

Component Tree

- App
 - Filter
 - **props:** (categories, setFilter)
 - CardsList
 - **props:** (data, filter)
 - Card
 - **props:** (image, description)

Hooks

- App
 - useState
 - isLoading, setIsLoading (Fetching data)
 - filter, setFilter (Filter categories)
 - categories, setCategories (List of categories)
 - Might not need
 - data, setData (Array of objects from fetching)
- Filter
 - None
- CardsList
 - None
- Card
 - None

How It Works

1. App
 - a. Initialize state variables (isLoading, filter, categories, data)
 - b. Fetch data and setData to the data
 - c. Loop through data and store categories into array
 - d. Render components
 - i. Filter
 1. categories

2. setFilter

ii. CardsList

1. data

2. filter

2. Filter (categories, setFilter)

a. Dropdown menu input

i. `<select value="" onChange(setFilter(value))>Blank</Select>`

ii. Map through categories (item) => return

`<select value={item}`

`onChange(setFilter(value))>item</select>`

3. CardsList (data, filter)

a. Map through data (item) =>

`if(item.category === filter || filter === "") {`

`return <Card image={item.image}`

`description={item.description} />`

`else return`