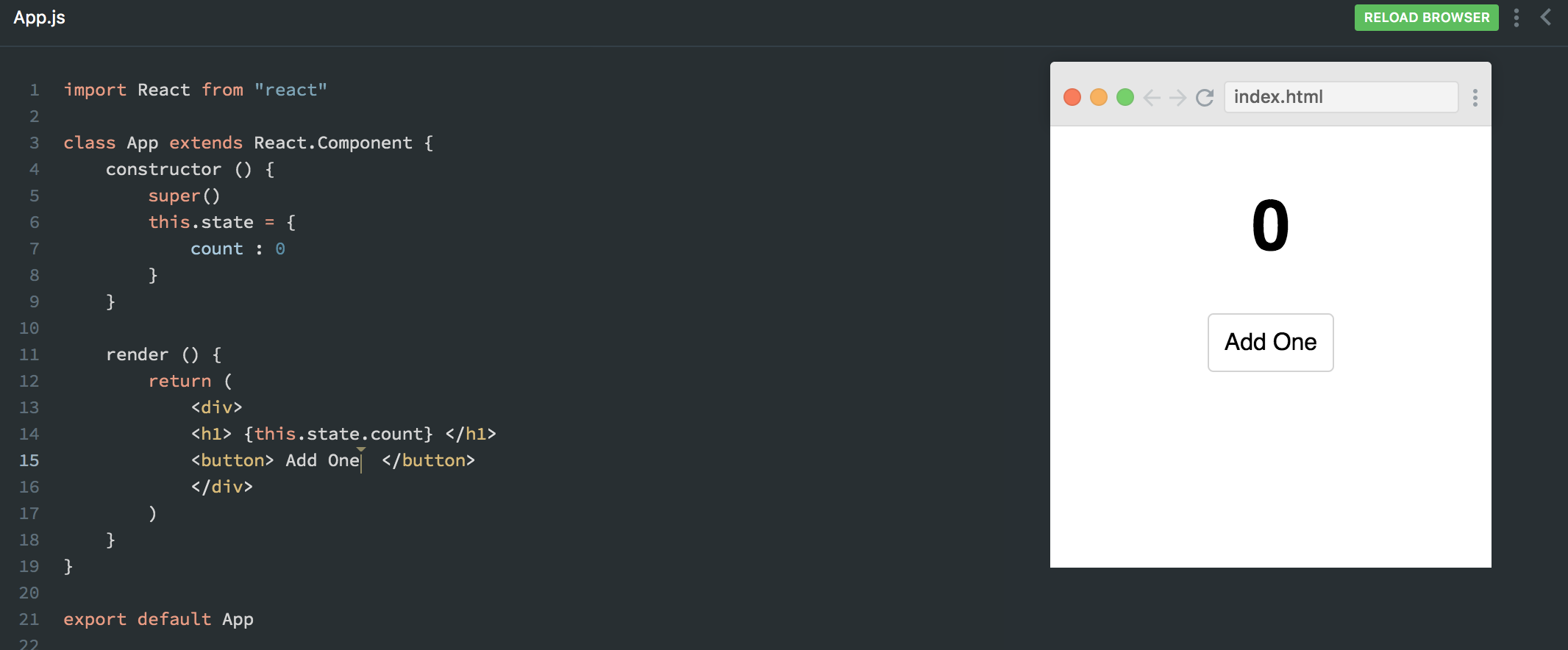
**Friday May 10th, 2019 Daily Coding Journal**

11:58 — I’m back. I don’t really know what I need to be doing… but let’s get to it haha.

12:00 — I’m going to review changing state, get that solid, and then move on to the next exercise.

12:08 — Here’s what I put together from scratch thus far. Now I’m going to add an onClick even handler and bind so that I can actually set my state to equal the previous state plus one.

12:23 — I’m very close to being able to build everything from scratch. But… not quite there yet. Here’s what I managed to build on my own:

import React from "react"

class App extends React.Component {

constructor () {

super()

this.state = {

count : 0

}

this.clickHandler = this.clickHandler.bind(this)

}

clickHandler () {

this.setState(prevState => {

count = prevState.count + 1

})}

render () {

return (

<div>

<h1> {this.state.count} </h1>

<button onClick={clickHandler}> Add One </button>

</div>

)

} }

export default App

12:24 — Unfortunately, this code gives me an error:

ReferenceError: clickHandler is not defined (/App.js:58)

12:24 — I’m going to watch this tutorial again and see where I went wrong.

12:26 — One immediate error I noticed when watching the video was that when I used the onClick event handler I passed {clickHandler} instead of {this.clickHandler}

12:32 — Another issue was that inside my clickHandler method I created a function that took in prevState as an argument. No problems there. The issue, however, is I forgot to have my function return anything! O\_O

12:34 — What appears to be the final issue is that I tried to set a new value of state using an equal sign instead of a colon.

12:37 — I’m not 100% solid on constructing everything from memory, or even on my own. With that being said, I do feel as if I took a significant step forward in my understanding of changing state during this session. I’m going to get lunch, get some water (I forgot to bring a water this morning), and get rested for the next session!

**Total time spent coding today: N/A**

**Total time spent coding thus far in May 2019: N/A**

**Total lifetime hours of coding: N/A**