

3. React Basics

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Steps to create:

- Install Node from <https://nodejs.org/en/download/> (LTS)
 - Check version: node -v
- Use this website for helping with basic features - <https://create-react-app.dev/docs/getting-started/>
 - npm init react-app my-app
 - cd my-app
 - npm start
- Once its started it will run in some localhost, then edit the App.js file inside src:
 - Function App(){ return <div>Hello React</div>;}
 - Export default App;

Components: All components inside react is just a tree

ReactDOM.render() -> will render our application

- If you want to add one component inside another component: Quiz is a component, Question is a component
 - Then add this quiz component by replacing app inside ReactDOM.render()
 - Then inside quiz add a tag with the other component:
 - Const Quiz = () => {
Return (
<div>
 <div>Quiz</div>
 <Question/>
</div>
);}
Export default Quiz;
- const [current, setCurrent] = useState(0);
This does **two things**:
 1. Creates a **state variable** → current
 2. Gives you a **function to update it** → setCurrent
 3. Sets the **initial value** → 0 (used **only once**, on first mount)

Think of it like:

"React, please remember a value called current for this component, and start it at 0."

useState survives re-renders

useState stores the value **outside the function**, in React's memory.

So even when the function runs again, React gives you the **previous value**.

useEffect

👉 Runs side effects AFTER render

- useEffect(() => {
 console.log("Component rendered");
}, []);
Think:
"After React paints the UI, run this extra logic."

Why does useEffect exist?

React rendering must be **pure**:

- No API calls
- No subscriptions
- No DOM manipulation
- No timers

So React says:

“First I’ll render UI → then you can do side effects”
That’s exactly what useEffect is.