now says "ON" (meaning the filter is on), then the Dog Bar should only show pups whose `isGoodDog` attribute is true. If the filter is off, the Dog Bar should show all pups (like normal).