KeyPadComponents.js

```
import React, { Component } from 'react';
class KeyPadComponent extends Component {
  render() {
    return (
      <div className="button">
        <button name="(" onClick={e =>
this.props.onClick(e.target.name)}>(</button>
        <button name="CE" onClick={e =>
this.props.onClick(e.target.name)}>CE</button>
        <button name=")" onClick={e =>
this.props.onClick(e.target.name)}>)</button>
        <button name="C" onClick={e =>
this.props.onClick(e.target.name)}>C</button><br/>
        <button name="1" onClick={e =>
this.props.onClick(e.target.name)}>1</button>
        <button name="2" onClick={e =>
this.props.onClick(e.target.name)}>2</button>
        <button name="3" onClick={e =>
this.props.onClick(e.target.name)}>3</button>
        <button name="+" onClick={e =>
this.props.onClick(e.target.name)}>+</button><br/>>
        <button name="4" onClick={e =>
this.props.onClick(e.target.name)}>4</button>
        <button name="5" onClick={e =>
this.props.onClick(e.target.name)}>5</button>
        <button name="6" onClick={e =>
this.props.onClick(e.target.name)}>6</button>
        <button name="-" onClick={e => this.props.onClick(e.target.name)}>-
</button><br/>
        <button name="7" onClick={e =>
this.props.onClick(e.target.name)}>7</button>
        <button name="8" onClick={e =>
this.props.onClick(e.target.name)}>8</button>
        <button name="9" onClick={e =>
this.props.onClick(e.target.name)}>9</button>
        <button name="*" onClick={e =>
this.props.onClick(e.target.name)}>x</button><br/>>
```

ResultComponent.js

App.js

```
import React, { Component } from 'react';
import './styles.css';
import ResultComponent from './components/ResultComponent';
import KeyPadComponent from './components/KeyPadComponent';
```

```
class App extends Component {
 state = {
   result: ""
 onClick = button => {
    if(button === "=") {
     this.calculate();
    }
   else if(button === "C") {
    this.reset();
    }
   else if(button === "CE") {
     this.backspace();
   else {
     this.setState({
        result: this.state.result + button
     })
   }
 };
 calculate = () => {
    var checkResult = ''
    if(this.state.result.includes('--')) {
     checkResult = this.state.result.replace('--', '+')
    } else {
     checkResult = this.state.result;
    }
   try {
     this.setState({
       result: (eval(checkResult) || "") + ""
     })
    } catch(e) {
     this.setState({
        result: "error"
     })
   }
 };
 reset = () => {
   this.setState({
     result: ""
    })
```

```
};
  backspace = () => {
   this.setState({
        result: this.state.result.slice(0, -1)
   })
  };
  render() {
    return (
      <div>
        <div className="calculator-body">
          <h1>Simple Calculator</h1>
          <ResultComponent result={this.state.result} />
          <KeyPadComponent onClick={this.onClick} />
        </div>
      </div>
   )
 }
export default App;
```

index.js

Style.js

```
.result {
```

```
height: 60px;
  background-color: #bbb;
 width: 100%;
}
.result p {
 font-size: 40px;
 margin: 5px;
}
.calculator-body {
 max-width: 400px;
 margin: auto;
}
.button {
 display: block;
  background-color: #bbb;
button {
 width: 25%;
 height: 60px;
 font-size: 30px;
}
```

<u>OUTPUT</u>

Simple Calculator

3*3			
(CE)	С
1	2	3	+
4	5	6	_
7	8	9	×
•	О	=	÷

Exercise 3: Build a music store application using react components

AudioControls.jsx

```
import React from "react";
import { ReactComponent as Play } from "./assets/play.svg";
import { ReactComponent as Pause } from "./assets/pause.svg";
import { ReactComponent as Next } from "./assets/next.svg";
import { ReactComponent as Prev } from "./assets/prev.svg";
const AudioControls = ({
 isPlaying,
 onPlayPauseClick,
 onPrevClick,
 onNextClick
}) => (
 <div className="audio-controls">
    <button
     type="button"
     className="prev"
     aria-label="Previous"
     onClick={onPrevClick}
      <Prev />
    </button>
    {isPlaying ? (
      <button
       type="button"
        className="pause"
        onClick={() => onPlayPauseClick(false)}
       aria-label="Pause"
        <Pause />
      </button>
    ):(
      <button
        type="button"
        className="play"
        onClick={() => onPlayPauseClick(true)}
        aria-label="Play"
        <Play />
      </button>
    )}
    <button
      type="button"
      className="next"
      aria-label="Next"
      onClick={onNextClick}
```

AudioPlayer.jsx

```
import React, { useState, useEffect, useRef } from "react";
import AudioControls from "./AudioControls";
import Backdrop from "./Backdrop";
import "./styles.css";
* Read the blog post here:
* https://letsbuildui.dev/articles/building-an-audio-player-with-react-hooks
*/
const AudioPlayer = ({ tracks }) => {
 // State
 const [trackIndex, setTrackIndex] = useState(0);
 const [trackProgress, setTrackProgress] = useState(0);
 const [isPlaying, setIsPlaying] = useState(false);
 // Destructure for conciseness
 const { title, artist, color, image, audioSrc } = tracks[trackIndex];
 // Refs
 const audioRef = useRef(new Audio(audioSrc));
 const intervalRef = useRef();
 const isReady = useRef(false);
 // Destructure for conciseness
 const { duration } = audioRef.current;
 const currentPercentage = duration
    ? `${(trackProgress / duration) * 100}%`
    : "0%";
 const trackStyling = `
    -webkit-gradient(linear, 0% 0%, 100% 0%, color-stop(${currentPercentage},
#fff), color-stop(${currentPercentage}, #777))
 const startTimer = () => {
```

```
// Clear any timers already running
  clearInterval(intervalRef.current);
  intervalRef.current = setInterval(() => {
    if (audioRef.current.ended) {
      toNextTrack();
    } else {
      setTrackProgress(audioRef.current.currentTime);
    }
 }, [1000]);
};
const onScrub = (value) => {
  // Clear any timers already running
  clearInterval(intervalRef.current);
  audioRef.current.currentTime = value;
  setTrackProgress(audioRef.current.currentTime);
};
const onScrubEnd = () => {
  // If not already playing, start
  if (!isPlaying) {
   setIsPlaying(true);
  }
 startTimer();
};
const toPrevTrack = () => {
  if (trackIndex - 1 < 0) {</pre>
    setTrackIndex(tracks.length - 1);
  } else {
    setTrackIndex(trackIndex - 1);
  }
};
const toNextTrack = () => {
  if (trackIndex < tracks.length - 1) {</pre>
    setTrackIndex(trackIndex + 1);
  } else {
    setTrackIndex(0);
  }
};
useEffect(() => {
  if (isPlaying) {
    audioRef.current.play();
    startTimer();
  } else {
```

```
audioRef.current.pause();
}, [isPlaying]);
// Handles cleanup and setup when changing tracks
useEffect(() => {
  audioRef.current.pause();
  audioRef.current = new Audio(audioSrc);
  setTrackProgress(audioRef.current.currentTime);
  if (isReady.current) {
    audioRef.current.play();
    setIsPlaying(true);
    startTimer();
  } else {
    // Set the isReady ref as true for the next pass
    isReady.current = true;
  }
}, [trackIndex]);
useEffect(() => {
  // Pause and clean up on unmount
  return () => {
    audioRef.current.pause();
    clearInterval(intervalRef.current);
  };
}, []);
return (
  <div className="audio-player">
    <div className="track-info">
      <img
        className="artwork"
        src={image}
        alt={`track artwork for ${title} by ${artist}`}
      />
      <h2 className="title">{title}</h2>
      <h3 className="artist">{artist}</h3>
      <AudioControls
        isPlaying={isPlaying}
        onPrevClick={toPrevTrack}
        onNextClick={toNextTrack}
        onPlayPauseClick={setIsPlaying}
      />
      <input</pre>
        type="range"
        value={trackProgress}
```

```
step="1"
          min="0"
          max={duration ? duration : `${duration}`}
          className="progress"
          onChange={(e) => onScrub(e.target.value)}
          onMouseUp={onScrubEnd}
          onKeyUp={onScrubEnd}
          style={{ background: trackStyling }}
        />
      </div>
      <Backdrop
        trackIndex={trackIndex}
        activeColor={color}
        isPlaying={isPlaying}
      />
    </div>
  );
};
export default AudioPlayer;
Backdrop.jsx
import React, { useEffect } from "react";
const Backdrop = ({ activeColor, trackIndex, isPlaying }) => {
  useEffect(() => {
    document.documentElement.style.setProperty("--active-color", activeColor);
  }, [trackIndex, activeColor]);
 return <div className={`color-backdrop ${isPlaying ? "playing" : "idle"}`}</pre>
/>;
};
export default Backdrop;
index. Js
import React from "react";
import ReactDOM from "react-dom";
import AudioPlayer from "./AudioPlayer";
import tracks from "./tracks";
const rootElement = document.getElementById("root");
ReactDOM.render(
  <React.StrictMode>
```

```
<AudioPlayer tracks={tracks} />
  </React.StrictMode>,
  rootElement
);
styles.css
:root {
 --white: #fff;
  --active-color: #00aeb0;
}
* {
 box-sizing: border-box;
html {
  font-family: Arial, Helvetica, sans-serif;
  height: 100%;
  background: var(--active-color);
 transition: background 0.4s ease;
}
button {
  background: none;
  border: none;
  cursor: pointer;
}
input[type="range"] {
  height: 5px;
  -webkit-appearance: none;
  width: 100%;
  margin-bottom: 10px;
  border-radius: 8px;
  background: #3b7677;
  transition: background 0.2s ease;
  cursor: pointer;
}
.audio-player {
  max-width: 350px;
  padding: 24px;
  border-radius: 20px;
```

box-shadow: 0 28px 28px rgba(0, 0, 0, 0.2);

margin: auto;

```
color: var(--white);
}
.artwork {
  border-radius: 120px;
  display: block;
  margin: auto;
  height: 200px;
  width: 200px;
}
.track-info {
 text-align: center;
  z-index: 1;
  position: relative;
}
.title {
  font-weight: 700;
  margin-bottom: 4px;
}
.artist {
  font-weight: 300;
  margin-top: 0;
}
.audio-controls {
  display: flex;
  justify-content: space-between;
  width: 75%;
 margin: 0 auto 15px;
}
.audio-controls .prev svg,
.audio-controls .next svg {
  width: 35px;
  height: 35px;
}
.audio-controls .play svg,
.audio-controls .pause svg {
  height: 40px;
 width: 40px;
.audio-controls path {
  fill: var(--white);
```

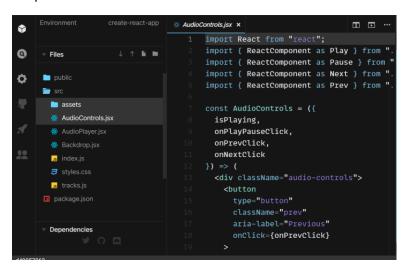
```
}
.color-backdrop {
  background: linear-gradient(45deg, var(--active-color) 20%, transparent
100%)
    no-repeat;
  position: absolute;
  top: 0;
  left: 0;
  right: 0;
  bottom: 0;
  z-index: -1;
}
.color-backdrop.playing {
  animation: colorChange 20s alternate infinite;
}
@keyframes colorChange {
  from {
    filter: hue-rotate(0deg);
  }
  to {
    filter: hue-rotate(360deg);
  }
}
```

tracks.js

```
import imgSrc from "./assets/artwork.jpg";
import imgSrc2 from "./assets/artwork2.jpg";
import imgSrc3 from "./assets/artwork3.jpg";
import cali from "./assets/cali-wataboi.mp3";
import fifty from "./assets/50-tobylane.mp3";
import iwonder from "./assets/iwonder-dreamheaven.mp3";
// All of these artists are at
https://pixabay.com/music/search/mood/laid%20back/
export default [
 {
   title: "Cali",
    artist: "Wataboi",
    audioSrc: cali,
    image: imgSrc,
   color: "#00aeb0"
 },
```

```
{
  title: "50",
  artist: "tobylane",
  audioSrc: fifty,
  image: imgSrc2,
  color: "#ffb77a"
},
  {
  title: "I Wonder",
  artist: "DreamHeaven",
  audioSrc: iwonder,
  image: imgSrc3,
  color: "#5f9fff"
}
];
```

Output



Output

