**AITS2-APP**

**App.js:**

//import logo from './logo.svg';

import Btnevents from "./BtnEvents";

import Gallery from "./stateUses";

import TaskApp from "./Tasks";

import './App.css';

function App() {

  return (

    <>

    <Btnevents/>

    <hr/>

    <Gallery />

    <TaskApp />

    <hr/>

    </>

  );

}

export default App;

**AddTasks.js:**

import { useState } from 'react';

export default function AddTask({ onAddTask }) {

 const [text, setText] = useState('');

 return (

  <>

   <input

    placeholder="Add task"

    value={text}

    onChange={e => setText(e.target.value)}

   />

   <button onClick={() => {

    setText('');

    onAddTask(text);

   }}>Add</button>

  </>

 )

}

**BtnEvents.js:**

export default function Btnevents()

{

    return(

        <Toolbar

        onPlayMovie={()=>alert('playing movie!')}

        onUploadImage={()=>alert('uploading Image!')}

        />

    );

}

function Toolbar({onPlayMovie,onUploadImage}){

    return(

        <div>

             <button onClick={onPlayMovie}>

                play Movie

        </button>

             <button onClick={onUploadImage}>

                Upload Image

        </button>

        </div>

    );

}

function button({onClick,children}){

    return(

        <button onClick={onClick}>

        {children}

        </button>

    );

}

**Data.js:**

export const sculptureList = [{

  name: 'Homenaje a la Neurocirugía',

  artist: 'Marta Colvin Andrade',

  description: 'Although Colvin is predominantly known for abstract themes that allude to pre-Hispanic symbols, this gigantic sculpture, an homage to neurosurgery, is one of her most recognizable public art pieces.',

  url: 'https://i.imgur.com/Mx7dA2Y.jpg',

  alt: 'A bronze statue of two crossed hands delicately holding a human brain in their fingertips.'

 }, {

  name: 'Floralis Genérica',

  artist: 'Eduardo Catalano',

  description: 'This enormous (75 ft. or 23m) silver flower is located in Buenos Aires. It is designed to move, closing its petals in the evening or when strong winds blow and opening them in the morning.',

  url: 'https://i.imgur.com/ZF6s192m.jpg',

  alt: 'A gigantic metallic flower sculpture with reflective mirror-like petals and strong stamens.'

 }, {

  name: 'Eternal Presence',

  artist: 'John Woodrow Wilson',

  description: 'Wilson was known for his preoccupation with equality, social justice, as well as the essential and spiritual qualities of humankind. This massive (7ft. or 2,13m) bronze represents what he described as "a symbolic Black presence infused with a sense of universal humanity."',

  url: 'https://i.imgur.com/aTtVpES.jpg',

  alt: 'The sculpture depicting a human head seems ever-present and solemn. It radiates calm and serenity.'

 }, {

  name: 'Moai',

  artist: 'Unknown Artist',

  description: 'Located on the Easter Island, there are 1,000 moai, or extant monumental statues, created by the early Rapa Nui people, which some believe represented deified ancestors.',

  url: 'https://i.imgur.com/RCwLEoQm.jpg',

  alt: 'Three monumental stone busts with the heads that are disproportionately large with somber faces.'

 }, {

  name: 'Blue Nana',

  artist: 'Niki de Saint Phalle',

  description: 'The Nanas are triumphant creatures, symbols of femininity and maternity. Initially, Saint Phalle used fabric and found objects for the Nanas, and later on introduced polyester to achieve a more vibrant effect.',

  url: 'https://i.imgur.com/Sd1AgUOm.jpg',

  alt: 'A large mosaic sculpture of a whimsical dancing female figure in a colorful costume emanating joy.'

 }, {

  name: 'Ultimate Form',

  artist: 'Barbara Hepworth',

  description: 'This abstract bronze sculpture is a part of The Family of Man series located at Yorkshire Sculpture Park. Hepworth chose not to create literal representations of the world but developed abstract forms inspired by people and landscapes.',

  url: 'https://i.imgur.com/2heNQDcm.jpg',

  alt: 'A tall sculpture made of three elements stacked on each other reminding of a human figure.'

 }, {

  name: 'Cavaliere',

  artist: 'Lamidi Olonade Fakeye',

  description: "Descended from four generations of woodcarvers, Fakeye's work blended traditional and contemporary Yoruba themes.",

  url: 'https://i.imgur.com/wIdGuZwm.png',

  alt: 'An intricate wood sculpture of a warrior with a focused face on a horse adorned with patterns.'

 }, {

  name: 'Big Bellies',

  artist: 'Alina Szapocznikow',

  description: "Szapocznikow is known for her sculptures of the fragmented body as a metaphor for the fragility and impermanence of youth and beauty. This sculpture depicts two very realistic large bellies stacked on top of each other, each around five feet (1,5m) tall.",

  url: 'https://i.imgur.com/AlHTAdDm.jpg',

  alt: 'The sculpture reminds a cascade of folds, quite different from bellies in classical sculptures.'

 }, {

  name: 'Terracotta Army',

  artist: 'Unknown Artist',

  description: 'The Terracotta Army is a collection of terracotta sculptures depicting the armies of Qin Shi Huang, the first Emperor of China. The army consisted of more than 8,000 soldiers, 130 chariots with 520 horses, and 150 cavalry horses.',

  url: 'https://i.imgur.com/HMFmH6m.jpg',

  alt: '12 terracotta sculptures of solemn warriors, each with a unique facial expression and armor.'

 }, {

  name: 'Lunar Landscape',

  artist: 'Louise Nevelson',

  description: 'Nevelson was known for scavenging objects from New York City debris, which she would later assemble into monumental constructions. In this one, she used disparate parts like a bedpost, juggling pin, and seat fragment, nailing and gluing them into boxes that reflect the influence of Cubism’s geometric abstraction of space and form.',

  url: 'https://i.imgur.com/rN7hY6om.jpg',

  alt: 'A black matte sculpture where the individual elements are initially indistinguishable.'

 }, {

  name: 'Aureole',

  artist: 'Ranjani Shettar',

  description: 'Shettar merges the traditional and the modern, the natural and the industrial. Her art focuses on the relationship between man and nature. Her work was described as compelling both abstractly and figuratively, gravity defying, and a "fine synthesis of unlikely materials."',

  url: 'https://i.imgur.com/okTpbHhm.jpg',

  alt: 'A pale wire-like sculpture mounted on concrete wall and descending on the floor. It appears light.'

 }, {

  name: 'Hippos',

  artist: 'Taipei Zoo',

  description: 'The Taipei Zoo commissioned a Hippo Square featuring submerged hippos at play.',

  url: 'https://i.imgur.com/6o5Vuyu.jpg',

  alt: 'A group of bronze hippo sculptures emerging from the sett sidewalk as if they were swimming.'

 }];

**stateUses.js:**

import { useState } from 'react';

import { sculptureList } from './data.js';

export default function Gallery() {

 const [index, setIndex] = useState(0);

 const [showMore, setShowMore] = useState(false);

 function handleNextClick() {

  setIndex(index + 1);

 }

 function handleMoreClick() {

  setShowMore(!showMore);

 }

 let sculpture = sculptureList[index];

 return (

  <>

   <button onClick={handleNextClick}>

    Next

   </button>

   <h2>

    <i>{sculpture.name} </i>

     by {sculpture.artist}

   </h2>

   <h3>

    ({index + 1} of {sculptureList.length})

   </h3>

   <button onClick={handleMoreClick}>

    {showMore ? 'Hide' : 'Show'} details

   </button>

   {showMore && <p>{sculpture.description}</p>}

   <img

    src={sculpture.url}

    alt={sculpture.alt}

   />

  </>

 );

}

**Tasks.js:**

import { useReducer } from 'react';

import AddTask from './AddTasks.js';

import TaskList from './TaskList.js';

//import { useContext } from 'react';

export default function TaskApp() {

 const [tasks, dispatch] = useReducer(

  tasksReducer,

  initialTasks

 );

 function handleAddTask(text) {

  dispatch({

   type: 'added',

   id: nextId++,

   text: text,

  });

 }

 function handleChangeTask(task) {

  dispatch({

   type: 'changed',

   task: task

  });

 }

 function handleDeleteTask(taskId) {

  dispatch({

   type: 'deleted',

   id: taskId

  });

 }

 return (

  <>

   <h1>TASK LIST</h1>

   <AddTask

    onAddTask={handleAddTask}

   />

   <TaskList

    tasks={tasks}

    onChangeTask={handleChangeTask}

    onDeleteTask={handleDeleteTask}

   />

  </>

 );

}

function tasksReducer(tasks, action) {

 switch (action.type) {

  case 'added': {

   return [...tasks, {

    id: action.id,

    text: action.text,

    done: false

   }];

  }

  case 'changed': {

   return tasks.map(t => {

    if (t.id === action.task.id) {

     return action.task;

    } else {

     return t;

    }

   });

  }

  case 'deleted': {

   return tasks.filter(t => t.id !== action.id);

  }

  default: {

   throw Error('Unknown action: ' + action.type);

  }

 }

}

let nextId = 3;

const initialTasks = [

 { id: 0, text: 'Visit Annamaiha Museum', done: true },

 { id: 1, text: 'Watch a puppet show', done: false },

 { id: 2, text: 'Create a web application', done: false }

];

**TaskList.js:**

import { useState } from 'react';

export default function TaskList({

 tasks,

 onChangeTask,

 onDeleteTask

}) {

 return (

  <ul>

   {tasks.map(task => (

    <li key={task.id}>

     <Task

      task={task}

      onChange={onChangeTask}

      onDelete={onDeleteTask}

     />

    </li>

   ))}

  </ul>

 );

}

function Task({ task, onChange, onDelete }) {

 const [isEditing, setIsEditing] = useState(false);

 let taskContent;

 if (isEditing) {

  taskContent = (

   <>

    <input

     value={task.text}

     onChange={e => {

      onChange({

       ...task,

       text: e.target.value

      });

     }} />

    <button onClick={() => setIsEditing(false)}>

     Save

    </button>

   </>

  );

 } else {

  taskContent = (

   <>

    {task.text}

    <button onClick={() => setIsEditing(true)}>

     Edit

    </button>

   </>

  );

 }

 return (

  <label>

   <input

    type="checkbox"

    checked={task.done}

    onChange={e => {

     onChange({

      ...task,

      done: e.target.checked

     });

    }}

   />

   {taskContent}

   <button onClick={() => onDelete(task.id)}>

    Delete

   </button>

  </label>

 );

}

**AITS1-APP:**

**App.js:**

//import logo from './logo.svg';

import Hello from './mycomp.js';

import PackingList from './conditional1.js';

import Pplist from './people.js';

import './App.css';

//import List from './listpeople';

function App() {

 return (

  <>

  <div className="App">

   <h1> Hello World!</h1>

   <hr/>

   <Hello />

   <PackingList />

   <Pplist />

  </div>

</>

);

}

export default App;

**mycomp.js:**

const myname=prompt("what's your name?")

const myclg=prompt("what's your clg?")

const mybranch=prompt("what's your branch?")

export default function Hello(){

    return(

    <>

        <h1>my name is {myname}</h1>

        <h1>my name is {myclg}</h1>

        <h1>my name is {mybranch}</h1>

    </>

    );

}

**Conditional.js:**

function Item({name,ispacked})

{

    if(ispacked){

    return<li className="Item">{name} .packed</li>;

    }

    return <li className="Item">{name}</li>;

    }

    export default function PackingList()

    {

        return(

            <section>

            <h1>kusum's packing List</h1>

            <ul>

            <Item

            ispacked={true}

            name="collar Blazor"

            />

            <Item

            ispacked={true}

            name="Hat with golden leaf"

            />

            <Item

            ispacked={false}

            name="High Heels"

            />

            <Item

            ispacked={true}

            name="Golden Brown Gown"

            />

         </ul>

    </section>

    );

 }

**People.js:**

const people=

[

    'Creola Katherine Jhonson:Mathematician',

    'Salin Ali:Arnithologist',

    'Mario Jose Molina-Pasquel Henriquez:Chemist',

    'Mohammad Abdus Salam:Physict',

    'Percy Lavon julican:Chemist',

    'Subramanyam ChandraSekhar:astrophysicist'

];

export default function pplist()

{

    const listItems=people.map(person=>

        <li>{person}</li>

    );

    return<ul>{listItems}</ul>;

}

Game App Code:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

App.js file:

-------

import { useState } from 'react';

function Square({ value, onSquareClick }) {

 return (

  <button className="square" onClick={onSquareClick}>

   {value}

  </button>

 );

}

function Board({ xIsNext, squares, onPlay }) {

 function handleClick(i) {

  if (calculateWinner(squares) || squares[i]) {

   return;

  }

  const nextSquares = squares.slice();

  if (xIsNext) {

   nextSquares[i] = 'X';

  } else {

   nextSquares[i] = 'O';

  }

  onPlay(nextSquares);

 }

 const winner = calculateWinner(squares);

 let status;

 if (winner) {

  status = 'Winner: ' + winner;

 } else {

  status = 'Next player: ' + (xIsNext ? 'X' : 'O');

 }

 return (

  <>

   <div className="status">{status}</div>

   <div className="board-row">

    <Square value={squares[0]} onSquareClick={() => handleClick(0)} />

    <Square value={squares[1]} onSquareClick={() => handleClick(1)} />

    <Square value={squares[2]} onSquareClick={() => handleClick(2)} />

   </div>

   <div className="board-row">

    <Square value={squares[3]} onSquareClick={() => handleClick(3)} />

    <Square value={squares[4]} onSquareClick={() => handleClick(4)} />

    <Square value={squares[5]} onSquareClick={() => handleClick(5)} />

   </div>

   <div className="board-row">

    <Square value={squares[6]} onSquareClick={() => handleClick(6)} />

    <Square value={squares[7]} onSquareClick={() => handleClick(7)} />

    <Square value={squares[8]} onSquareClick={() => handleClick(8)} />

   </div>

  </>

 );

}

export default function Game() {

 const [history, setHistory] = useState([Array(9).fill(null)]);

 const [currentMove, setCurrentMove] = useState(0);

 const xIsNext = currentMove % 2 === 0;

 const currentSquares = history[currentMove];

 function handlePlay(nextSquares) {

  const nextHistory = [...history.slice(0, currentMove + 1), nextSquares];

  setHistory(nextHistory);

  setCurrentMove(nextHistory.length - 1);

 }

 function jumpTo(nextMove) {

  setCurrentMove(nextMove);

 }

 const moves = history.map((squares, move) => {

  let description;

  if (move > 0) {

   description = 'Go to move #' + move;

  } else {

   description = 'Go to game start';

  }

  return (

   <li key={move}>

    <button id="btnmove" onClick={() => jumpTo(move)}>{description}</button>

   </li>

  );

 });

 return (

  <div className="game">

   <div className="game-board">

    <Board xIsNext={xIsNext} squares={currentSquares} onPlay={handlePlay} />

   </div>

   <div className="game-info">

    <ol>{moves}</ol>

   </div>

  </div>

 );

}

function calculateWinner(squares) {

 const lines = [

  [0, 1, 2],

  [3, 4, 5],

  [6, 7, 8],

  [0, 3, 6],

  [1, 4, 7],

  [2, 5, 8],

  [0, 4, 8],

  [2, 4, 6],

 ];

 for (let i = 0; i < lines.length; i++) {

  const [a, b, c] = lines[i];

  if (squares[a] && squares[a] === squares[b] && squares[a] === squares[c]) {

   return squares[a];

  }

 }

 return null;

}

---------------------------------------

style.js file

-------------

\* {

 box-sizing: border-box;

}

body {

 font-family: sans-serif;

 margin: 20px;

 padding: 0;

}

h1 {

 margin-top: 0;

 font-size: 22px;

}

h2 {

 margin-top: 0;

 font-size: 20px;

}

h3 {

 margin-top: 0;

 font-size: 18px;

}

h4 {

 margin-top: 0;

 font-size: 16px;

}

h5 {

 margin-top: 0;

 font-size: 14px;

}

h6 {

 margin-top: 0;

 font-size: 12px;

}

code {

 font-size: 1.2em;

}

ul {

 padding-inline-start: 20px;

}

li{

 color:#4c00ff;

}

#btnmove{

 color:blue;

 font-size: 1rem;

}

\* {

 box-sizing: border-box;

}

body {

 font-family: sans-serif;

 margin: 160px;

 padding: 0;

}

.square {

 background: #fff;

 border: 4px solid hsl(129, 97%, 50%);

 float: left;

 font-size: 4rem;

 font-weight: bold;

 line-height: 34px;

 /\* height: 44px;\*/

 margin-right: -1px;

 margin-top: -1px;

 padding: 0;

 text-align: center;

 width: 94px;

 height: 94px;

 color:blue

}

.board-row:after {

 clear: both;

 content: '';

 display: table;

}

.status {

 margin-bottom: 10px;

 font-size: 2rem;

 color: blue;

}

.game {

 display: flex;

 flex-direction: row;

}

.game-info {

 margin-left: 20px;

}