import { useState } from "react";

import { Card, CardContent } from "@/components/ui/card";

import { Input } from "@/components/ui/input";

import { Button } from "@/components/ui/button";

import { Textarea } from "@/components/ui/textarea";

export default function ShotListApp() {

const [shots, setShots] = useState([]);

const [form, setForm] = useState({

number: "",

type: "",

description: "",

movement: "",

location: "",

});

const handleChange = (e) => {

setForm({ ...form, [e.target.name]: e.target.value });

};

const addShot = () => {

if (!form.number || !form.type) return;

setShots([...shots, form]);

setForm({ number: "", type: "", description: "", movement: "", location: "" });

};

const removeShot = (index) => {

const updated = [...shots];

updated.splice(index, 1);

setShots(updated);

};

return (

<div className="p-6 max-w-4xl mx-auto space-y-6">

<h1 className="text-3xl font-bold">🎬 Shot List Creator</h1>

<Card>

<CardContent className="grid grid-cols-1 md:grid-cols-2 gap-4 p-4">

<Input

name="number"

value={form.number}

onChange={handleChange}

placeholder="Shot Number"

/>

<Input

name="type"

value={form.type}

onChange={handleChange}

placeholder="Shot Type (e.g. CU, WS)"

/>

<Input

name="movement"

value={form.movement}

onChange={handleChange}

placeholder="Camera Movement"

/>

<Input

name="location"

value={form.location}

onChange={handleChange}

placeholder="Location"

/>

<Textarea

name="description"

value={form.description}

onChange={handleChange}

placeholder="Shot Description"

className="col-span-full"

/>

<Button onClick={addShot} className="col-span-full w-full">

➕ Add Shot

</Button>

</CardContent>

</Card>

<div className="overflow-x-auto">

<table className="w-full text-sm border">

<thead className="bg-gray-100">

<tr>

<th className="p-2 border">#</th>

<th className="p-2 border">Type</th>

<th className="p-2 border">Description</th>

<th className="p-2 border">Movement</th>

<th className="p-2 border">Location</th>

<th className="p-2 border">Action</th>

</tr>

</thead>

<tbody>

{shots.map((shot, i) => (

<tr key={i} className="even:bg-gray-50">

<td className="p-2 border">{shot.number}</td>

<td className="p-2 border">{shot.type}</td>

<td className="p-2 border">{shot.description}</td>

<td className="p-2 border">{shot.movement}</td>

<td className="p-2 border">{shot.location}</td>

<td className="p-2 border text-center">

<Button variant="destructive" size="sm" onClick={() => removeShot(i)}>

Delete

</Button>

</td>

</tr>

))}

{shots.length === 0 && (

<tr>

<td colSpan={6} className="text-center p-4 text-gray-500">

No shots added yet.

</td>

</tr>

)}

</tbody>

</table>

</div>

</div>

);

}