

# MERN Stack Training

## Weekly Tasks

### Week 6:

#### Exercise 1: Click Counter

##### Objective:

Create a React component that displays a counter and a button to increment the counter.

##### Steps:

1. Create a new component called ClickCounter.
  2. Initialize a state variable named count with an initial value of 0.
  3. Render a button and a display area for the counter.
  4. Implement an event handler function that increments the count state when the button is clicked.
  5. Connect the event handler to the button's onClick event.
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#### Exercise 2: Toggle Text

##### Objective:

Create a React component with a button that toggles between two different pieces of text when clicked.

##### Steps:

1. Create a new component called ToggleText.
2. Initialize a state variable named isTextOne with an initial value of true.
3. Render a button and a display area for the text.
4. Implement an event handler that toggles the value of isTextOne.
5. Based on the state, display one of the two pieces of text.

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### Exercise 3: List Item Deletion

#### Objective:

Create a list of items with a button next to each for deletion.

#### Steps:

1. Create a new component named `DeletableList`.
  2. Initialize a state variable `items` with an array of sample items.
  3. Render the list of items along with delete buttons next to each item.
  4. Implement a function that deletes an item when its corresponding delete button is clicked.
  5. Pass the function as an event handler for each delete button.
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### Exercise 4: Color Changer

#### Objective:

Create a button that changes the background color of the component when clicked.

#### Steps:

1. Create a new component named `ColorChanger`.
  2. Initialize a state variable `backgroundColor` with an initial color value.
  3. Render a button.
  4. Implement an event handler that changes the `backgroundColor` state when the button is clicked.
  5. Set the component's background color based on the `backgroundColor` state.
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### Exercise 5: Form Submission

**Objective:**

Create a simple form with a text input and a submit button that logs the input value to the console when submitted.

**Steps:**

1. Create a component named SimpleForm.
2. Initialize a state variable to keep track of the input text.
3. Implement a function that updates the state when the input changes.
4. Implement a function that logs the input value when the form is submitted.
5. Create a form with an input field and a submit button. Attach the above functions to the corresponding form events.

**Exercise 6: Mouse Over Highlighter****Objective:**

Create a React component that changes color when the mouse hovers over it.

**Steps:**

1. Create a new component called Highlighter.
2. Implement an event handler that changes the component's style when the mouse hovers over it.
3. Attach the event handler to the component's onMouseOver and onMouseOut events.

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**Exercise 7: Dynamic Input Field****Objective:**

Create a React component that dynamically displays the value of an input field.

**Steps:**

1. Create a component called DynamicInput.

2. Implement an event handler that updates a state variable with the current input value.
  3. Attach this handler to the input's `onChange` event.
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### Exercise 8: Double Click to Remove

#### Objective:

Create a list item that can be removed by double-clicking on it.

#### Steps:

1. Create a component called `DoubleClickRemove`.
  2. Render a list of items.
  3. Implement an event handler that removes an item when double-clicked.
  4. Attach this event handler to the list items' `onDoubleClick` event.
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### Exercise 9: Right-Click Menu

#### Objective:

Create a React component that displays a context menu when right-clicked.

#### Steps:

1. Create a component called `ContextMenu`.
  2. Implement an event handler that displays a context menu when right-clicked.
  3. Attach this event handler to the component's `onContextMenu` event.
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### Exercise 10: Keyboard Events

**Objective:**

Create a React component that responds to specific keyboard events.

**Steps:**

1. Create a component called `KeyboardListener`.
  2. Implement an event handler for keyboard events.
  3. Attach this event handler to the component's `onKeyDown` event.
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**Topic: State: A Component's Memory****Exercise 11: Local Time Display****Objective:**

Create a React component that displays the current local time and updates every second.

**Steps:**

1. Create a new component called `LocalTime`.
  2. Initialize a state variable with the current time.
  3. Implement a function to update this state every second.
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**Exercise 12: Counter with Reset****Objective:**

Enhance the Click Counter example to include a reset button that resets the count.

**Steps:**

1. Add a reset button to the `ClickCounter` component.
2. Implement an event handler to reset the `count` state variable.

3. Attach this event handler to the reset button.
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### Exercise 13: Text Length Indicator

#### Objective:

Create a React component with a text input that displays the length of the text entered.

#### Steps:

1. Create a component called `TextLengthIndicator`.
  2. Initialize a state variable to keep track of text length.
  3. Render an input box and a text length display area.
  4. Update the text length state variable whenever the input changes.
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### Exercise 14: Password Strength Indicator

#### Objective:

Create a React component with a password input that indicates the strength of the password.

#### Steps:

1. Create a component called `PasswordStrength`.
  2. Initialize a state variable for the password.
  3. Render an input box and a password strength indicator.
  4. Implement a function that sets the password strength based on certain criteria.
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## Exercise 15: Auto-complete Dropdown

### Objective:

Create a React component with a text input that shows an auto-complete dropdown based on the input.

### Steps:

1. Create a component called `AutoComplete`.
2. Initialize a state variable for the current text and possible completions.
3. Render an input box and a list of possible completions.
4. Update the possible completions whenever the input changes.

## Mini Project: "Dynamic Task Manager"

### Objective:

Create a task manager using React where users can add, delete, and update tasks. The project will focus on state management and responding to user events like clicks and form submissions.

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### Components to Create:

1. `TaskList` (Parent Component)
2. `Task` (Child Component)
3. `AddTaskForm` (Child Component)
4. `UpdateTaskForm` (Child Component)

### Project Workflow:

1. Initialize the project:

- Create a new React project using create-react-app.

## 2. Create Components:

- Create the TaskList, Task, AddTaskForm, and UpdateTaskForm components.

## 3. State Management:

- In the TaskList component, initialize a state variable tasks to keep track of the tasks.
- Also, maintain a state variable selectedTask for updating tasks.

## 4. Adding a Task:

- Use the AddTaskForm component to add a new task.
- Implement an onSubmit event handler in the form to update the tasks state in the TaskList component.

## 5. Displaying Tasks:

- In the TaskList component, map over the tasks state and render each Task component.

## 6. Deleting a Task:

- Implement an onClick event handler in each Task component that removes the task from the tasks state in TaskList.

## 7. Updating a Task:

- Implement an onClick event in each Task component that sets selectedTask in the TaskList state.
- Render the UpdateTaskForm when a task is selected. It should pre-fill with the selected task's details.

## 8. Conditional Rendering:

- Render the UpdateTaskForm only if a task is selected.



## 9. Dynamic Updates:

- Implement an `onSubmit` event handler in the `UpdateTaskForm` to update the tasks and reset `selectedTask` in the `TaskList` component.
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## Bonus Features:

### 1. Task Complete Toggle:

- Add a checkbox in each `Task` component to mark it as complete or incomplete.

### 2. Task Prioritization:

- Add a dropdown in the `AddTaskForm` and `UpdateTaskForm` to set the priority of each task (High, Medium, Low).

### 3. Search Bar:

- Implement a search bar to filter tasks by their names.