**Game-Hub**

**documentation**

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# Implementing the dark mode

theme.ts

import { extendTheme, type ThemeConfig } from "@chakra-ui/react";

const config: ThemeConfig = {

  initialColorMode: "dark",

};

const theme = extendTheme({ config });

export default theme;

main.tsx

import React from "react";

import ReactDOM from "react-dom/client";

import { ChakraProvider, ColorModeScript } from "@chakra-ui/react";

import App from "./App";

import theme from "./theme";

import "./index.css";

ReactDOM.createRoot(document.getElementById("root") as HTMLElement).render(

  <React.StrictMode>

    <ChakraProvider theme={theme}>

      <ColorModeScript initialColorMode={theme.config.initialColorMode} />

      <App />

    </ChakraProvider>

  </React.StrictMode>

Clear Local Storage => cahkra-ui-color-mode => memorize the theme color mode

# Building the color mode switch

In components folder, ColorModeSwitch.tsx

import { HStack, Switch, Text, useColorMode } from "@chakra-ui/react";

const ColorModeSwitch = () => {

  const { toggleColorMode, colorMode } = useColorMode();

  return (

    <HStack>

      <Switch

        colorScheme="green"

        isChecked={colorMode === "dark"}

        onChange={toggleColorMode}

      />

      <Text>Dark Mode</Text>

    </HStack>

  );

};

export default ColorModeSwitch;

In components folder, NavBar.tsx

import { HStack, Image } from "@chakra-ui/react";

import logo from "../assets/GameHub Resources/Logo/logo.webp";

import ColorModeSwitch from "./ColorModeSwitch";

const NavBar = () => {

  return (

*/\* navbar එක  horizontal stack එකක් විදියට.. \*/*

*/\* works just like a flex-container \*/*

    <HStack justifyContent="space-between" padding="10px">

      <Image src={logo} boxSize="60px" />

      <ColorModeSwitch />

    </HStack>

  );

};

export default NavBar;

# Fetching the Games

Install AXIOS => npm i axios in the terminal

In services folder;

import axios from "axios";

*/// මේ service module එකෙන් default export කරන්නෙ පහල එක. මේ module එකට කොහෙදි*

*/// හරි කෝල් කලොත්(ඕන නමක් දීල) එන්නෙ පහල එක.*

export default axios.create({

  baseURL: "https://api.rawg.io/api",

  params: {

    key: "15a75c9eddda41cab85f7ea0887a3bd2",

  },

});

In components folder, GameGrid.tsx

import { Text } from "@chakra-ui/react";

import React, { useEffect, useState } from "react";

*//\*apiClient මේකට ඕන නමක් දැම්මෑකි*

import apiClient from "../services/api-client";

interface Game {

  id: number;

  name: string;

}

interface FetchGamesResponse {

  count: number;

  results: Game[];

}

const GameGrid = () => {

  const [games, setGames] = useState<Game[]>([]);

  const [error, setError] = useState("");

  useEffect(() => {

    apiClient

      .get<FetchGamesResponse>("/games")

      .then((res) => setGames(res.data.results))

      .catch((err) => setError(err.message));

  },[]);

  return (

    <>

      {error && <Text>{error}</Text>}

      <ul>

        {games.map((game) => (

          <li key={game.id}>{game.name}</li>

        ))}

      </ul>

    </>

  );

};

export default GameGrid;

# Creating a Custom Hook for Fetching Games

In hooks folder, useGames.ts custom hook

import { useEffect, useState } from "react";

*//\*apiClient මේකට ඕන නමක් දැම්මෑකි*

import apiClient from "../services/api-client";

import { CanceledError } from "axios";

interface Game {

  id: number;

  name: string;

}

interface FetchGamesResponse {

  count: number;

  results: Game[];

}

const useGames = () => {

  const [games, setGames] = useState<Game[]>([]);

  const [error, setError] = useState("");

  useEffect(() => {

    const controller = new AbortController();

    apiClient

      .get<FetchGamesResponse>("/games", { signal: controller.signal })

      .then((res) => setGames(res.data.results))

      .catch((err) => {

        if (err instanceof CanceledError) return;

        setError(err.message);

      });

    return () => controller.abort();

  }, []);

  return { games, error };

};

export default useGames;

In components folder, GameGrid.tsx

import { Text } from "@chakra-ui/react";

import useGames from "../hooks/useGames";

const GameGrid = () => {

  const { games, error } = useGames();

  return (

    <>

      {error && <Text>{error}</Text>}

      <ul>

        {games.map((game) => (

          <li key={game.id}>{game.name}</li>

        ))}

      </ul>

    </>

  );

};

export default GameGrid;

# Building Game Cards