**AITS-APP**

App.js

//import logo from './logo.svg';

//import Prodolist from './proimg.js';

//import Catprofile from './mycat.js';

import Profile from './avatarpro.js';

import './App.css';

import Catprofile from './mycat.js';

function App() {

 return (

  <>

  <div className="App">

   <h1> Hello World!</h1>

   <Prodolist/>

   <Catprofile/>

   <Profile/>

  </div>

  </>

 );

}

export default App;

mycat.js

const today= new Date(); /\* create current date \*/

/\* Function to format date\*/

function Dategen(){

 return(

  new Intl.DateTimeFormat(

    'en-US', {dateStyle:'long'}

  ).format(today)

 );

}

{ /\* by using curly braces javscript inserted within the element\*/}

export default function Catprofile(){

  return(

    <>

    <h1>Cat Looks on {Dategen(today)} </h1>

    <img src="https://i.natgeofe.com/k/ad9b542e-c4a0-4d0b-9147-da17121b4c98/MOmeow1\_square.png" alt="cat"

    width={500} height={300}></img>

    <hr/>

   { <img src="https://publish.purewow.net/wp-content/uploads/sites/2/2023/11/black-cat-breeds-.jpg?resize=720%2C780" alt="nature"

    width={600} height={350}></img>}

    </>

  );

}

Proimg.js

export default function Prodolist(){

  const homeaddres= "https://i.imgur.com/4umNOKy.png";

  const descalt="beautiful home";

 return(

  <>

  <h1>Todo list at Home</h1>

  <img src= {homeaddres} alt= {descalt}

  className="photo"/>

  <ul>

    <li>Assign House keeping tasks to servants</li>

    <li>Get groceries from the market</li>

    <li>Prepare dinner for all</li>

   </ul>

   <hr/>

  </>

 );

}

Utilimg.js

export default function GetImageUrl(person, size = 's') {

  return (

   'https://i.imgur.com/' +

   person.imageId +

   size +

   '.jpg'

  );

 }

Avatar.js

import GetImageUrl from "./utilimg";

export default function Avatar({ person, size }) {

  return (

   <img

    className="avatar"

    src={GetImageUrl(person)}

    alt={person.name}

    width={size}

    height={size}

   />

  );

 }

Avatarpro.js

import Avatar from './avataar';

import './styles.css';

export default function Profile() {

 return (

  <div>

   <h1>Different Avatars</h1>

   <Avatar

    person={{

     name: 'Katsuko Saruhashi',

     imageId: 'YfeOqp2'

    }}

    size={200}

   />

   <Avatar

    size={150}

    person={{

     name: 'Aklilu Lemma',

     imageId: 'OKS67lh'

    }}

   />

   <Avatar

    size={100}

    person={{

     name: 'Lin Lanying',

     imageId: '1bX5QH6'

    }}

   />

   <hr/>

  </div>

 );

}

**AITS1-APP**

App.js

//import logo from './logo.svg';

import Hello from './mycomp.js';

import PackingList from './Conditional1.js';

import PplList from './people.js';

import './App.css';

//import List from './listPeople.js';

function App() {

 return (

  <>

  <div className="App">

   <h1> Hello World!</h1>

   <hr/>

   <Hello />

   <PackingList/>

   <PplList/>

  </div>

  </>

 );

}

export default App;

mycomp.js

const myname=prompt("What is your name?")

const myclg=prompt("What is your clgname?")

const mybranch=prompt("What is your branchname?")

export default function Hello(){

    return(

        <>

        <h1>My name is {myname}</h1>

        <h1>My name is {myclg}</h1>

        <h1>My name is {mybranch}</h1>

        </>

    );

}

Conditional.js

function Item({name,isPacked}){

    if(isPacked){

    return<li className="item">{name} .packed</li>

}

return<li className="item">{name}</li>

}

export default function PackingList(){

    return(

        <section>

            <h1>Kusum's Packaging List</h1>

            <ul>

                <Item

                isPacked={true}

                name="Collar Blazor"

                />

                <Item

                isPacked={true}

                name="Hat with a golden leaf"

                />

                <Item

                isPacked={false}

                name="High heels"

                />

                <Item

                isPacked={true}

                name="Golden brown gown"

                />

            </ul>

        </section>

    );

}

People.js

const people=[

    'Creola Katherine Jhonson:Mathematician',

    'Salim Ali:Anthrologist',

    'Mario Jose Molina-Pasquel Henriquez:Chemist',

    'Mohammad Abdus Salam:Physicist',

    'Percy Lavon Julician:Chemist',

    'Subrahmanyam Chandrasekhar:Astrophysicist'

];

export default function PplList(){

    const listItems=people.map(person=>

        <li>{person}</li>

    );

    return<ul>list{listItems}</ul>;

}

**AITS2-APP**

App.js

//import logo from './logo.svg';

import Btnevents from './Btnevents';

import Gallery from './stateUses';

import TaskApp from './Tasks';

import './App.css';

function App() {

  return (

    <>

    <Btnevents />

    <hr/>

    <Gallery />

    <TaskApp />

    <hr/>

    </>

  );

}

export default App;

Btnevents.js

export default function Btnevent(){

    return(

        <Toolbar

        onPlayMovie={()=>alert('playing Movie!')}

        onUploadImage={()=>alert('Uploading Image!')}

        />

    );

}

function Toolbar({onPlayMovie,onUploadImage}){

    return(

        <div>

            <button onClick={onPlayMovie}>

                playMovie

            </button>

            <button onClick={onUploadImage}>

                Upload Image

            </button>

        </div>

    );

}

function Button({onClick,children}){

    return(

        <button onClick={onClick}>

            {children}

        </button>

    );

}

stateUses.js

import {useState} from 'react';

import { sculptureList } from './data.js';

export default function Gallery() {

 const [index, setIndex] = useState(0);

 const [showMore, setShowMore] = useState(false);

 function handleNextClick() {

  setIndex(index + 1);

 }

 function handleMoreClick() {

  setShowMore(!showMore);

 }

 let sculpture = sculptureList[index];

 return (

  <>

   <button onClick={handleNextClick}>

    Next

   </button>

   <h2>

    <i>{sculpture.name} </i>

     by {sculpture.artist}

   </h2>

   <h3>

    ({index + 1} of {sculptureList.length})

   </h3>

   <button onClick={handleMoreClick}>

    {showMore ? 'Hide' : 'Show'} details

   </button>

   {showMore && <p>{sculpture.description}</p>}

   <img

    src={sculpture.url}

    alt={sculpture.alt}

   />

  </>

 );

}

**Node .js**

D:\TejExpressDemos\myFirstExpressApp>npm install -g express

D:\TejExpressDemos\myFirstExpressApp>npm init

D:\TejExpressDemos\myFirstExpressApp>npm install express –save

npx express-generator

npm install

npm start

Demo.js

var express=require('express');

var app=express();

app.get('/',function(req,res){

    res.send('welcome to Express Training session');

})

var server=app.listen(8000,function(){

    var host=server.address().address

    var port=server.address().port

    console.log("example app listening at http://%s:s",host,port)

})

Game App Code:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

App.js file:

-------

import { useState } from 'react';

function Square({ value, onSquareClick }) {

 return (

  <button className="square" onClick={onSquareClick}>

   {value}

  </button>

 );

}

function Board({ xIsNext, squares, onPlay }) {

 function handleClick(i) {

  if (calculateWinner(squares) || squares[i]) {

   return;

  }

  const nextSquares = squares.slice();

  if (xIsNext) {

   nextSquares[i] = 'X';

  } else {

   nextSquares[i] = 'O';

  }

  onPlay(nextSquares);

 }

 const winner = calculateWinner(squares);

 let status;

 if (winner) {

  status = 'Winner: ' + winner;

 } else {

  status = 'Next player: ' + (xIsNext ? 'X' : 'O');

 }

 return (

  <>

   <div className="status">{status}</div>

   <div className="board-row">

    <Square value={squares[0]} onSquareClick={() => handleClick(0)} />

    <Square value={squares[1]} onSquareClick={() => handleClick(1)} />

    <Square value={squares[2]} onSquareClick={() => handleClick(2)} />

   </div>

   <div className="board-row">

    <Square value={squares[3]} onSquareClick={() => handleClick(3)} />

    <Square value={squares[4]} onSquareClick={() => handleClick(4)} />

    <Square value={squares[5]} onSquareClick={() => handleClick(5)} />

   </div>

   <div className="board-row">

    <Square value={squares[6]} onSquareClick={() => handleClick(6)} />

    <Square value={squares[7]} onSquareClick={() => handleClick(7)} />

    <Square value={squares[8]} onSquareClick={() => handleClick(8)} />

   </div>

  </>

 );

}

export default function Game() {

 const [history, setHistory] = useState([Array(9).fill(null)]);

 const [currentMove, setCurrentMove] = useState(0);

 const xIsNext = currentMove % 2 === 0;

 const currentSquares = history[currentMove];

 function handlePlay(nextSquares) {

  const nextHistory = [...history.slice(0, currentMove + 1), nextSquares];

  setHistory(nextHistory);

  setCurrentMove(nextHistory.length - 1);

 }

 function jumpTo(nextMove) {

  setCurrentMove(nextMove);

 }

 const moves = history.map((squares, move) => {

  let description;

  if (move > 0) {

   description = 'Go to move #' + move;

  } else {

   description = 'Go to game start';

  }

  return (

   <li key={move}>

    <button id="btnmove" onClick={() => jumpTo(move)}>{description}</button>

   </li>

  );

 });

 return (

  <div className="game">

   <div className="game-board">

    <Board xIsNext={xIsNext} squares={currentSquares} onPlay={handlePlay} />

   </div>

   <div className="game-info">

    <ol>{moves}</ol>

   </div>

  </div>

 );

}

function calculateWinner(squares) {

 const lines = [

  [0, 1, 2],

  [3, 4, 5],

  [6, 7, 8],

  [0, 3, 6],

  [1, 4, 7],

  [2, 5, 8],

  [0, 4, 8],

  [2, 4, 6],

 ];

 for (let i = 0; i < lines.length; i++) {

  const [a, b, c] = lines[i];

  if (squares[a] && squares[a] === squares[b] && squares[a] === squares[c]) {

   return squares[a];

  }

 }

 return null;

}

---------------------------------------

style.js file

-------------

\* {

 box-sizing: border-box;

}

body {

 font-family: sans-serif;

 margin: 20px;

 padding: 0;

}

h1 {

 margin-top: 0;

 font-size: 22px;

}

h2 {

 margin-top: 0;

 font-size: 20px;

}

h3 {

 margin-top: 0;

 font-size: 18px;

}

h4 {

 margin-top: 0;

 font-size: 16px;

}

h5 {

 margin-top: 0;

 font-size: 14px;

}

h6 {

 margin-top: 0;

 font-size: 12px;

}

code {

 font-size: 1.2em;

}

ul {

 padding-inline-start: 20px;

}

li{

 color:#4c00ff;

}

#btnmove{

 color:blue;

 font-size: 1rem;

}

\* {

 box-sizing: border-box;

}

body {

 font-family: sans-serif;

 margin: 160px;

 padding: 0;

}

.square {

 background: #fff;

 border: 4px solid hsl(129, 97%, 50%);

 float: left;

 font-size: 4rem;

 font-weight: bold;

 line-height: 34px;

 /\* height: 44px;\*/

 margin-right: -1px;

 margin-top: -1px;

 padding: 0;

 text-align: center;

 width: 94px;

 height: 94px;

 color:blue

}

.board-row:after {

 clear: both;

 content: '';

 display: table;

}

.status {

 margin-bottom: 10px;

 font-size: 2rem;

 color: blue;

}

.game {

 display: flex;

 flex-direction: row;

}

.game-info {

 margin-left: 20px;

}