

### Lesson 02 Demo 04

# **Creating a React Application Using Conditional Rendering**

**Objective:** To create an application so that the counter value increases on each click, but the value remains an even number

Tools Required: Node terminal, React app, and Visual Studio Code

**Prerequisites:** Knowledge of creating a React app and an understanding of the folder structure

#### Steps to be followed:

- 1. Create a new React app
- 2. Implement the Number component
- 3. Implement the App component
- 4. Render the App component
- 5. Run the app

#### Step 1: Create a new React app

1.1 Create a new React app using the create-react-app command in your terminal: npx create-react-app my-app2

```
shreemayeebhatt@ip-172-31-22-250:~$ npx create-react-app my-app2
```

1.2 Move to the newly created directory by running the cd my-app2 command

```
shreemayeebhatt@ip-172-31-22-250:~$ cd my-app2
```

1.3 Open Visual Studio Code and navigate to the project directory



### **Step 2: Implement the Number component**

2.1 In the **src** directory, create a new file called **Number.js** 

```
... JS Number.js •

        MY-APP2
        src > JS N

        > node_modules
        1

                          src > JS Number.js
> public

√ src

# App.css
JS App.js
JS App.test.js
 Js index.js
¹ logo.svg
 JS Number.js
JS reportWebVitals.js
Js setupTests.js
gitignore
{} package-lock.json
{} package.json
① README.md
```

- 2.2 In the Number.js file, import React and define a class component called Number
- 2.3 Implement the **constructor** method inside the **Number** class, which accepts props and calls **super(props)**

```
import React from "react";

class Number extends React.Component {
    constructor(props) {
        super(props);
    }
}
```

2.4 Implement the componentDidUpdate lifecycle method and log a message to the console: console.log(componentDidUpdate)

```
componentDidUpdate() {
   console.log('componentDidUpdate');
}
```



- 2.5 Implement the **render** method and check if the **number** prop uses (this.props.number % 2 === 0)
- 2.6 If the number is even, return a **JSX** element with a heading tag displaying the number: <h1>{this.props.number}</h1>
- 2.7 If the number is odd, return **null**

```
src > Js Number.js > 😭 Number > 😭 render
      import React from "react";
      class Number extends React.Component {
          constructor(props) {
          super(props);
          componentDidUpdate() {
            console.log('componentDidUpdate');
          }
 11
 12
          render() {
 13
            if(this.props.number % 2 == 0) {
                 return (
                     <div>
                        <h1>{this.props.number}</h1>
                    </div>
                 );
        } else {
 20
              return null;
            }
 24
        export default Number;
```



```
//Number.js
import React from "react";
class Number extends React.Component {
  constructor(props) {
   super(props);
  }
  componentDidUpdate() {
   console.log('componentDidUpdate');
  }
  render() {
   if(this.props.number % 2 == 0) {
     return (
       <div>
         <h1>{this.props.number}</h1>
       </div>
     );
 } else {
    return null;
   }
  }
 }
 export default Number;
```

## **Step 3: Implement the App component**

- 3.1 In the src directory, modify the existing file called App.js
- 3.2 Import **React** and modify the class component named **App**
- 3.3 Implement the constructor method inside the **App** class, accepting **props** and calling **super(props)**



3.4 Inside the constructor, initialize the **count** state property to 0: **this.state = { count: 0}** 

```
class App extends React.Component {
   constructor(props) {
      super(props);
      this.state = { count: 0 }
   }
}
```

3.5 Implement the **onClick** method, which updates the **count** state by incrementing its value:

```
onClick(e) {
   this.setState(prevState => ({
      count: prevState.count + 1
   }));
}
```



- 3.6 In the **render** method, return a **JSX** element containing:
  - An instance of the **Number** component, with the number prop set to the **count** state value: <**Number number={this.state.count} />**
  - A button with an **onClick** event handler that calls the **onClick** method when clicked: <button onClick={this.onClick.bind(this)}>Count</button>

```
//App.js
import logo from './logo.svg';
import './App.css';
import Number from './Number'
import React from 'react';
class App extends React.Component {
constructor(props) {
super(props);
this.state = { count: 0 }
}
onClick(e) {
this.setState(prevState => ({
count: prevState.count + 1
}));
}
render() {
  return (
   <div>
    <Number number={this.state.count} />
  <button onClick={this.onClick.bind(this)}>Count</button>
```



```
</div>
)
}
export default App;
```

#### **Step 4: Render the App component**

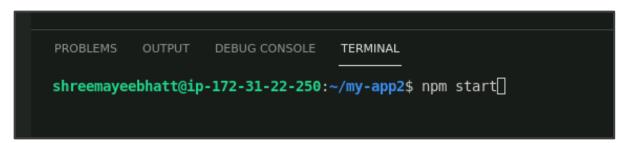
- 4.1 Open the **index.js** file in the **src** directory
- 4.2 Import React and ReactDOM
- 4.3 Replace the **ReactDOM.render** line with the following code to render the **App** component:

```
ReactDOM.render
<React.StrictMode>
<App />
</React.StrictMode>,
document.getElementById('root')
);
```

```
//index.js
import React from 'react';
import ReactDOM from 'react-dom/client';
import './index.css';
import App from './App';
import reportWebVitals from './reportWebVitals';
const root = ReactDOM.createRoot(document.getElementById('root'));
root.render(
 <React.StrictMode>
  <App />
 </React.StrictMode>
);
// If you want to start measuring performance in your app, pass a function
// to log results (for example: reportWebVitals(console.log))
// or send to an analytics endpoint. Learn more: https://bit.ly/CRA-vitals
reportWebVitals();
```

## Step 5: Run the app

- 5.1 In your terminal, navigate to the project's root directory
- 5.2 Run the **npm start** command to start the development server

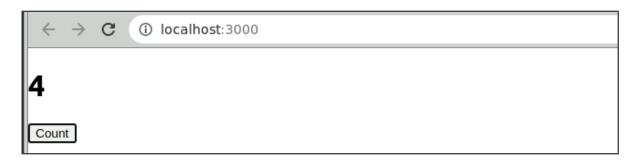


5.3 Open your browser and navigate to http://localhost:3000





5.4 You should see the app with a number displayed and a button that increments the count when clicked



By following these steps, you have successfully created a React application featuring conditional rendering, ensuring the counter increases on each click while maintaining an even number.