# **Arbeidskrav 1/2: React Component Development and Demo**

This is a solution to an assignment delegated in the course APP2000. The assignment is as quoted:

## **Objective**

This assignment ensures that each team member develops foundational skills in React by creating individual components and presenting their functionality.

#### Instructions

- 1. Develop Individual Components
  - Each team member should design and code 4-5 React components related to the team project (e.g., a "MenuItem" component for displaying restaurant items or a "SearchBar" for filtering options).
  - Components should be functional but do not need to connect to the overall project or backend at this stage.
- 2. Usage demo
  - Prepare a short demo showcasing the usage and structure of your components. Take screenshots and save them in a document for submission.
  - The demo should include:
    - A brief explanation of each component's purpose.
    - A walkthrough of the props, state, and any logic implemented within the component.
- 3. Submission guidelines
  - Submit your component files along with a brief document that explains their intended functionality, props, and any challenged you faced. (All in a .zip file.)
  - Each team member's submission should be individual and cover their specific contributions.

#### **Evaluation**

This assignment focuses on individual React proficiency, component structure, and clarity of explanation during the demo.

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## What is a component in React?

Component is the base class for the React components defined as JavaScript classes.

-- React.dev

Classes are a template for creating objects. They encapsulate data with code to work on that data. Classes in JS are built on prototypes but also have some syntax and semantics that are unique to classes.

-- Developer.mozilla

#### A component in React is:

- A reusable block of UI logic, such as < Drawer /> or <App /> .
- Usually defined as a function or class, and often stored in a .jsx file (but not limited to it).
- It can be a custom component (your own creation) or a third-party component (e.g., Material-Ul's <Drawer</li>
  /> ).
  - -- ChatGPT

# App.jsx

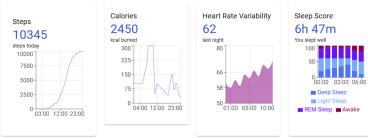
This is the main component and serves as the main entry point where global features (such as setting the theme and routing) are implemented. It also ties together all the components.

These components includes the custom <code>.jsx</code> -components, but also widely used components such as the MUI Container , Card , CardContent , Divider , List , ListItem , ListItemIcon , ListItemText , Popover , IconButton , Typography , Grid2 and Avatar components from MUI.

The graphs are made with Rechart 's own components such as Bar , BarChart , LineChart , Line , CartesianGrid , XAxis , YAxis , Tooltip , Legend , ResponsiveContainer , AreaChart and Area .

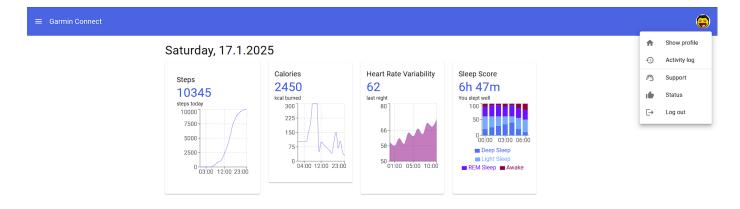


Saturday, 17.1.2025



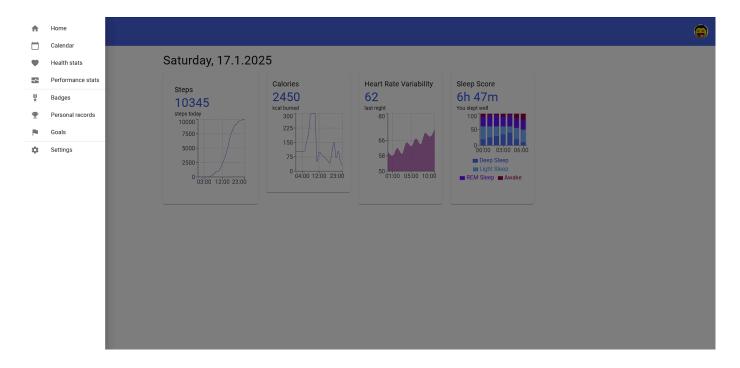
#### useState (for Popover )

Popover is a component found in MUI. When useState is null, the Popover component is hidden. When the IconButton for the Avatar component is clicked, this sends onClick={handleAvatarClick} as an event and sets setAnchorEl(event.currentTarget) and opens the Popover component.



#### Sidebar

A component found in the MUI component library. They call it <code>Drawer</code> . The purpose of this is to provide navigation to the other components, such as <code>Settings</code> or <code>Calendar</code> . Initially empty, so we need to populate it. In this instance we have populated it by using the <code>List</code> component.



#### useState (for sidebar)

```
const [isSidebarOpen, setIsSidebarOpen] = useState(false);
```

This is a React hook which is used to create a state variable ( isSidebarOpen ) and ( setIsSidebarOpen ) to update the state. Initially, the sidebar is hidden so useState(false) .

#### toggleSidebar

```
const toggleSidebar = () => setIsSidebarOpen(!isSidebarOpen);
```

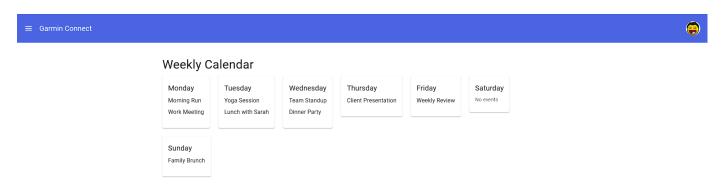
This function switches the condition of isSidebarOpen between true and false. Gets used to actually open or close the sidebar and is called by for example the onClick trigger and in this instance when the user is clicking the dark area when the sidebar is open.

#### List

A component found in the MUI component library. The purpose of the List is to represent individual menu items (Home, Calendar, Settings) in the sidebar. To make it so that by clicking on an item we get routed to that component we need to use a component called react-router-dom. Here the list is nested within a Drawer -component.

# Calendar.jsx

A custom component utilizing the MUI Card and Grid components as each day in the week as MUI do not provide a Calendar widget theirselves.



The basic gist is as follows:

but with incorporating day.events.length for each of the 7 days.

# Settings.jsx

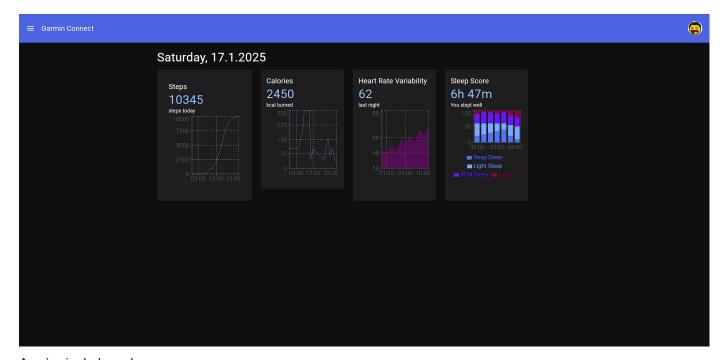
A custom component featuring MUI's built-in system/light/dark theme functionality. This component allows users to configure app settings, and it includes a theme selector using MUI's FormControl, Select and MenuItem. It sends

the selected theme to App.jsx via the setThemeMode prop to update the app globally. This way we won't have to mess around with customizing each instance of each individual component.

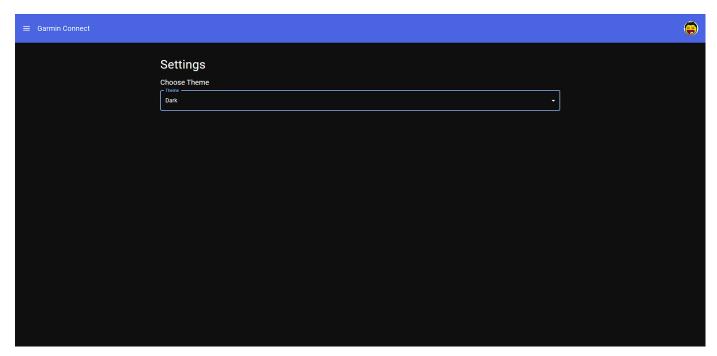


#### setThemeMode

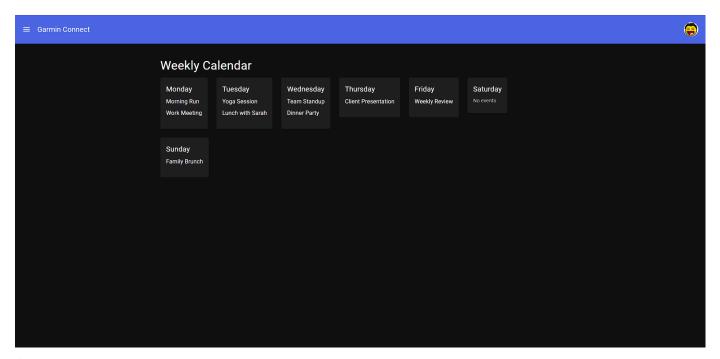
setThemeMode is a function that updates the theme-condition in App.jsx and directs how the apps' appearance. When the user selects an option in the Themes-menu in Settings, setThemeMode is called with the selected value (e.g. auto , dark or light ). handleThemeChange sends the value from the dropdown menu to setThemeMode , and setThemeMode updates the state variable who directs the theme of the app. MUI's ThemeProvider uses this state to change the color theme in the whole app (globally).



App.jsx in dark mode



Settings.jsx in dark mode



Calendar.jsx in dark mode

These are all handled by setThemeMode and except for the <ThemeProvider theme={theme}> wrapper in App.jsx , do not contain customizations on element basis, but is enabled globally.

# **Challenges**

Apparently, this is not how to go about it, and we will build a version only using the files we need to my understanding.

For some reason, I also lacked most imports in <code>package.json</code> , and ChatGPT asked me to simply hardcode e.g. <code>"@mui/material": "^6.4.0", into the file.</code> After saving, WebStorm prompted me to synchronize the edit and I got incrementally fewer errors until <code>localhost:3000</code> looked like it should.