<!DOCTYPE html>

<html>

<head>

<title>CRUD with React</title>

<script src="https://unpkg.com/react/umd/react.development.js"></script>

<script src="https://unpkg.com/react-dom/umd/react-dom.development.js"></script>

<script src="https://unpkg.com/babel-standalone/babel.min.js"></script>

</head>

<body>

<div id="root"></div>

<script type="text/babel">

const { useState } = React;

class Player {

constructor(name, scores) {

this.name = name;

this.scores = scores;

}

}

function PlayerForm({ onSave, onEdit, editedPlayer }) {

const [playerName, setPlayerName] = useState('');

const [playerScores, setPlayerScores] = useState([]);

const handleNameChange = (event) => {

setPlayerName(event.target.value);

};

const handleScoreChange = (event, index) => {

const newScores = [...playerScores];

newScores[index] = parseInt(event.target.value);

setPlayerScores(newScores);

};

const handleAddScore = () => {

setPlayerScores([...playerScores, 0]);

};

const handleSave = () => {

const player = new Player(playerName, playerScores);

onSave(player);

setPlayerName('');

setPlayerScores([]);

};

const handleEdit = () => {

const updatedPlayer = new Player(playerName, playerScores);

onEdit(updatedPlayer);

setPlayerName('');

setPlayerScores([]);

};

return (

<div>

<label>Name:</label>

<input type="text" value={playerName} onChange={handleNameChange} />

<label>Scores:</label>

{playerScores.map((score, index) => (

<input

key={index}

type="number"

value={score}

onChange={(event) => handleScoreChange(event, index)}

/>

))}

<button onClick={handleAddScore}>Add Score</button>

{editedPlayer ? (

<button onClick={handleEdit}>Update Player</button>

) : (

<button onClick={handleSave}>Save Player</button>

)}

</div>

);

}

function PlayerList({ players, onDelete, onEdit }) {

return (

<div>

<h2>Players:</h2>

{players.map((player, index) => (

<div key={index}>

<span>Name: {player.name}</span>

<span>Scores: {player.scores.join(', ')}</span>

<button onClick={() => onDelete(index)}>Delete</button>

<button onClick={() => onEdit(player)}>Edit</button>

</div>

))}

</div>

);

}

function App() {

const [players, setPlayers] = useState([]);

const [editedPlayer, setEditedPlayer] = useState(null);

const savePlayer = (player) => {

setPlayers([...players, player]);

};

const deletePlayer = (index) => {

const updatedPlayers = [...players];

updatedPlayers.splice(index, 1);

setPlayers(updatedPlayers);

};

const editPlayer = (player) => {

setEditedPlayer(player);

};

const updatePlayer = (updatedPlayer) => {

const updatedPlayers = [...players];

const index = players.indexOf(editedPlayer);

if (index !== -1) {

updatedPlayers[index] = updatedPlayer;

setPlayers(updatedPlayers);

setEditedPlayer(null);

}

};

return (

<div>

<PlayerForm

onSave={savePlayer}

onEdit={updatePlayer}

editedPlayer={editedPlayer}

/>

<PlayerList

players={players}

onDelete={deletePlayer}

onEdit={editPlayer}

/>

</div>

);

}

ReactDOM.render(<App />, document.getElementById('root'));

</script>

</body>

</html>