Ảnh mẫu:A screenshot of a computer

Description automatically generated

Tôi đã làm như sau  
**File app.js**:  
import React, { useState, useEffect } from 'react';

import GameStatus from './GameStatus';

import Character from './Character';

import ControlPanel from './ControlPanel';

import './App.css';

const App = () => {

  const [pointsA, setPointsA] = useState(1);

  const [pointsB, setPointsB] = useState(1);

  const [status, setStatus] = useState('Same point');

  const handleRace = () => {

    const random = Math.random();

    if (random < 0.5) {

      setPointsA(prev => prev + 1);

    } else {

      setPointsB(prev => prev + 1);

    }

  };

  const handleReset = () => {

    setPointsA(1);

    setPointsB(1);

    setStatus('Same point');

  };

  useEffect(() => {

    if (pointsA > pointsB) {

      setStatus('A is winning');

    } else if (pointsB > pointsA) {

      setStatus('B is winning');

    } else {

      setStatus('Same point');

    }

  }, [pointsA, pointsB]);

  return (

    <div className="App">

      <GameStatus status={status} />

      <Character name="Character A" points={pointsA} />

      <Character name="Character B" points={pointsB} />

      <ControlPanel onRace={handleRace} onReset={handleReset} showReset={pointsA > 1 || pointsB > 1} />

    </div>

  );

};

export default App;

**File app.css**:  
.App {

  text-align: center;

  margin-top: 50px;

}

button {

  margin: 10px;

  padding: 10px 20px;

  font-size: 16px;

}

div {

  margin: 20px 0;

}

**File Character.js:**

import React from 'react';

import './Character.css';

const Character = ({ name, points }) => {

    const renderPoints = () => {

        let blocks = [];

        for (let i = 0; i < points; i++) {

            blocks.push(<div key={i} className="point-block"></div>);

        }

        return blocks;

    };

    return (

        <div className="character">

            <h3>{name}</h3>

            <div className="points-container">

                {renderPoints()}

            </div>

        </div>

    );

};

export default Character;

**File Character.css:**

.character {

    margin: 20px 0;

}

.points-container {

    display: flex;

    gap: 5px;

}

.point-block {

    width: 50px;

    height: 20px;

    background-color: #4caf50;

    /\* Màu xanh của khối điểm \*/

}

**File ControlPanel.js**

import React from 'react';

const ControlPanel = ({ onRace, onReset, showReset }) => {

    return (

        <div>

            <button onClick={onRace}>Race</button>

            {showReset && <button onClick={onReset}>Reset</button>}

        </div>

    );

};

export default ControlPanel;

**File GameStatus.js:**

import React from 'react';

const GameStatus = ({ status }) => {

    return (

        <div>

            <h2>{status}</h2>

        </div>

    );

};

export default GameStatus;

Kết quả đạt được:  
