#### TASK-28

- 28. Create a Stateful Component:
- Store chat messages in the state and update them as new messages are sent.

## 1. Create a Stateful ChatRoom Component:

 We'll modify the ChatRoom component to handle the state of the messages. We'll use React's useState hook to store and update the messages.

## 2. Updated ChatRoom.jsx with State:

```
import React, { useState } from "react";
       import MessageList from "./MessageList";
       import MessageInput from "./MessageInput";
       const ChatRoom = ({ chatId }) => {
        // Initializing state to store messages
        const [messages, setMessages] = useState([]);
        // Function to handle new messages
        const handleSendMessage = (message) => {
         // Update the messages state with the new message
         setMessages((prevMessages) => [...prevMessages, { id: prevMessages.length,
       text: message }]);
        };
        return (
         <div className="chat-room">
          <h2>{chatId} Chat Room</h2>
          {/* Render the list of messages */}
          <MessageList messages={messages} />
          {/* Message input component */}
          <MessageInput onSendMessage={handleSendMessage} />
         </div>
        );
       };
export default ChatRoom;
```

### 3. MessageList.jsx:

```
import React from "react";
       const MessageList = ({ messages }) => {
        return (
         <div className="message-list">
         {messages.length === 0 ? (
          No messages yet. Start chatting!
         ):(
          messages.map((message) => (
           <div key={message.id} className="message">
            {message.text}
           </div>
          ))
         )}
         </div>
       };
export default MessageList;
```

# 4. MessageInput.jsx:

```
import React, { useState } from "react";
const MessageInput = ({ onSendMessage }) => {
const[message, setMessage] = useState("");
const handleInputChange = (e) => {
 setMessage(e.target.value);
};
const handleSendClick = () => {
 if (message.trim()) {
  onSendMessage(message); // Send the message to the parent (ChatRoom)
  setMessage(""); // Clear the input after sending
};
 return (
  <div className="message-input">
  <input
   type="text"
   value={message}
```

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```
onChange={handleInputChange}
    placeholder="Type your message here..."
    />
        <button onClick={handleSendClick}>Send</button>
        </div>
    );
};
export default MessageInput;
```

# 5. ChatApp.jsx:

```
import React, { useState } from "react";
       import ChatHeader from "./ChatHeader";
       import ChatRoom from "./ChatRoom";
       import "./ChatApp.css";
       const ChatApp = () => {
        const [activeChat, setActiveChat] = useState("general");
        const chats = [
         { id: "general", name: "General Chat" },
         { id: "random", name: "Random Chat" },
         { id: "tech", name: "Tech Chat" }
        ];
        const handleChatChange = (chatId) => {
         setActiveChat(chatId);
        };
        return (
         <div className="chat-app">
          <ChatHeader chats={chats} activeChat={activeChat}</pre>
       onChatChange={handleChatChange} />
          <ChatRoom chatId={activeChat} />
         </div>
        );
       };
export default ChatApp;
```

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# **Output:**



