

index.js:

```
-var React = require('react');
-var ReactDOM = require('react-dom');
-var HomePage = require('./components/HomePage');
+const React = require('react');
+const ReactDOM = require('react-dom');
+const HomePage = require('./components/HomePage');
```

HomePage.js:

```
-var React = require('react');
-var Header = require('./Header');
-var PetGame = require('./PetGame');
+const React = require('react');
+const Header = require('./Header');
+const PetGame = require('./PetGame');
```

```
-var HomePage = function() {
+const HomePage = function() {
  return (
    <div>
      <Header />
```

Header.js:

```
-var React = require('react');
+const React = require('react');
```

```
-var headerStyle = {
+const headerStyle = {
  textAlign: 'center',
  fontSize: '2em',
  color: 'rebeccapurple'
};
```

```
-var Header = function() {
+const Header = function() {
  return (
    <h1 style={headerStyle}>
```

Welcome to Cat and Dog Cuteness Fight Game!!!

PetGame.js:

```
-var React = require('react');
-var axios = require('axios');
-var PetComponent = require('./PetComponent');
-var constants = require('./constants');
+const React = require('react');
+const axios = require('axios');
+const PetComponent = require('./PetComponent');
+const constants = require('./constants');

-var btnStyle = {
+const btnStyle = {
  marginTop: '30px',
  marginRight: '5px',
  height: '25px'
};
-var CAT = constants.CAT;
-var DOG = constants.DOG;
-var WINNER = constants.WINNER;
-var LOSER = constants.LOSER;
-var TIE = constants.TIE;
-var API_KEY = constants.API_KEY;
-var CAT_URL = 'http://localhost:63000/cat/?api_key=' + API_KEY;
-var DOG_URL = 'http://localhost:63000/dog/?api_key=' + API_KEY;
+const CAT = constants.CAT;
+const DOG = constants.DOG;
+const WINNER = constants.WINNER;
+const LOSER = constants.LOSER;
+const TIE = constants.TIE;
+const API_KEY = constants.API_KEY;
+const CAT_URL = 'http://localhost:63000/cat/?api_key=' + API_KEY;
+const DOG_URL = 'http://localhost:63000/dog/?api_key=' + API_KEY;

class PetGame extends React.Component {
  constructor(props) {
    fetchPetImage(PET_URL, petName) {
```

```

{
  petName = petName.toLowerCase();
  axios.get(PET_URL)
    .then(function(resp) {
-     var imageUrl = resp.data.imageUrl;
+     const imageUrl = resp.data.imageUrl;

      this.setState(function(prevState) {
-       var state = {};
+       const state = {};
        state[petName] = {
          result: prevState[petName].result, imageUrl: imageUrl
        };
        handleShowWinnerBtnClick() {
-       var catLikesCount = this.catLikesCount;
-       var dogLikesCount = this.dogLikesCount;
-       var catResult = TIE;
-       var dogResult = TIE;
+       const catLikesCount = this.catLikesCount;
+       const dogLikesCount = this.dogLikesCount;
+       let catResult = TIE;
+       let dogResult = TIE;

        if (catLikesCount > dogLikesCount) {
          catResult = WINNER;

```

PetComponent.js:

```
-var React = require('react');
-var constants = require('../constants');
+const React = require('react');
+const constants = require('../constants');

-var compStyle = {
+const compStyle = {
  display: 'inline-block',
  marginLeft: 'auto',
  marginRight: 'auto'
};

-var btnStyle = {
+const btnStyle = {
  height: '25px',
  width: '70px',
  marginTop: '10px',
  marginRight: '5px'
};

-var LOSER = constants.LOSER;
-var CUTE = constants.CUTE;
+const LOSER = constants.LOSER;
+const CUTE = constants.CUTE;

-var PetComponent = function(props) {
- var result = null;
- var disabled = false;
+const PetComponent = function(props) {
+ let result = null;
+ let disabled = false;

  if (props.result !== '') {
```

```
- var resultStyle = {};  
+ let resultStyle = {};  
  if (props.result === LOSER) {  
    resultStyle = { color: 'red' };  
  } else {
```