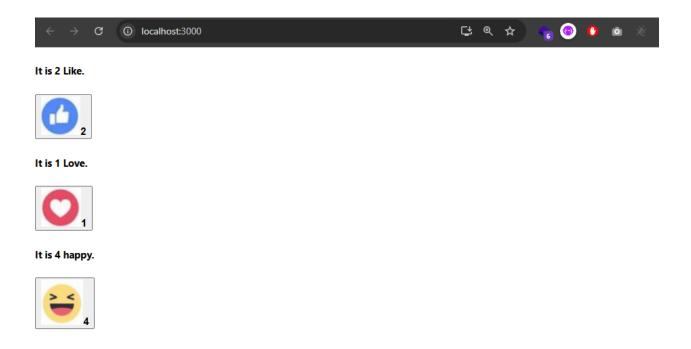# Week 9

Task 1

In this task, you will create a React class component named FacebookEmojiCounter. This component allows users to click a button and track the number of times the button is clicked. Each button represents an emotion (Like, Love, or Happy) and displays the corresponding emoji image.

The primary objectives of this task are:

1. Initialize the State: Use the state property to keep track of the click count (number).
2. Dynamic Properties: Use the props to determine the type of button (e.g., Like, Love, Happy) and load the corresponding emoji image.
3. Event Handling: Implement an increment method bound to the button's onClick event to update the state and re-render the component with the updated count.
4. Rendering: Display the emoji, the click count, and a heading describing the emotion.

```jsx
import './App.css';
import React from 'react';
import like7 from './like.png';
import Love from './Love.png';
import happy from './happy.png';

class FacebookEmojiCounter extends React.Component {
    constructor(props) {
        super(props);
        this.state = { number: 0 };
        this.increment = this.increment.bind(this);
        this.pic = null;

        if (this.props.type === "Love") this.pic = Love;
        else if (this.props.type === "Like") this.pic = like7;
        else if (this.props.type === "happy") this.pic = happy;
    }

    increment() {
        this.setState((prevState) => {
            return { number: prevState.number + 1 };
        });
    }

    render() {
        return (
            <div>
                <h5>It is {this.state.number} {this.props.type}.</h5>
                <button onClick={this.increment}>
                    <img src={this.pic} alt=" " />
                    <b>{this.state.number}</b>
                </button>
            </div>
        );
    }
}

export default FacebookEmojiCounter;
```

It is 2 Like.

It is 1 Love.

It is 4 happy.

Task 2

This task focuses on creating a React class component named ToggleMode. This component toggles between two emoji images (Happy and Sad) whenever a button is clicked.

The main objectives of this task are:

1. Initialize the State: Use the state property to set the initial emoji (pic).
2. Toggle Functionality: Implement a Toggle_Mode event handler that toggles the emoji image between Happy and Sad when the button is clicked.
3. Dynamic Rendering: Dynamically update the displayed emoji based on the current state.

```
1    import './App.css';
2    import React from 'react';
3    import sad from './sad.png';
4    import happy from './happy.png';
5
6    class ToggleMode extends React.Component {
7        constructor(props) {
8            super(props);
9            this.state = { pic: happy };
10           this.Toggle_Mode = this.Toggle_Mode.bind(this);
11       }
12
13       Toggle_Mode() {
14           this.setState((prevState) => {
15               if (prevState.pic === sad) {
16                   return { pic: happy };
17               } else if (prevState.pic === happy) {
18                   return { pic: sad };
19               }
20           });
21       }
22
23       render() {
24           return (
25               <div>
26                   <h3>This is output of Task 2:</h3>
27                   <button onClick={this.Toggle_Mode}>
28                       <img src={this.state.pic} alt=" " />
29                   </button>
30               </div>
31           );
32       }
33   }
34
35   export default ToggleMode;
36
```

0

This is output of Task 2: