

1. React – Mount/Unmount

In the Tic-tac-toe video, you saw how to mount/unmount complete rows of squares using a button. In this activity, you'll dig deeper into the mount/unmount component lifecycle events.

A React component's lifecycle contains distinct phases for creation and deletion. These are called:

- *mounting* = creation
- *unmounting* = deletion

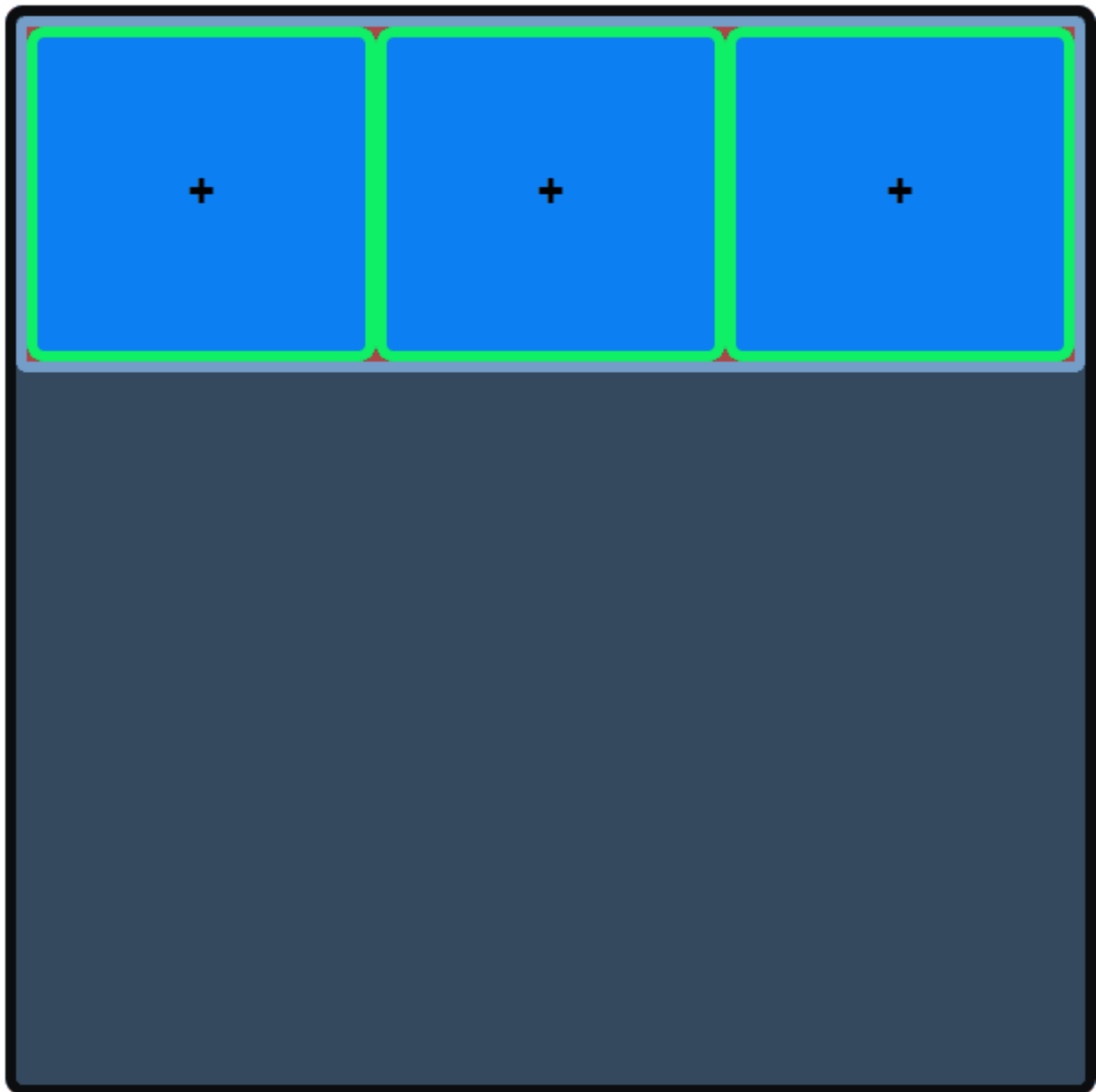
When the `[Show/Hide Row]` button is clicked, you're telling React to create or delete all of the squares entirely from the DOM.

Just like you saw in the video lesson, there's a button that will mount/unmount the entire row. In this assignment, you need to move the unmounting logic from the `board` component to the `square` component, so that when you click on a square, that square will be the only one that unmounts.

The starter code for this activity is in the `lifecycle.jsx` file.

In this activity, your task is to have each individual square unmount whenever when it is clicked

Once you're done, the game board should function as follows:



Where did the square go?

Once a square is unmounted (deleted), clicking on the square again won't bring it back to the board. But why? When you unmount the square, you told React to delete the `square` component from the DOM. Since you moved the mount/unmount logic out of the game board and into each individual `square` component, the HTML was deleted from the DOM when you unmounted (deleted) the square.

In order to bring a square back to the board, you need to refresh the entire Web Browser so that React will mount (create) them again.

In an upcoming activity, instead of mounting/unmounting to make changes, you'll be re-rendering components

Notes:

- *The starter code includes helpful comments to guide you through this activity*

Hint:

- *Make sure you move ALL of the code related to `mounted` from the board component, paying particular attention to the return function. Otherwise, there will be errors.*