

Parent to child data:

```
class Parent extends React.Component {state = { data : "Hello
World" }
render() {
        return (
             <div>
                  <Child1/>
                                        //no data to send
                  <Child2 dataFromParent = {this.state.data} />
             </div>
        ); }
child component:
class Child2 extends React.Component {
render() {
return (
<div>
The data from parent is:{this.props.dataFromParent}
);
}
}
child to parent:
src\App.js
import React, { Component } from 'react';
import Area from './components/Area';
import Parameter from './components/Parameter';
class App extends Component {
 constructor(props) {
 super(props)
```



```
this.state = {
  data: 0,
  len: 40,
  bre: 50
 }
 this.updateState = this.updateState.bind(this);
}
updateState(calculation) {
 if(calculation == "Area")
 {
  this.setState({data: this.state.len * this.state.bre})
 }
 else
 {
  this.setState({data: 2 * (this.state.len + this.state.bre)})
}
}
render() {
 return (
  <div>
   Calculation: {this.state.data}
```



```
<Area update={this.updateState} />
    <Parameter update={this.updateState} />
  </div>
 )
}
}
export default App;
src\components\Area.js
import React, { Component } from 'react';
class Area extends Component {
render() {
 return (
   <div>
    Area:
    <button onClick={() => this.props.update('Area')}>
     Area
    </button>
  </div>
 );
}
```

```
}
export default Area;
src\components\Parameter.js
import React, { Component } from 'react';
class Parameter extends Component {
 render() {
  return (
   <div>
    Parameter:
    <button onClick={() => this.props.update('Parameter')}>
     Parameter
    </button>
   </div>
  );
}
}
export default Parameter;
mouse event:
```



```
class MouseMover extends React.Component {
 state = {
  x: 0,
 y: 0
 };
 handleMouseMove = e => {
  this.setState({
   x: e.clientX,
   y: e.clientY
  });
 };
 render() {
  return (
   <div onMouseMove={this.handleMouseMove}>
    {this.state.x || this.state.y
     ? "The mouse is at x: " + this.state.x + ", y: " + this.state.y
     : "Move the mouse over this box"}
   </div>
 );
}
}
```



export default MouseMover;