import React, { useState } from "react";

import Box from "./Box";

import App from "./App";

const App = () => {

  const [color, setColor] = useState([

    "red",

    "blue",

    "green",

    "yellow",

    "purple",

    "orange",

    "pink",

  ]);

  const handleClick = (index, newColor) => {

    const newColors = [...color];

    newColors[index] = newColor;

    setColor(newColors);

  }

  return (

    <div className="App">

      {color.map((color, index) => (

        <Box color={color} key={index} onClick={(newColor) => handleClick(index, newColor)} />

      ))}

      </div>

      );

      };

  export default  App;

// This code defines a functional component called App

// It uses the useState hook to set the initial state

// to keep track of an array of colors

// It defines a function called handleClick

// It takes (2) arguments: index and newColor

// It creates a new array called newColors

// It sets the newColors array to the color array

//

import React, {useState }from "react"

// This file will contain the code for the Box component

const Box =({color, onClick }) => {

    const[bgColor, setBGColor] = useState(color)

    const handleClick = () => {

        const newColor = getRandomColor()

        setBGColor(newColor);

        onClick(newColor);

};

const getRandomColor = () => {

    const color = ["red", "blue", "green", "yellow", "purple", "orange", "pink"];

    return color[Math.floor(Math.random() \* color.length)];

};

return (

    <div

    style={{ backgroundColor: bgColor }}

    className="box"

    onClick={handleClick}

    />

);

};

 export default Box;

// This is the end of the Box.js file

// This code defines a component called Box

// It takes (2) props: color and Onclick

// It uses the UseState hook to set the initial state of the bgColor to the color prop

// When the box is clicked it calls the handleClick

// The handleClick function calls the getRandomColor

// The getRandomColor function returns a random Color

// The handleClick function then sets the bgColor to the new color