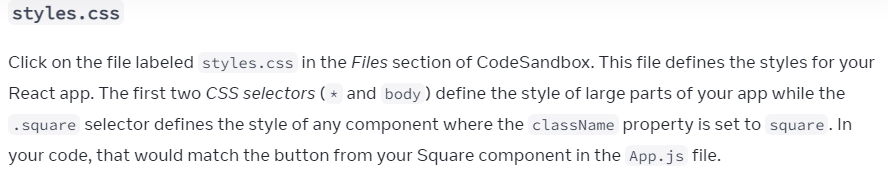
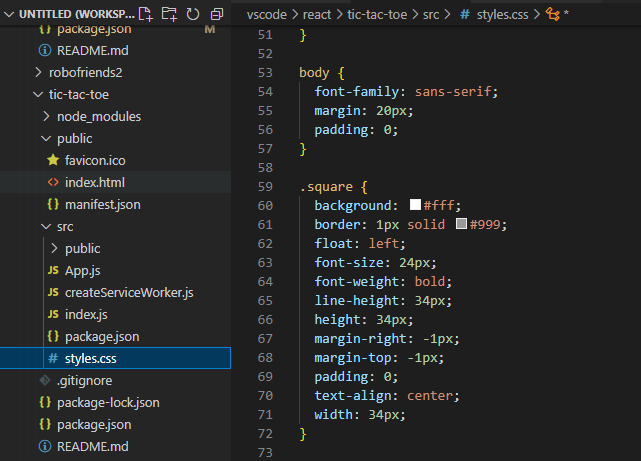
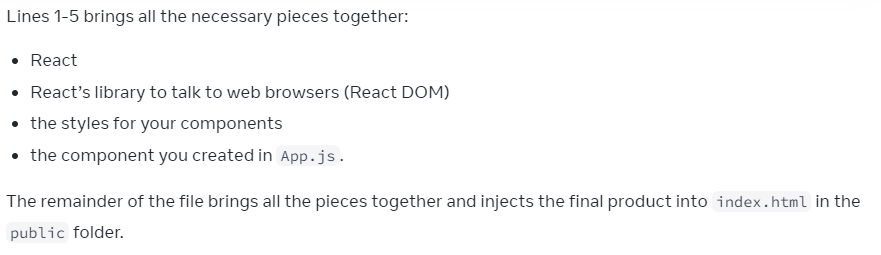
React Official Tutorial

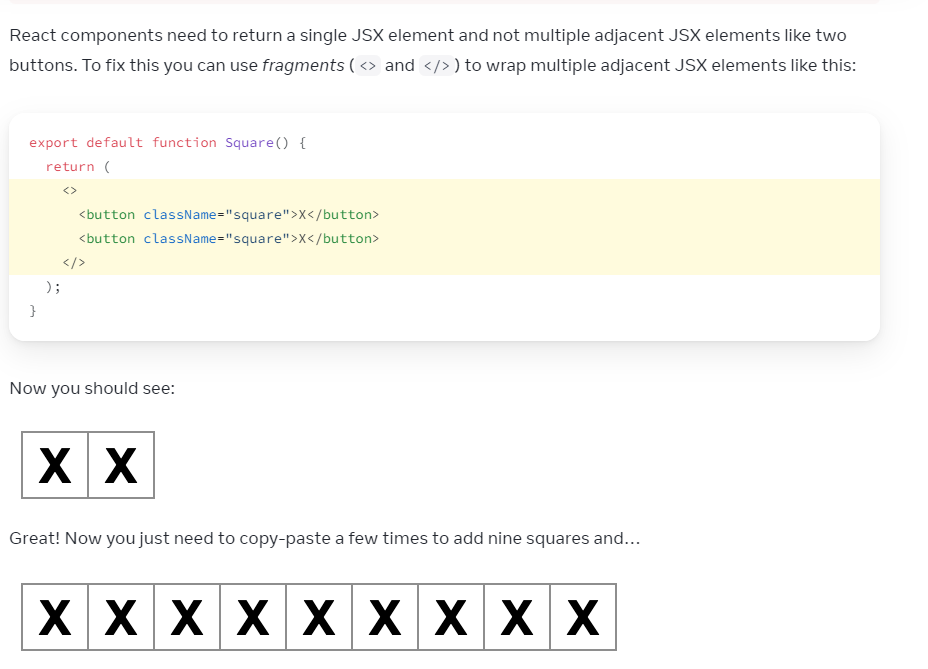




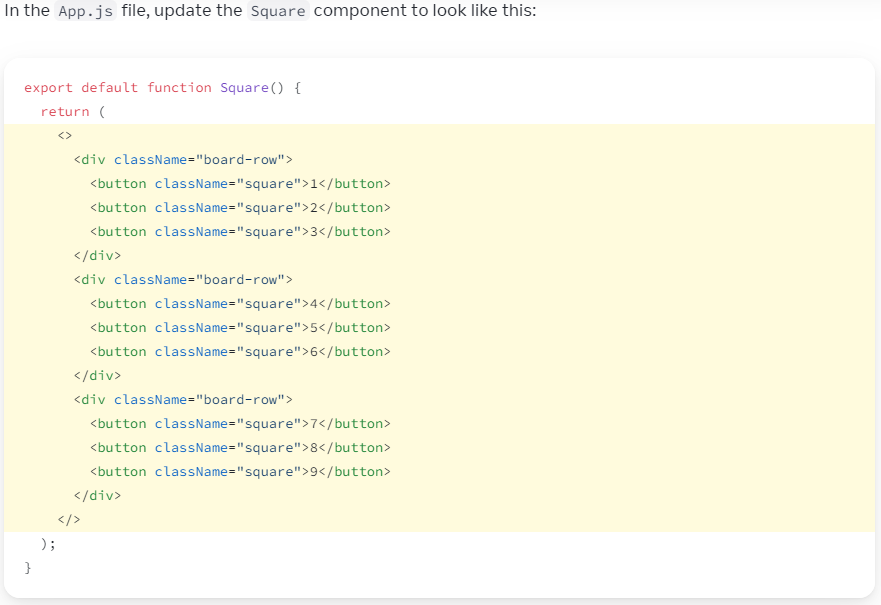






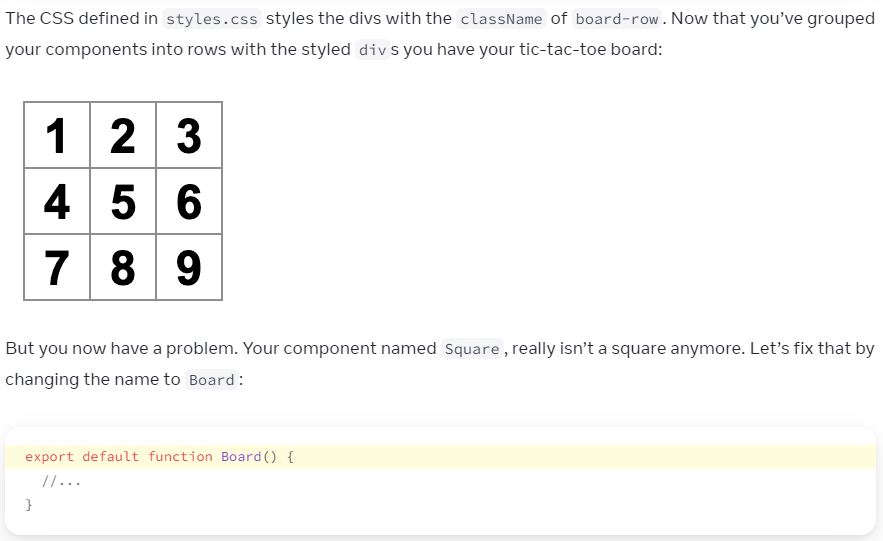








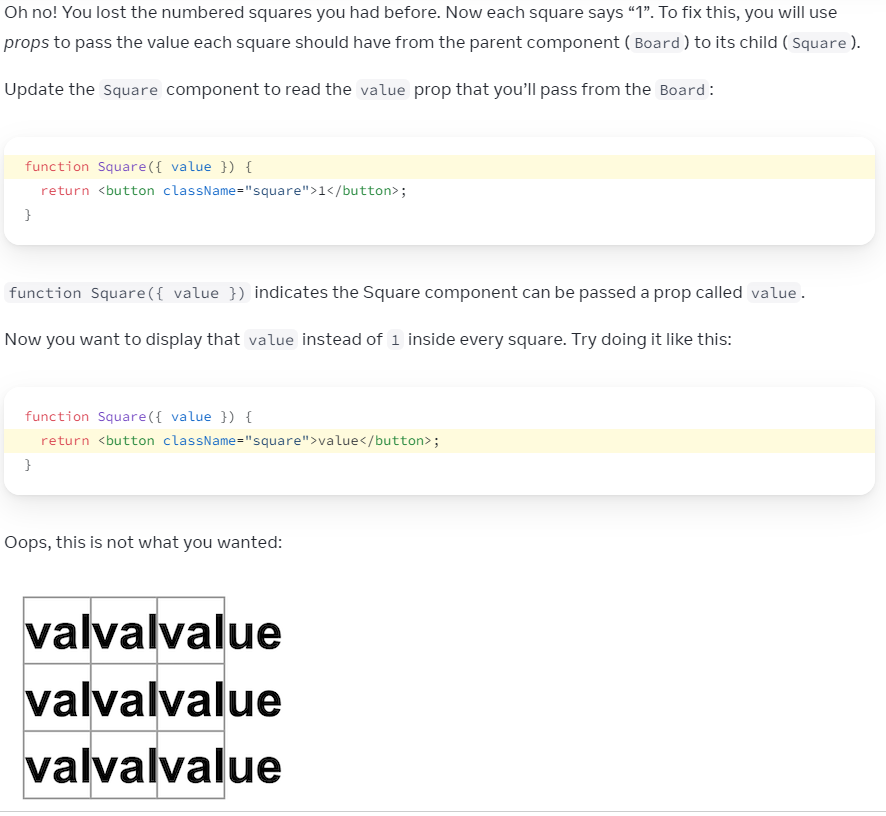






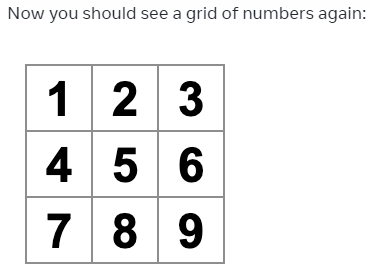


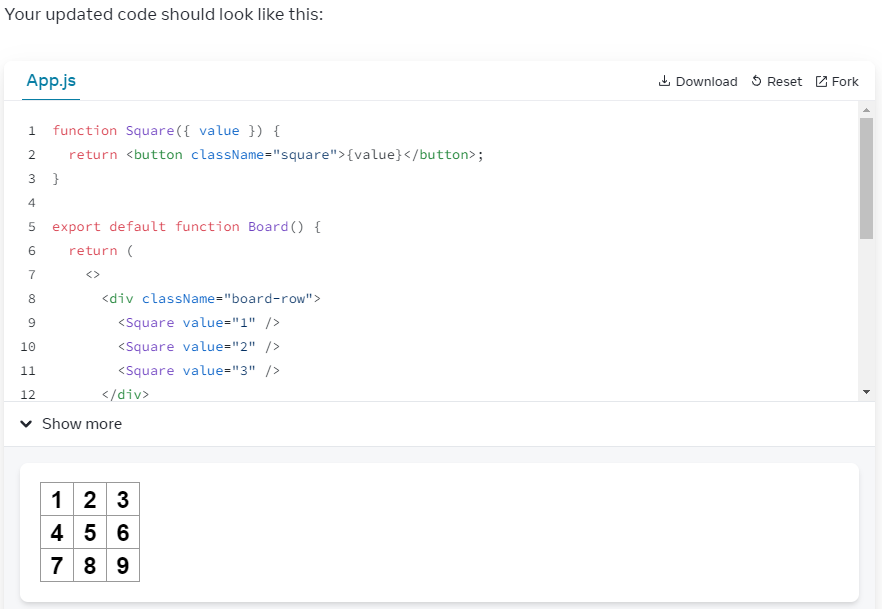


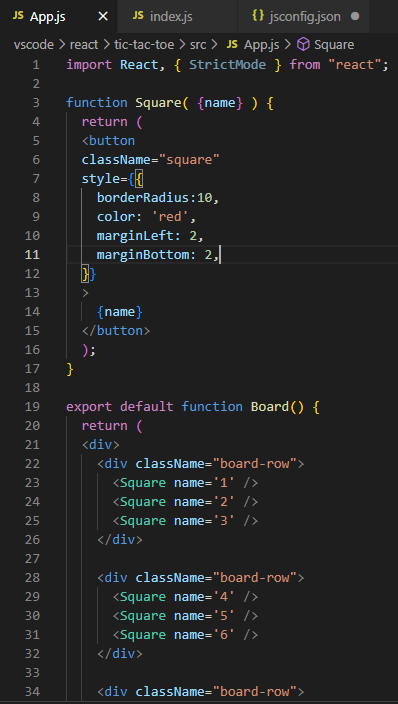




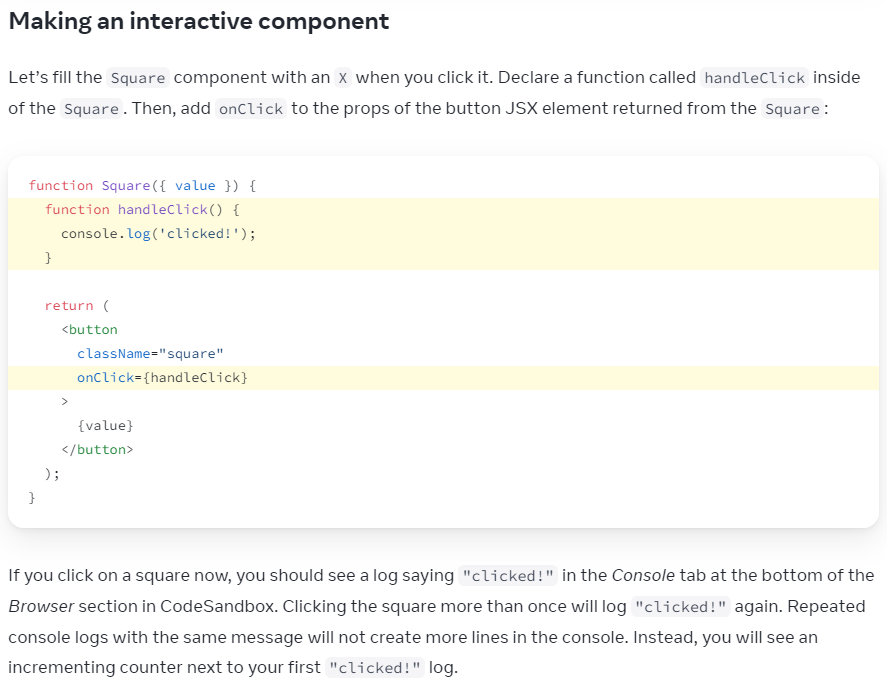


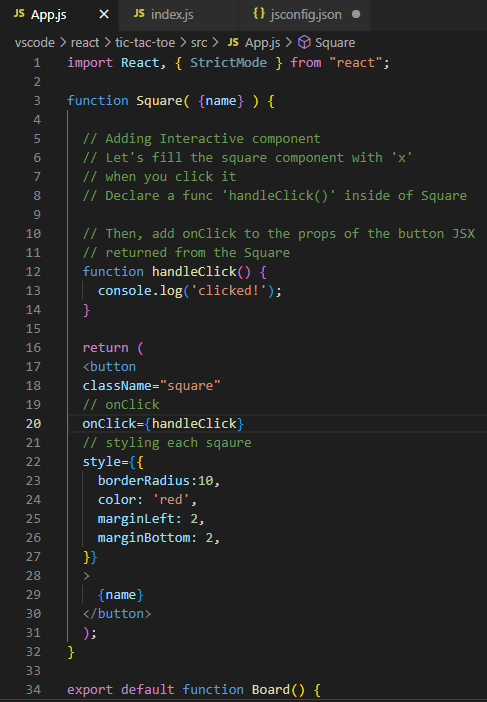












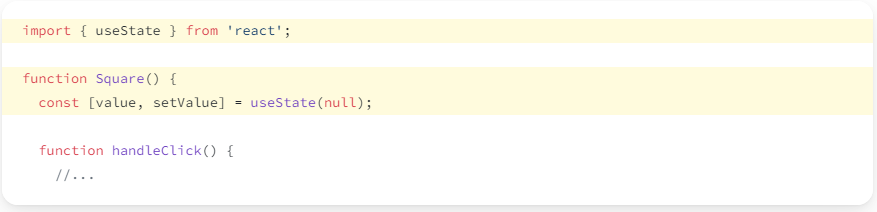


Next step, remember Square got clicked 'X'

useState

Store the Square current value in state, when clicked

import useState from 'react'





const [value, setValue] = useState();

'value' stores the value

'setValue' a func to change the value

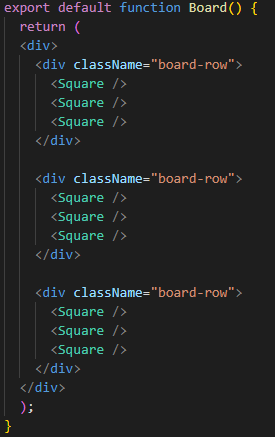
'null' passed to 'useState' is used as initial value:

'value' starts off = null

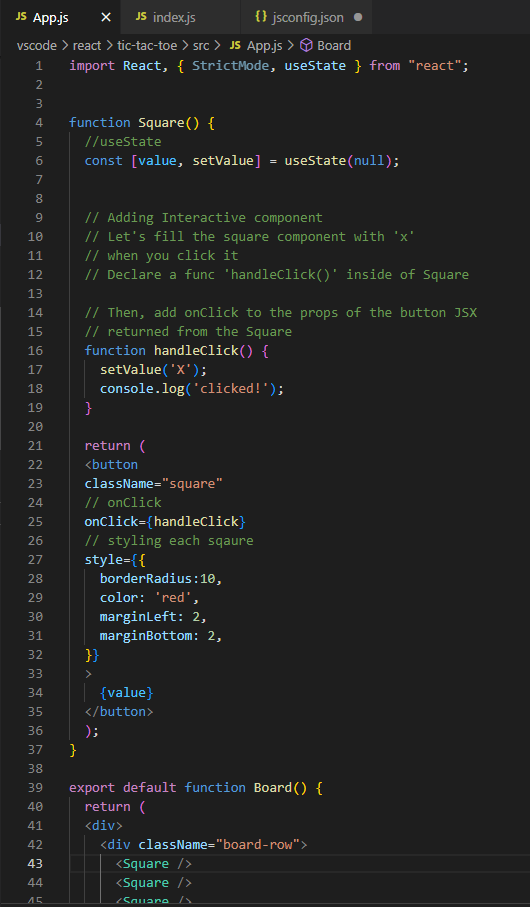
As 'Square' component no longer accepts props anymore,

remove 'value' prop from all 9 Squares created by Board component:

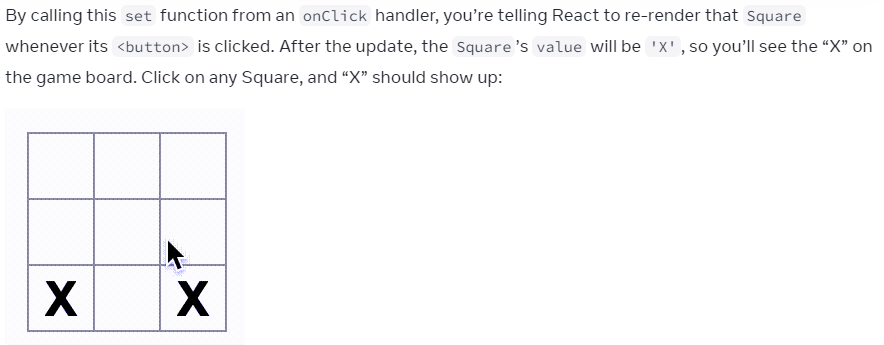








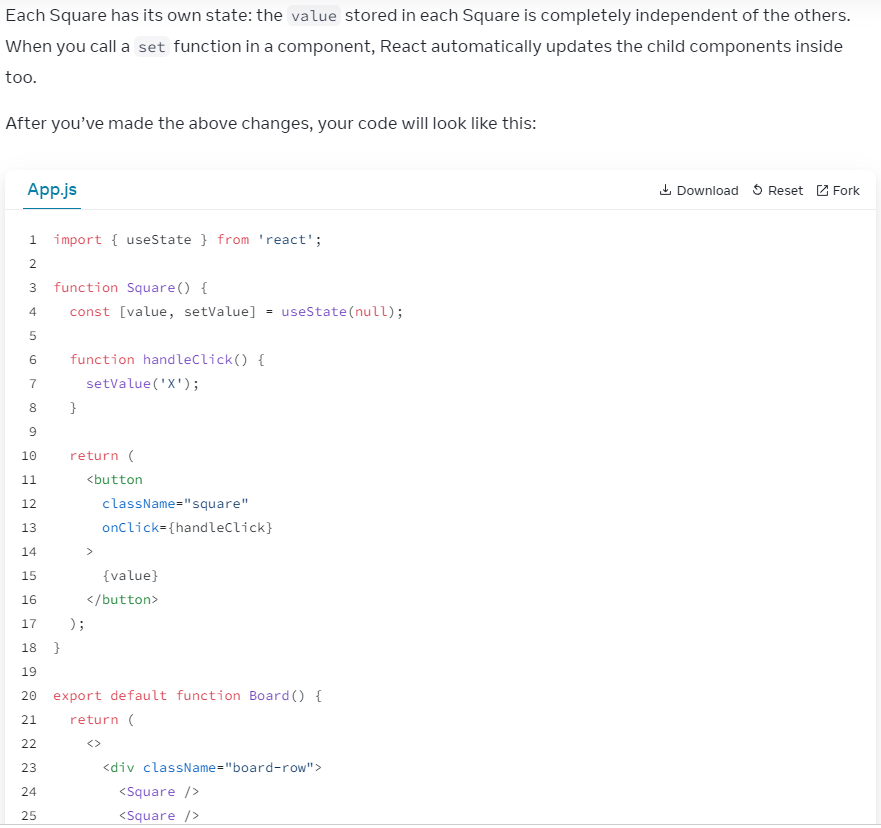


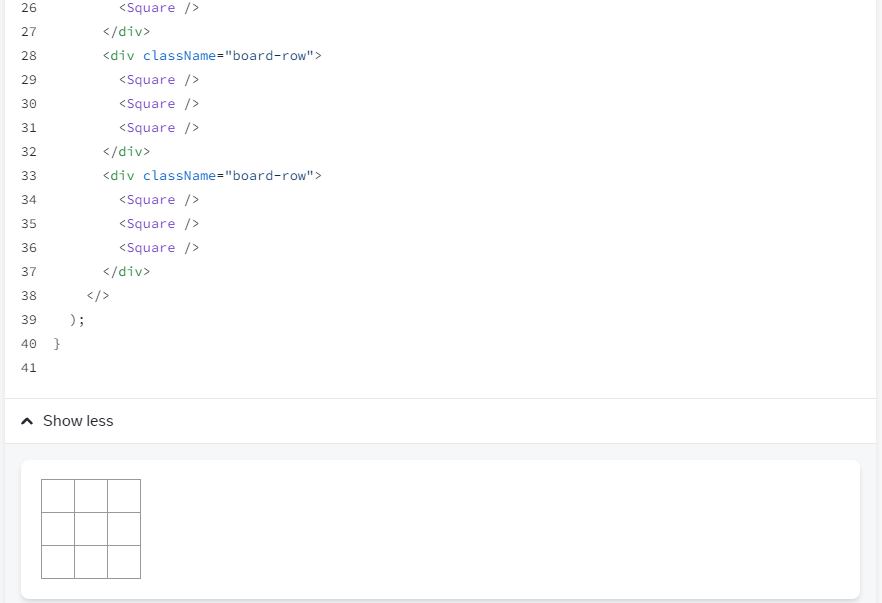


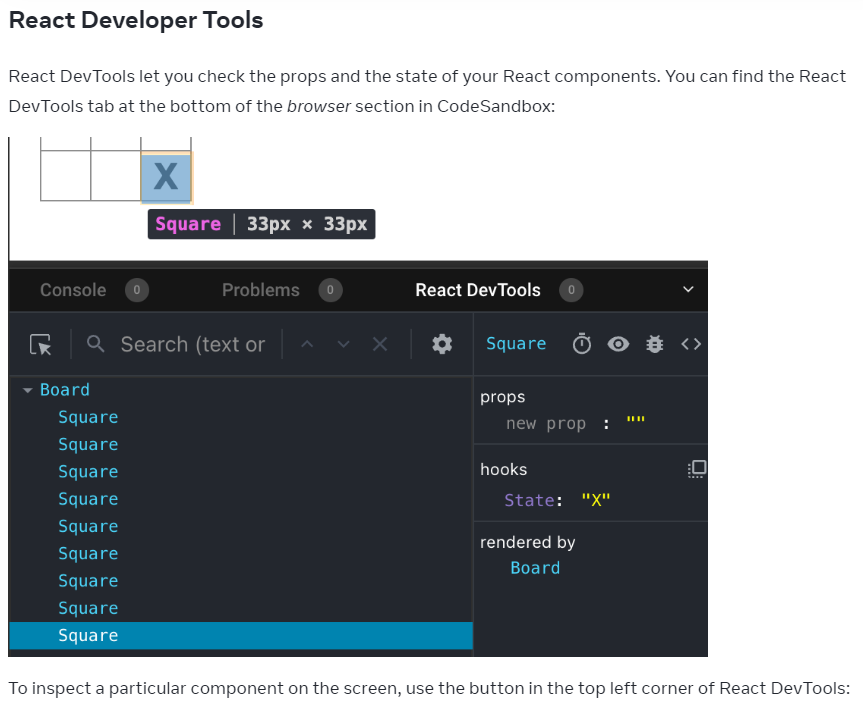
At 1st, each Square has its own {value}

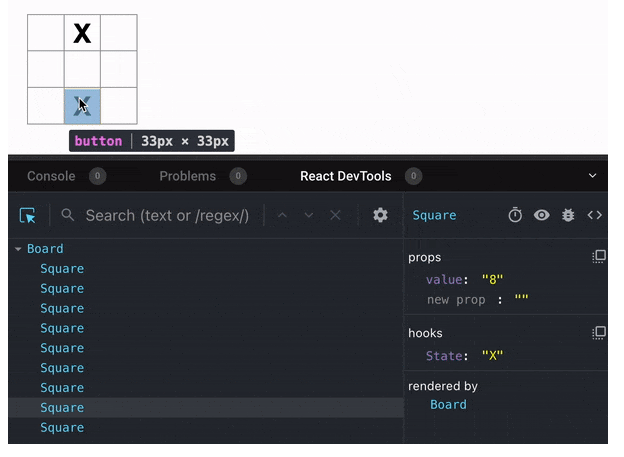
completely independent of others.

when 'set' func is called, React auto updates child components inside.









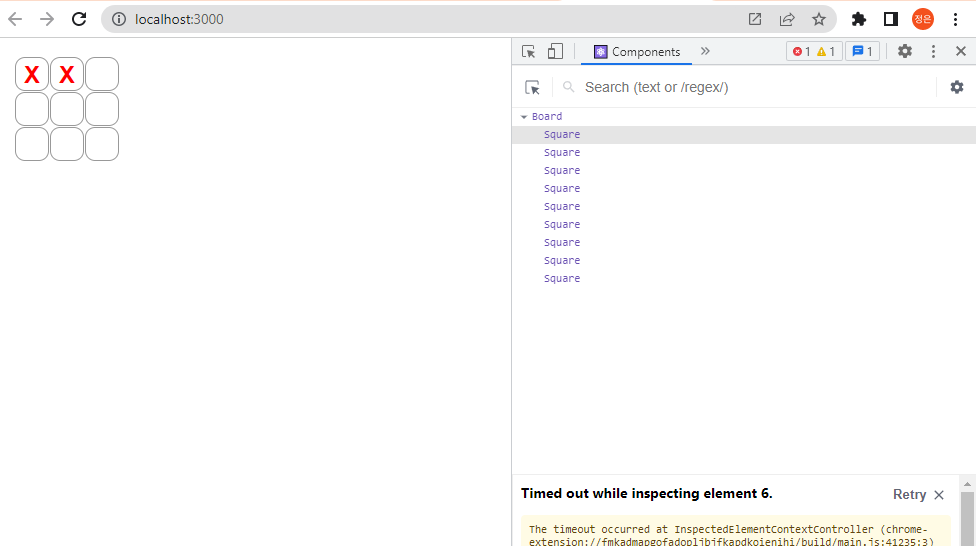
React DevTools

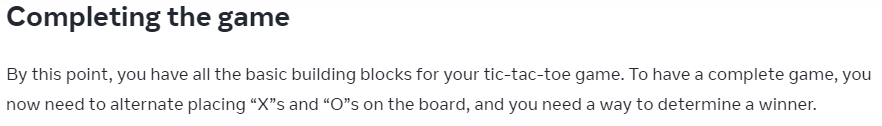
Chrome:

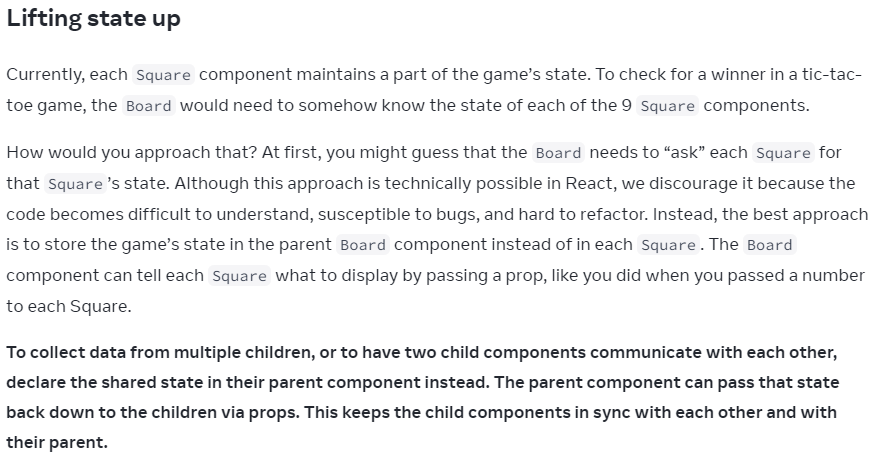
<https://chrome.google.com/webstore/detail/react-developer-tools/fmkadmapgofadopljbjfkapdkoienihi?hl=en>

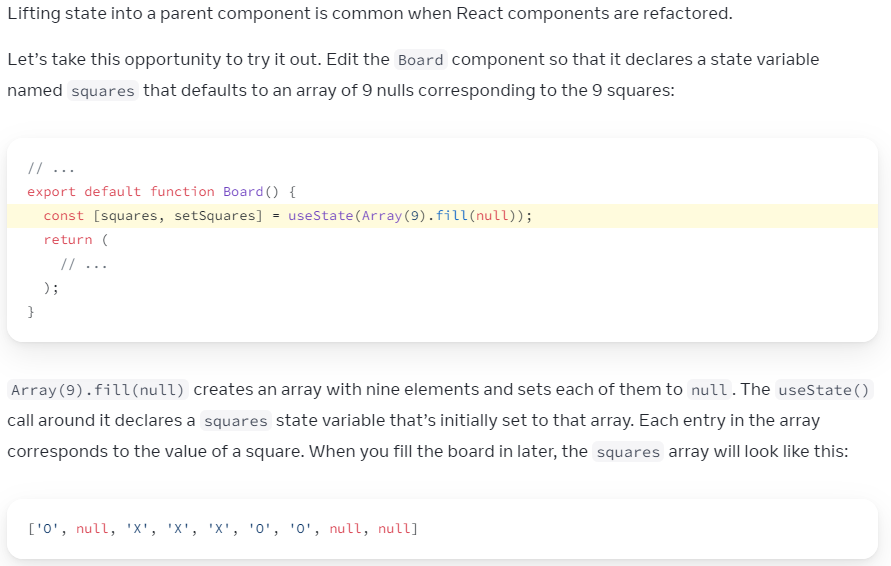
Firefox:

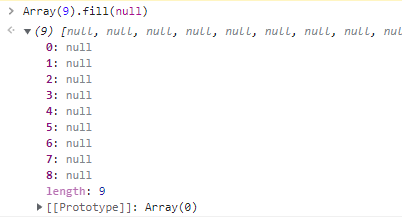
<https://addons.mozilla.org/en-US/firefox/addon/react-devtools/>





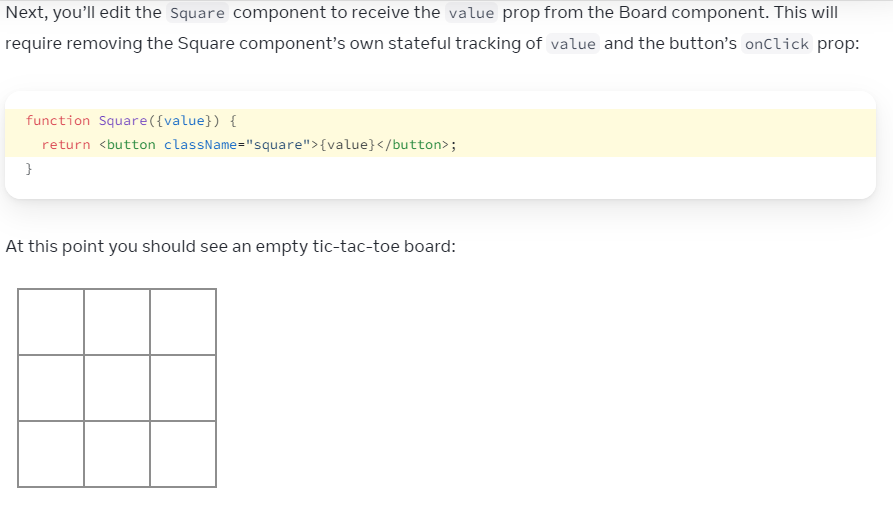


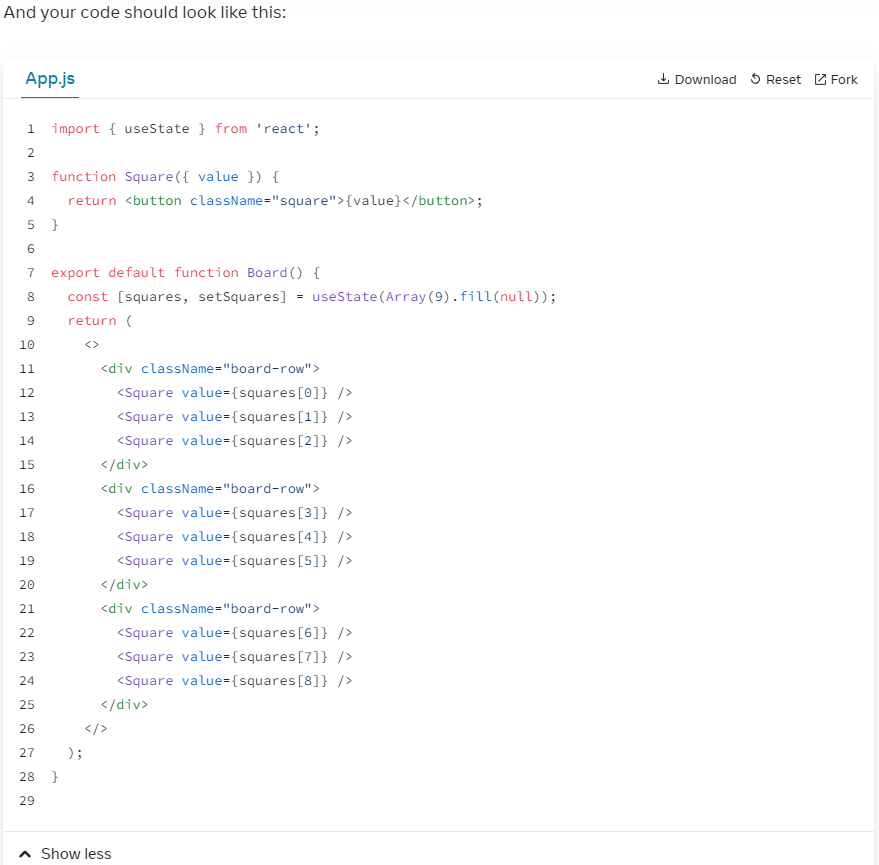


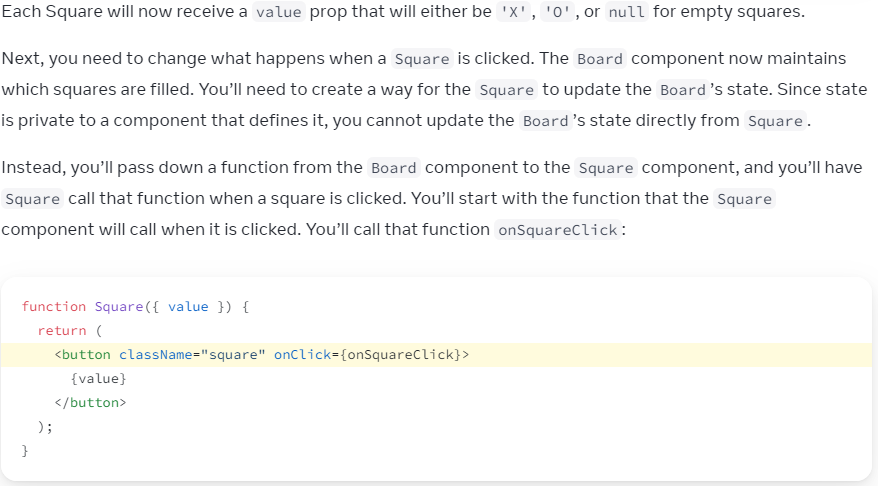


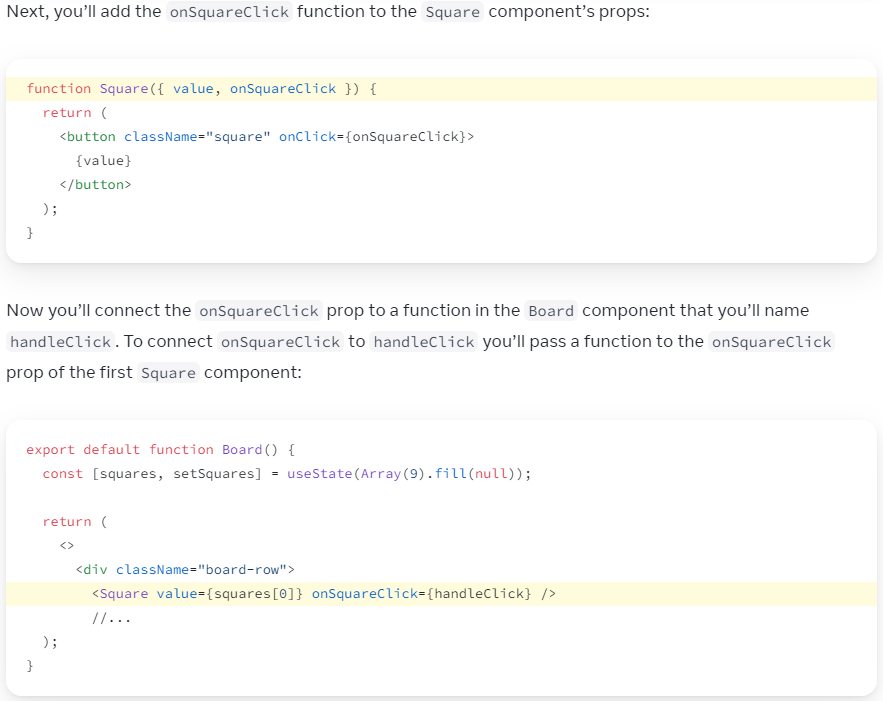


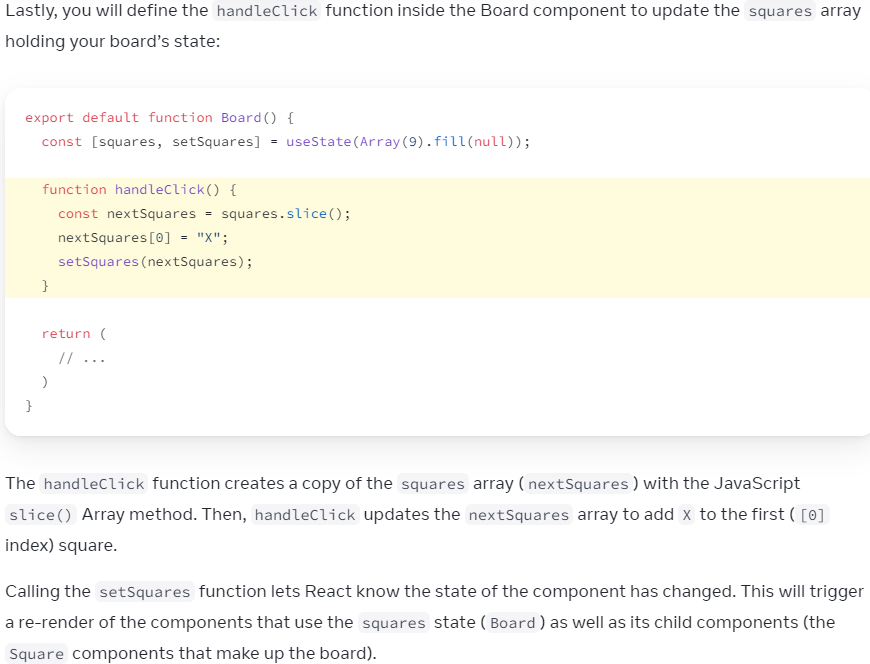


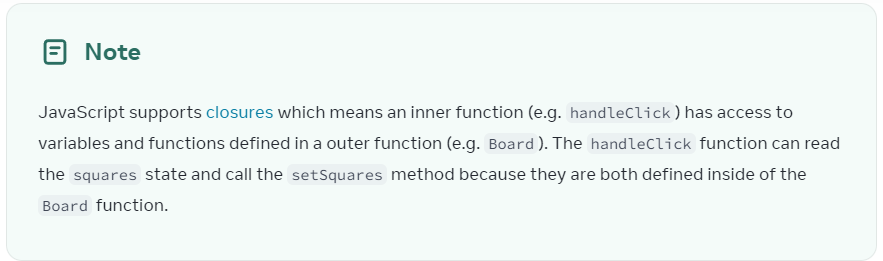


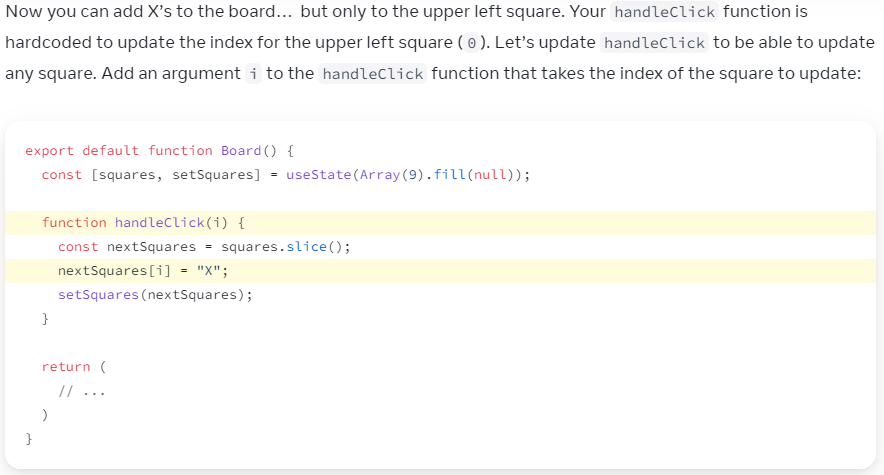


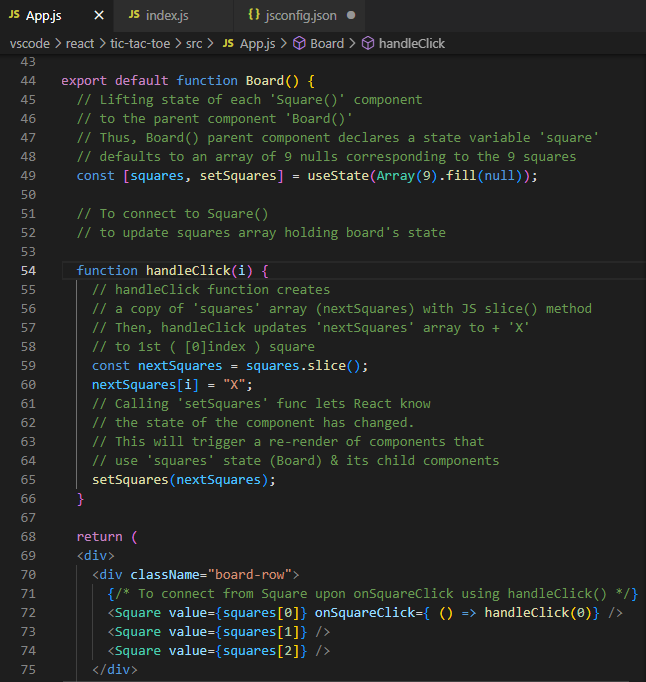


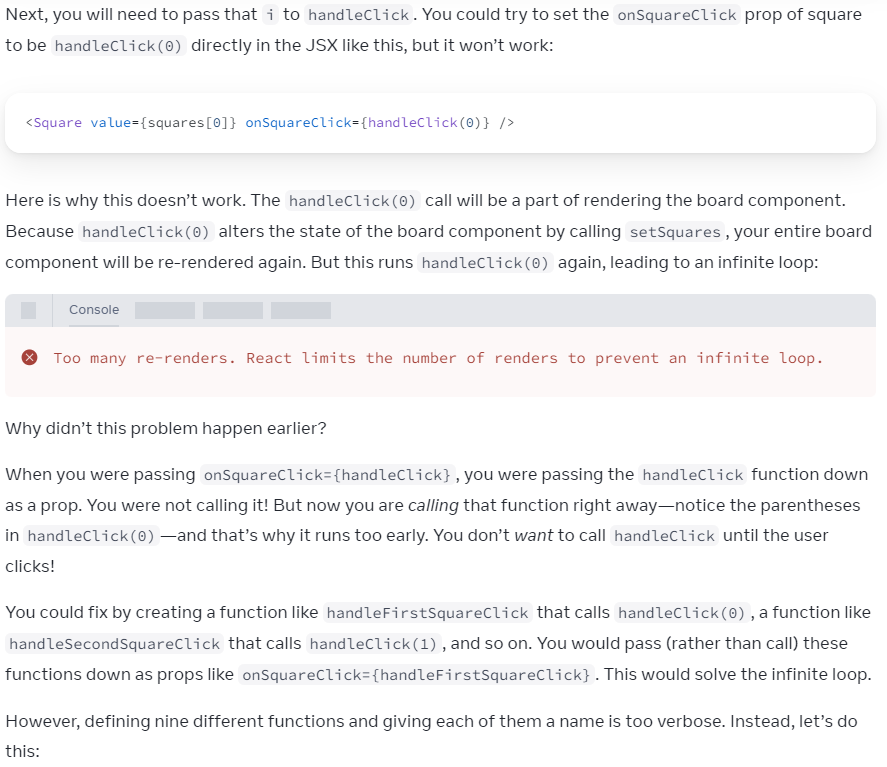










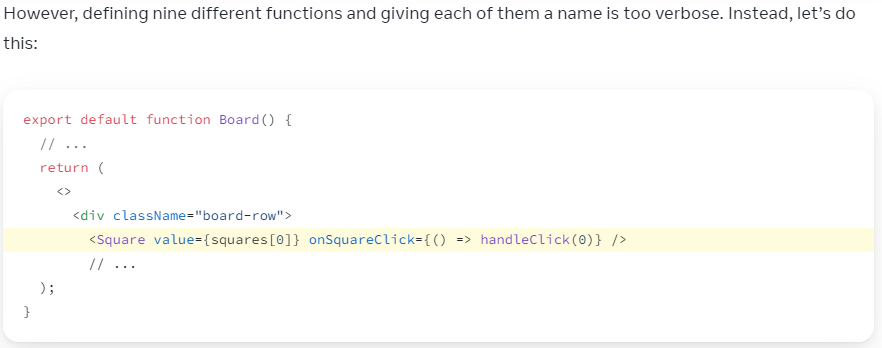


When passing onSquareClick={handleClick}

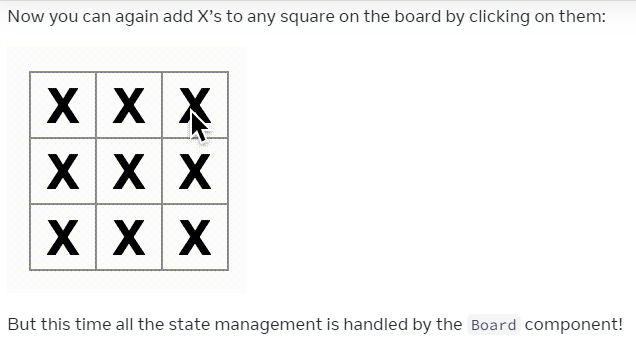
passing it down as 'prop', NOT calling it

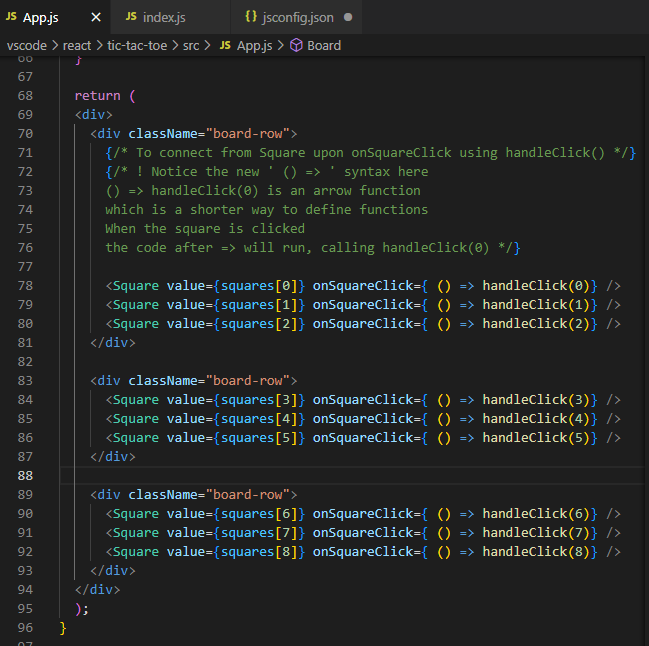
Yet, now we're calling handleClick right away 'handleClick(0)'

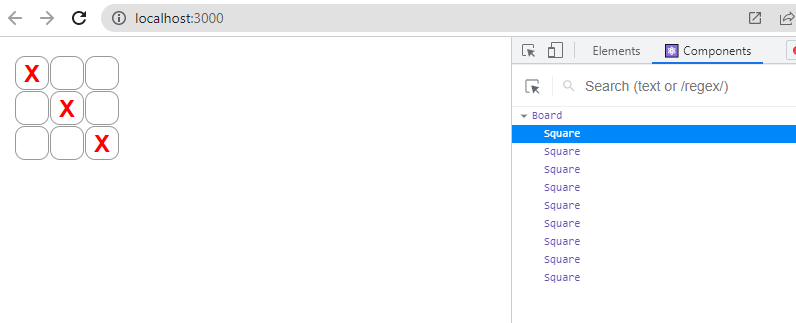
making it run too early

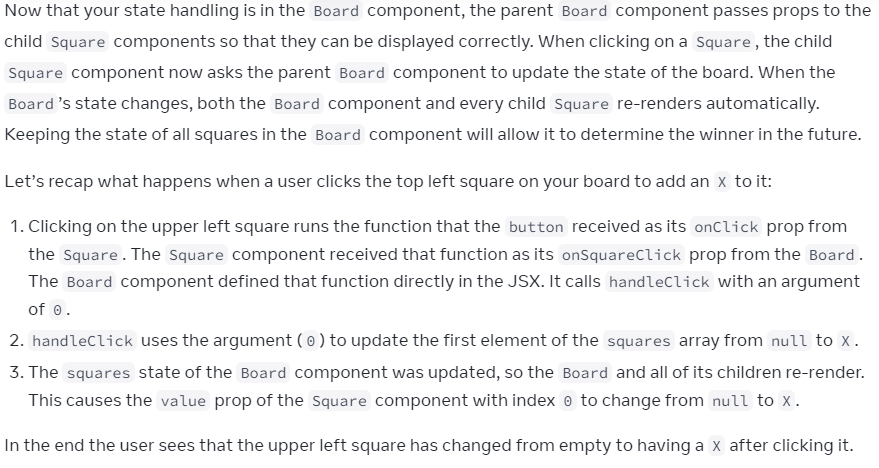


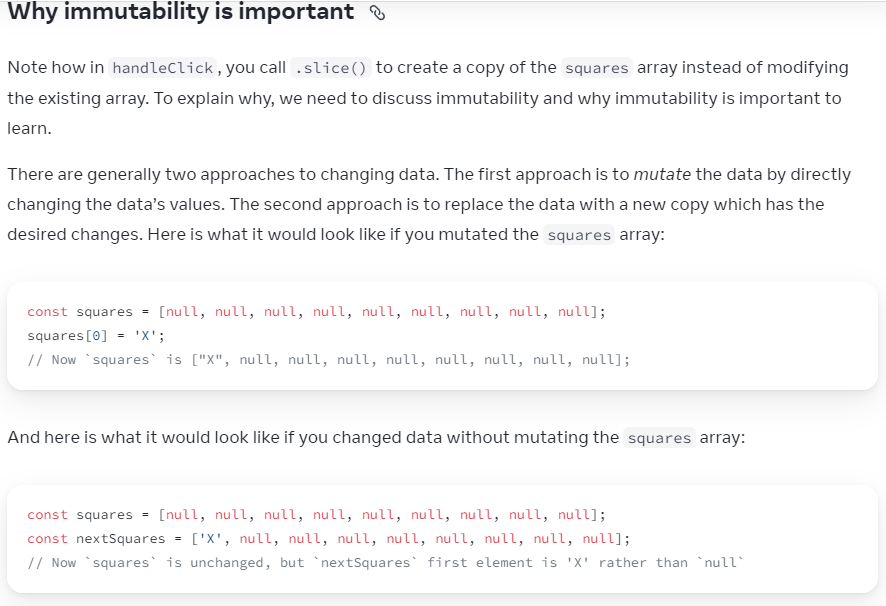


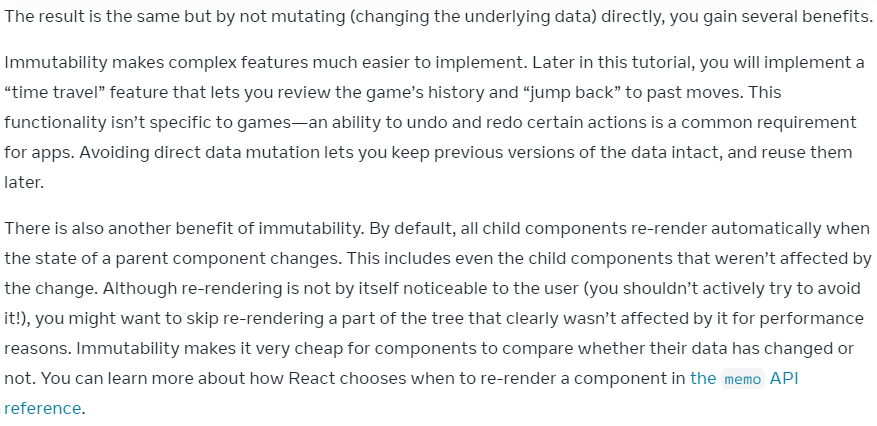






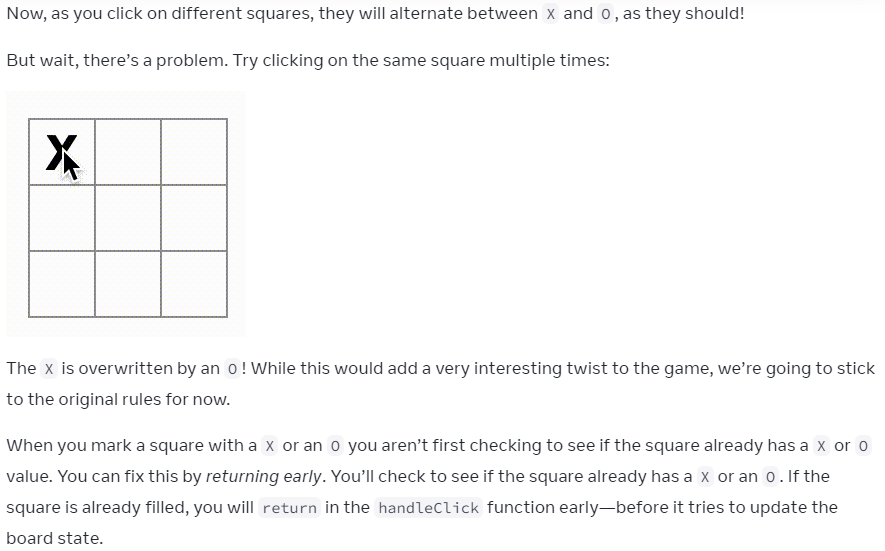


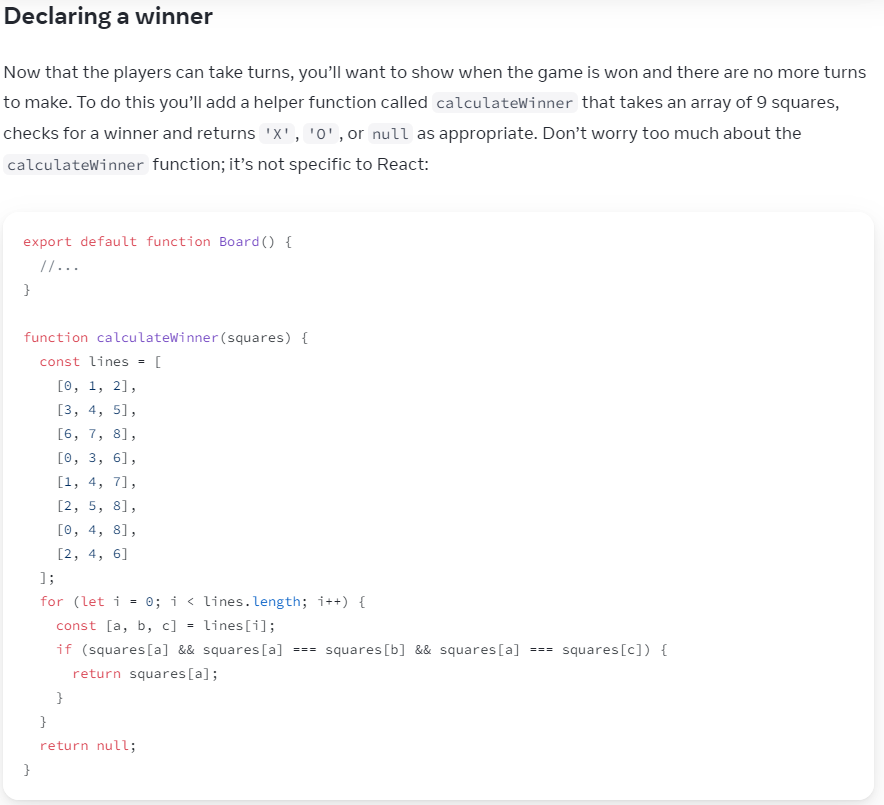


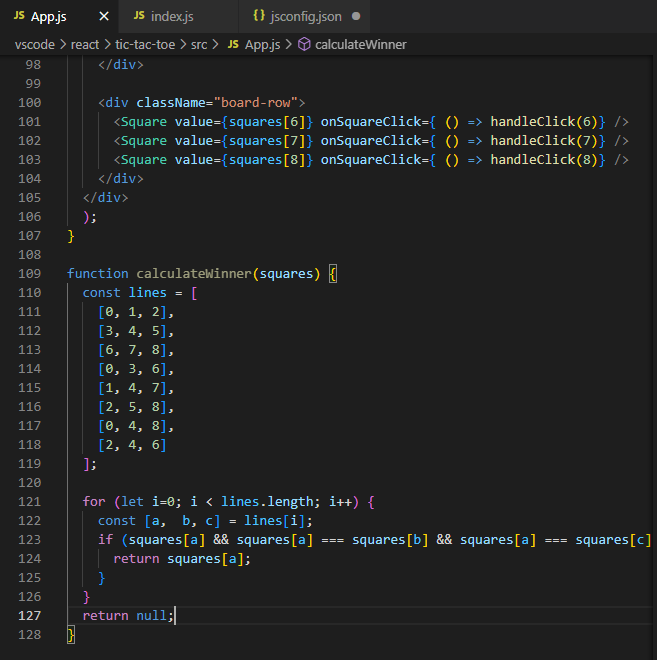


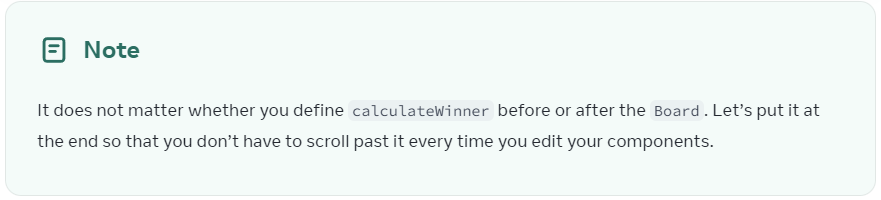


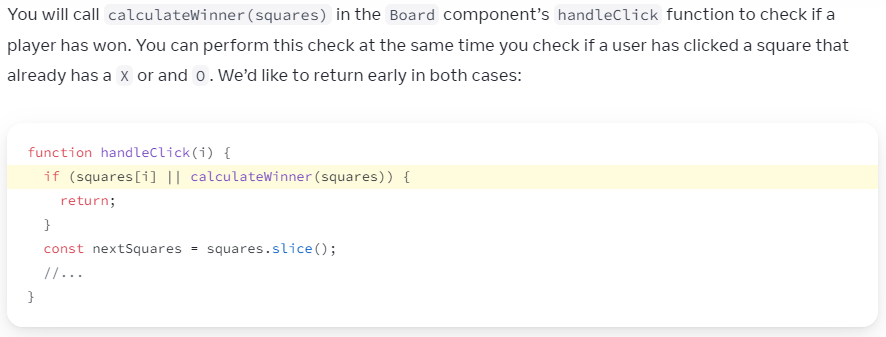




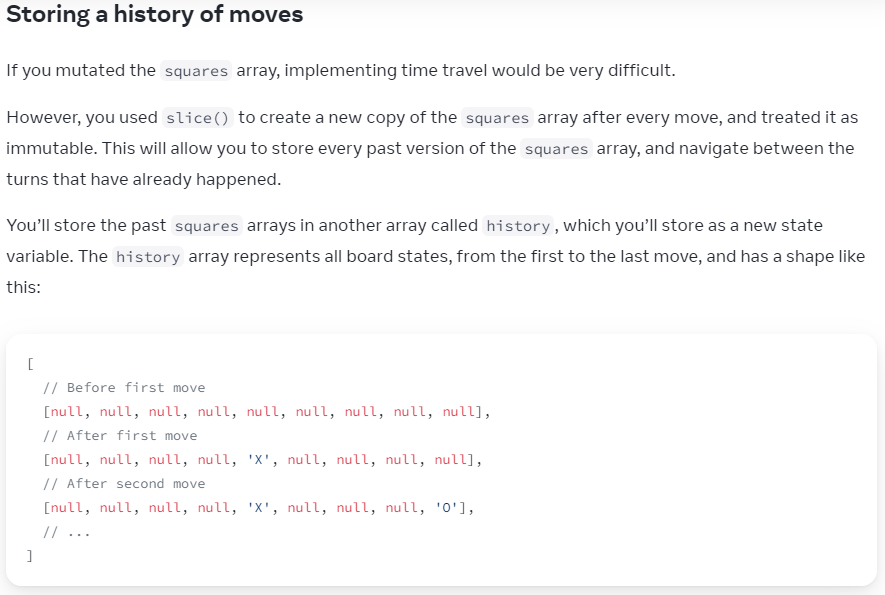














Child: Board()

Parent: Game()

Square state lifting

Lifting: Board() -> Game()

