

## INSTRUCTIONS:

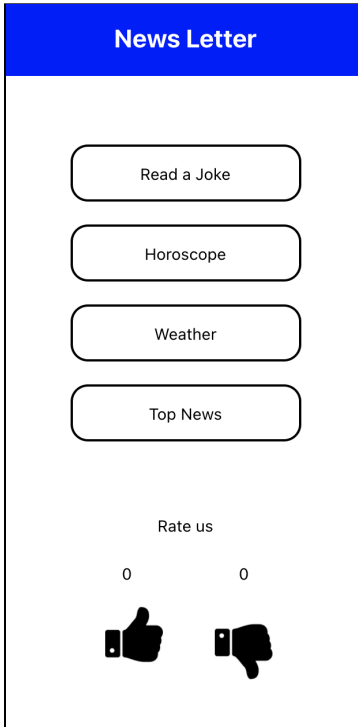
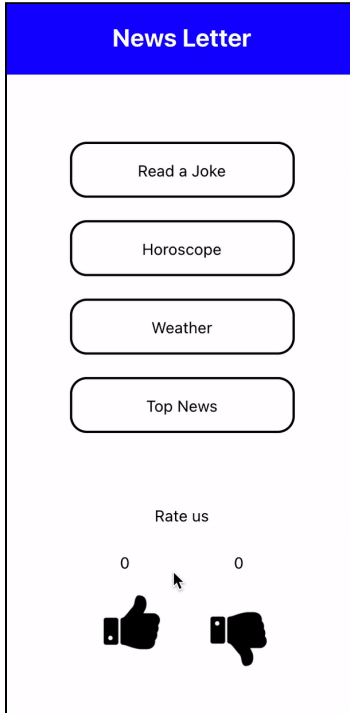
### Goal of the Project:

In class 59, you learned about various “Lifecycles and States of Components” and developed a counter app. In this project, you will apply what you have learned in class and update ratings in a Newsletter App.

### Story:

In a poll that you ran, ninety percent of your friends said that they would really benefit from a Newsletter type of App.


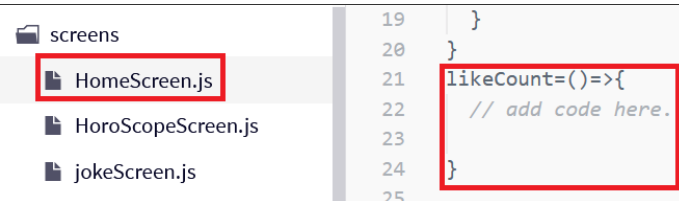


You decided to create this App and add different buttons for the user to quickly navigate to different screens. Now you have to code to keep a track of ratings of likes and dislikes.

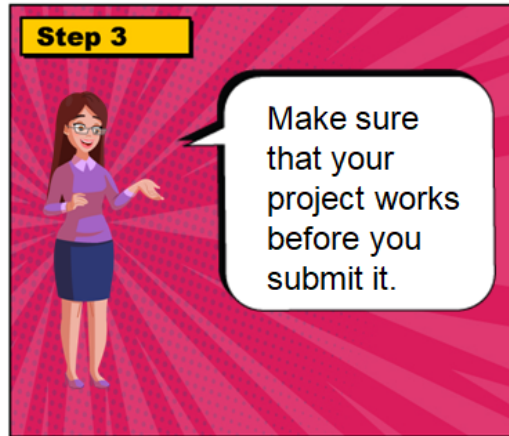
| Project Template Output   | Project Expected Output  |
|---|--|
|  |  |

### Getting Started:

1. Use this template available on [Snack](#).
2. Rename this snack as **Project C59**.
3. Click on the **Save** button.
4. Start editing your code.

### Specific tasks to complete the Project:

|   |  |
|---|--|
| <p><b>Step 1</b></p>  <p>Set the state of the object <b>like</b> by incrementing the current <b>like</b> by 1 (See Hints)</p>         |    |
| <p><b>Step 2</b></p>  <p>Set the state of the object <b>dislike</b> by incrementing the current <b>dislike</b> by 1. (See Hints)</p> |  |



### Submitting the Project:

1. Save your expo snack (**Ctrl/Command + S**).
2. Copy the URL and submit it on the **Student Dashboard > Projects** panel against the correct Class Number.

**Hints:**

1. You can structure your **likeCount** and **dislikeCount** functions as shown below:

```
likeCount={()=>{
  this.setState({like:this.state.like+1});
}
dislikeCount={()=>{
  this.setState({dislike:this.state.dislike+1});
}
```

Make sure the likes and dislikes count updates correctly when the like and dislike buttons are pressed.

**REMEMBER...** Try your best, that's more important than being correct.

After submitting your project, your teacher will send you feedback on your work.

\_\_\_\_\_ **xxx** \_\_\_\_\_ **xxx** \_\_\_\_\_ **xxx** \_\_\_\_\_ **xxx** \_\_\_\_\_ **xxx** \_\_\_\_\_