Learning React from Basic so..

First Basic App with Events

Events are same like the JS onClick or onMouseMove….

….useState …..

Data that screen have must change on the click of use interactions

Like if i want to update the content on the click so i will use the useState methods of React js

….

Import {useState} from ‘react’

function App(){

const[count,setCount]=useState(0);

const HandleClick = ()=>{

setCount(count+1);

}

return (

<button onClick={HandleClick}></button>

<div>{count}</div>

);

}

//count is just variable and the setCount is Setter function.

……………………………………………………….

After that i just created the Animals array and get the random element …. Code is….

import {useState} from 'react'

import AnimalShow from './AnimalsShow';

function GetRandomAnimal(){

let Animals = ['bird','cat','cow','gator','horse','dog'];

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

}

function App(){

const[animals,setAnimals]=useState([]);

const HandleAnimals = ()=>{

setAnimals([...animals,GetRandomAnimal()]);

}

const MappedElements = animals.map((animal,index)=>{

return <AnimalShow type={animal} key={index} />

});

return (

<div>

<button onClick={HandleAnimals}>Add Animal</button>

<div>{MappedElements}</div>

</div>

)

};

export default App;

And AnimalShow.js

function AnimalShow(props){

return (

<div>{props.type}</div>

);

}

export default AnimalShow;

All the Concepts ….

—----------------App.js—----------------------

import './App.css';

import {useState} from 'react'

import AnimalShow from './AnimalsShow';

function GetRandomAnimal(){

let Animals = ['bird','cat','cow','gator','horse','dog'];

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

}

function App(){

const[animals,setAnimals]=useState([]);

const HandleAnimals = ()=>{

setAnimals([...animals,GetRandomAnimal()]);

}

const MappedElements = animals.map((animal,index)=>{

return <AnimalShow type={animal} key={index} />

});

return (

<div className="app">

<button onClick={HandleAnimals}>Add Animal</button>

<div className="animal-list">{MappedElements}</div>

</div>

)

};

export default App;

—----------App.css

.app{

display:flex;

flex-direction:column;

align-items:center;

}

button

{

background-color:lightgreen;

border:2px solid green;

border-radius:3px;

font-size:20px;

padding:10px;

width:30%;

cursor:pointer;

}

.animal-list{

display:flex;

flex-direction:row;

flex-wrap:wrap;

justify-content: center;

}

—--------------------AnimalShow.js----------------

import './AnimalShow.css';

import {useState} from 'react';

import bird from './img/bird.svg';

import cat from './img/cat.svg';

import cow from './img/cow.svg';

import dog from './img/dog.svg';

import gator from './img/gator.svg';

import heart from './img/heart.svg';

import horse from './img/horse.svg';

const svgMap ={

bird,

cat,

cow,

dog,

gator,

horse

};

function AnimalShow(props){

const[clicks,setClicks]=useState(0);

const HandleClick = () =>{

setClicks(clicks+1);

}

return (

<div className="animal-show" onClick={HandleClick}>

<img className="animal" alt="Animal" src = {svgMap[props.type]}

/>

<img className="heart" alt="Heart" src={heart}

style={{width:10+10\*clicks+'px'}}

/>

</div>

)

}

export default AnimalShow;

AnimalShow.css

.animal-show

{

position:relative;

border:1px solid lightgray;

padding:10px;

border-radius: 5px;

margin:10px;

box-shadow: 0px 3px 4px lightgray;

}

.animal{

height:200px;

}

.heart{

position:absolute;

bottom:10%;

right:10%;

}