

## States

State is nothing but an object which is privately maintained inside a component. State can influence what is rendered on the browser, state can be changed within the component

```
import React, { Component } from 'react';
```

```
class Message extends Component {
```

```
  constructor() {
    super();
    this.state = {
      message: "Welcome Visitor"
    };
  }
```

```
  changeMessage = () => {
    this.setState({
      message: "Thank you for subscribing!"
    });
  };
```

```
  render() {
    return (
      <div>
        <h1>{this.state.message}</h1>
        <button onClick={this.changeMessage}>Subscribe</button>
      </div>
    );
  }
}
```

```
export default Message;
```

## Updating the state In Functional Component by using useState hook

```
import React, { useState } from 'react'

function Counter() {
  const [count , setCount]=useState(0)

  return (
    <div>
      Count - {count}<br/>
      <button type='submit' onClick={()=>setCount(prevCount => prevCount + 1)}>Increment</button>
    </div>
  )
}

export default Counter
```

## Difference b/w props and states

props	states
1. props get passed to a component	state is managed within the component
2. Function Parameter	Variables declared in the function body
3. props are immutable	state can be changed
4. props-Functional Component	useState Hook-Functional Component
5. this.props-Class Component	this.state-Class Component

## React Router

**React Router** is a popular library for handling navigation (routing) in single-page React applications. It enables switching between views (components) without reloading the page, offering a smooth user experience.

### BrowserRouter

BrowserRouter wraps your entire app and enables routing by using the browser's history system. It listens for URL changes and tells React Router to load the appropriate component.

```
import { BrowserRouter } from 'react-router-dom';
```

```
function App() {  
  return (  
    <BrowserRouter>  
      <App />  
    </BrowserRouter>  
  );  
}
```

### Routes

<Routes> contains all <Route> elements. It checks the current URL and matches it with the first <Route> that fits, rendering the corresponding component.

```
import { Routes, Route } from 'react-router-dom';
```

```
function App() {  
  return (  
    <Routes>  
      <Route path="/" element={<Home />} />  
      <Route path="/about" element={<About />} />  
    </Routes>  
  );  
}
```

## Route

A `<Route>` defines a path and the component that should be displayed when the path matches.

```
<Route path="/about" element={<About />} />
```

## Link

`<Link>` allows navigation between pages without a full page reload (similar to an anchor `<a>` tag).

```
import { Link } from 'react-router-dom';  
<Link to="/about">About Page</Link>
```

## useNavigate Hook

`useNavigate()` is a hook for programmatically navigating to a different route in your app.

```
import { useNavigate } from 'react-router-dom';
```

```
function Form() {  
  const navigate = useNavigate();  
  const handleSubmit = () => {  
    // Perform some action and then navigate  
    navigate('/success');  
  };  
}
```

## useParams Hook

`useParams()` is used to extract dynamic values from the URL, useful for routes like `/user/:id`

```
import { useParams } from 'react-router-dom';
```

```
function User() {  
  const { id } = useParams();  
  return <div>User ID: {id}</div>;  
}
```

## Nested Routes

Nested routes allow you to define sub-routes inside a parent route. Use `<Outlet>` in the parent route to display nested components.

```

<Route path="/dashboard" element={<Dashboard />}>
  <Route path="profile" element={<Profile />} />
</Route>

```

// In Dashboard component

```

import { Outlet } from 'react-router-dom';

function Dashboard() {
  return (
    <div>
      <h2>Dashboard</h2>
      <Outlet /> { /* Nested routes are displayed here */ }
    </div>
  );
}

```

## Navigate

The <Navigate> component allows you to programmatically redirect the user to another route.

```

import { Navigate } from 'react-router-dom';
<Route path="/old" element={<Navigate to="/new" />} />

```

## Private Routes

Private routes are used to restrict access based on user conditions, such as being logged in.

```

function PrivateRoute({ children }) {
  const isLoggedIn = true; // Check if the user is logged in
  return isLoggedIn ? children : <Navigate to="/login" />;
}

```

```

<Route path="/dashboard" element={<PrivateRoute><Dashboard /></PrivateRoute>} />

```

## 404 Page

A wildcard route (\*) catches all undefined paths and shows a "Page Not Found" component.

```

<Route path="*" element={<NotFound />} />

```

## Lazy Loading

Lazy loading helps to load components only when needed, improving app performance by reducing the initial bundle size.

```
import { lazy, Suspense } from 'react';

const Home = lazy(() => import('./Home'));

<Route path="/" element={
  <Suspense fallback={<div>Loading...</div>}>
    <Home />
  </Suspense>
} />
```

## React Forms

A React form is a way to collect user input using form elements like:

- ★ Text inputs
- ★ Checkboxes
- ★ Radio buttons
- ★ Dropdowns
- ★ Textareas

React controls form elements using **state** and **event handlers**. This makes it easy to track changes and respond to user input.

## 1. Controlled Components

In React, form elements are usually **controlled components**, meaning their value is controlled by React state.

```
import React, { useState } from 'react';

function SimpleForm() {

  const [name, setName] = useState("");

  const handleChange = (e) => {

    setName(e.target.value); // Update state when input changes

  };

  const handleSubmit = (e) => {

    e.preventDefault(); // Prevent page refresh

    alert(`Submitted Name: ${name}`);

  };

  return (

    <form onSubmit={handleSubmit}>

      <label>Enter your name:</label>

      <input type="text" value={name} onChange={handleChange} />

      <button type="submit">Submit</button>

    </form>

  ); }
```

- `useState()` is used to create a name state variable.
- The input field's value is linked to the state (`value={name}`).
- When the user types, the `onChange` event updates the state.
- On form submission, we handle the data and prevent the default page reload.

## 2. Handling Multiple Inputs

We can manage multiple form fields with one state object.

```
function MultiInputForm() {  
  
  const [formData, setFormData] = useState({ name: "", email: "" });  
  
  
  const handleChange = (e) => {  
  
    const { name, value } = e.target;  
  
    setFormData((prev) => ({  
  
      ...prev,  
  
      [name]: value  
  
    }));  
  
  };  
  
  
  const handleSubmit = (e) => {  
  
    e.preventDefault();  
  
    alert(`Name: ${formData.name}, Email: ${formData.email}`);  
  
  };
```



```
return (  
  <form onSubmit={handleSubmit}>  
    <input name="name" value={formData.name} onChange={handleChange} placeholder="Name" />  
    <input name="email" value={formData.email} onChange={handleChange} placeholder="Email" />  
    <button type="submit">Submit</button>  
  </form>  
);  
}
```

### 3. Handling Checkboxes and Radio Buttons

#### Checkbox Example:

```
function CheckboxForm() {  
  const [agreed, setAgreed] = useState(false);  
  
  const handleCheckboxChange = () => {  
    setAgreed(!agreed);  
  };  
  
  return (  
    <form>  
      <label>  
        <input
```

```
      type="checkbox"

      checked={agreed}

      onChange={handleCheckboxChange}

    />

    I agree to terms

  </label>

</form>

);

}
```

### Radio Button Example:

```
function RadioForm() {

  const [gender, setGender] = useState('male');

  return (

    <form>

      <label>

        <input type="radio" value="male"

          checked={gender === 'male'}

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

        />

        Male
```

```

    </label>

    <label>

      <input

        type="radio"

        value="female"

        checked={gender === 'female'}

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

      />

      Female

    </label>

  </form>

);

}

```

#### 4. Textarea Example

```

function TextareaForm() {

  const [message, setMessage] = useState("");

  return (

    <form>

      <label>Message:</label>

      <textarea value={message} onChange={(e) => setMessage(e.target.value)} />

    </form>

  );
}

```

- ❖ Controlled Inputs --> Inputs whose value is managed by React state.
- ❖ `useState()` --> Used to create and update state variables for form fields.
- ❖ `onChange` --> Updates the state when user types or selects input.
- ❖ `onSubmit` --> Handles form submission and prevents default reload.
- ❖ Checkbox/Radio --> Use `checked` instead of `value`, and handle `onChange`.
- ❖ Multiple Fields --> Manage using one state object with dynamic key/value pairs.

## React Hooks

Hooks were added to React in version 16.8.

### What is a Hook?

Hooks allow functional components to have access to state and other React features.

### Hook Rules

There are 3 rules for hooks:

- Hooks can only be called inside React function components.
- Hooks can only be called at the top level of a component.
- Hooks cannot be conditional

### 1. `useState`

The React `useState` Hook allows us to track state in a function component.

State generally refers to data or properties that need to be tracking in an application.

**`useState`** accepts an initial state and returns two values:

- The current state.
- A function that updates the state.

#### Example:

```
import { useState } from "react";  
  
import ReactDOM from "react-dom/client";  
  
function FavoriteColor() {  
  const [color, setColor] = useState("red");
```

```
    return <h1>My favorite color is {color}!</h1>
  }
}
```

## 2. useEffect

The `useEffect` Hook allows you to perform side effects in your components.

Some examples of side effects are: fetching data, directly updating the DOM, and timers.

`useEffect` accepts two arguments. The second argument is optional.

`useEffect(<function>, <dependency>)`

### Example:

```
function Timer() {

  const [count, setCount] = useState(0);

  useEffect(() => {

    setTimeout(() => {

      setCount((count) => count + 1);

    }, 1000);

  });

  return <h1>I've rendered {count} times!</h1>;

}
```

**useEffect** runs on every render. That means that when the count changes, a render happens, which then triggers another effect.

We should always include the second parameter which accepts an array. We can optionally pass dependencies to `useEffect` in this array.

## Example

### 1. No dependency passed:

```
useEffect(() => {  
  
  //Runs on every render  
  
});
```

### 2. An empty array:

```
useEffect(() => {  
  
  //Runs only on the first render  
  
}, []);
```

### 3. Props or state values:

```
useEffect(() => {  
  
  //Runs on the first render  
  
  //And any time any dependency value changes  
  
}, [prop, state]);
```



