

Lab 4

React 1

Setup

We will write our code in the browser. First, open this [Starter Code](#) in a new tab. The new tab should display an empty tic-tac-toe game board and React code. We will be editing the React code in this tutorial.

Inspecting the Starter Code

This Starter Code is the base of what we're building. We've provided the CSS styling so that you only need to focus on learning React and programming the tic-tac-toe game.

By inspecting the code, you'll notice that we have three React components:

- Square
- Board
- Game

The Square component renders a single `<button>` and the Board renders 9 squares. The Game component renders a board with placeholder values which we'll modify later. There are currently no interactive components.

Passing Data Through Props

To get our feet wet, let's try passing some data from our Board component to our Square component.

We strongly recommend typing code by hand as you're working through the tutorial and not using copy/paste. This will help you develop muscle memory and a stronger understanding.

In Board's `renderSquare` method, change the code to pass a prop called `value` to the Square:

```
class Board extends React.Component {  
  renderSquare(i) {  
    return <Square value={i} />;  
  }  
}
```

Change Square's `render` method to show that value by replacing `{/* TODO */}` with `{this.props.value}`:

```
class Square extends React.Component {  
  render() {  
    return (  
      <button className="square">  
        {this.props.value}  
      </button>  
    );  
  }  
}
```

Before:

Next player: X

After: You should see a number in each square in the rendered output.

Next player: X

0	1	2
3	4	5
6	7	8