

## Rick and Morty

### Components

**Character:** This component displays the selected character information, using `match` on the function we retrieve the character Id on a `fetch` function and utilize `useState` to set the variable `character` to the retrieved information.

**CharacterList:** This component retrieves the data needed from the API, using `componentDidMount`, I fetch all of the characters and set them in an Array. Using the `componentDidUpdate`, I filter the array and store the results in a new `filteredArray`. The render function displays all of the results

**FilteredNav:** This component allows the user to search for characters, made using a bootstrap nav-bar. The `handleChange` function is bound to the current instance, and the input field calls the `onChange` to set the user's current searched value.

### Views

**Main:** The view displays the `NavBar` and the `characterList`, a `handleChange` function sets the character the user searches for in the state and sends it to the `CharacterList` component.