React (Academind)

Command(create): npx create-react-app my-first-app

* HTML in javascript is called as JSX code.
* Props is important for building reusable components.
* State is important for changing what we see on screen dynamically for example: adding or removing elements, for changing text on screen , for showing or hiding over lay.

Command(routing): npm install react-router-dom

# **Routing**:

Syntax:

<Routes>  
 <Route> path = ‘/’ element = { component } </Route>

<Route> path = ‘somename’ element = { component } </Route>

<Route> path = ‘somename’ element = { component } </Route>

</Routes>

For Links instead of <a> use <Link> available from react-router-dom

This will not refresh or reload the page.

To get all the input fields entered value use refs

import { useRef } from "react";

useEffect is a hook that run some code under certain conditions.

Context is similar to Redux which is used to manage states in React.

import { createContext } from "react";

The below import is use to establish connection between that particular component and context.

import { useContext } from 'react';

# **State:**

Use below hook for state. State is used to modify data even after the component is loaded (post loading of component if we want any change to be modified inside the component). This cannot be done by regular variables.

This should be used only inside the component function but not outside and not inside the loop also.

import { useState } from 'react';

useState returns a tuple/array with two elements (first element is current state value and second is a function to update that value). We can do array destructuring.

By calling that state function it will recall the component or it will re-evaluate the thing which we used in the state.

Initial value given in useState will be considered only for the first time. Later if=t will not take the initial value instead will take the value from the updated function of useState(second argument).

**State can be updated in many ways!**

Thus far, we update our state **upon user events** (e.g. upon a click).

That's very common but not required for state updates! **You can update states for whatever reason you may have**.

Later in the course, we'll see Http requests that complete (where we then want to update the state based on the Http response we got back) but you could also be updating state because a timer (set with setTimeout()) expired for example.

Get to know  
Controlled Vs. Uncontrolled Components

Presentational Vs. Statefull or Stateless Vs. Statefull Components or Dumb Vs. Smart Components

Use && and split into two lines as ternary operator instead of ?: