

Wernote clone (freeCodeCamp)

step 1 → set up firebase.

step 2 → install dependencies

- npm install @material-ui/core
- npm install @material-ui/icons
- npm install react-quill
- npm install firebase

step 3 → In index.js → require('firebase') & firestore
→ also paste the config. ^{copied} from firebase

step 4 → create flip comp. as class component.

step 5 → create a constructor in App.js, inside it
declare 3 states → selectedNoteIndex : null,
→ selectedNote : null,
→ notes : null

step 6 → Create a component DidMount inside class, and
console.log whatever there is inside firestore collection

step 7 → Create 3 folders editor, sidebar & sidebaritem
for all three create a styles.js & folderName.js files

step 8 → write boiler plate code for all the 3 comp.

eg → This is editor.

step 9 → call all the three comps. in App.js

~~20 mins~~ 30 mins

step 10 → link reactQuill in index.html.

step 11 → In editor.js, destructure classes variable.
const { classes } = this.props;
Include <ReactQuill> component in editor.js

step 12 → Create three states in editor.js →

```
this.state = {  
  text: '',  
  title: '',  
  id: ''  
};
```

step 13 → Add attributes to <ReactQuill> value & onChange,
value = {this.state.text}
onChange = {this.updateBody} //define func" updateBody.

```
updateBody = async (val) => {  
  await this.setState({text: val});  
  this.update(); //define update func".  
};
```

```
update = debounce(() => {  
  // ...  
}, 1500);
```

once you stop
typing for 1.5 sec
it will do its
action.

Step 13 → In sidebar component,
create 2 states `addingNote : false`,
`title : null`

Restructure props →

`const { notes, classes, selectedIndex } = this.props;`

Step 14 → `<div className={classes.sidebarContainer}>`

add a Button, add attribute `onclick` & `className`.

`onclick = {this.newNoteBtnClick}` // define the func'.

Step 15 → Add a block below button

`{`

`this.state.addingNote ?`

add an input with attr. `type`, `className={classes.newNoteInput}`,
`placeholder`, `onkeyup`

Step 16 → change button Name with this code →

`{this.state.addingNote ? 'Cancel' : 'New Note'}`

Step 17 → Below input, add a Button with attribute,

`className={classes.newNoteSubmission}`

`onclick={this.newNote}`

Name of the button is `Submit Note`.

Step 18 → we have to show all the notes in a List in sidebar.

After submit Note Button, come out of the block,

and add a `<List>` component.

and inside List comp. add a block. `{}`

Step 20 → Inside the block, add

```
<List>
  <div key={_index}>
    <SidebarItemComponent
      -note={_note}
      -index={_index}
      selectedNoteIndex={selectedNoteIndex}
      selectNote={this.selectNote}
      deleteNote={this.deleteNote}
    /SidebarItemComponent>
```

Step 21 → Create a material ui <dividers> below
~~const~~ <SidebarItemComponent>

1hr

Step 22 → Go to sidebar item component →
Deconstruct props:-

```
const {_index, -note, classes, selectedNoteIndex}
= this.props;
```

Step 23 → Add key={_index} to div.

Step 24 → Add <List Item> component from material-ui

```
<List Item
  className={classes.listItem}
  selected={selectedNoteIndex === _index}
  alignItems='flex-start'>

</List Item>
```

Step 25 → Inside List Item, add a div

<div

className = {classes.textSection}

onClick = {() => this.selectNote(-note, -index)}>

Step 26 → Inside <div>, add <ListItemText>

<ListItemText

primary = {note.title}

secondary = {removeHTMLTags(-note.body.
substring(0, 30)) + '...'}>

</ListItemText>

Step 27 → Add a delete ^{icon} ~~button~~, in <ListItem>, below div.

<DeleteIcon onClick = {() => this.deleteNote(-note)}>

className = {classes.deleteIcon}>

</DeleteIcon>

Step 28 → Define selectNote and deleteNote functions

^{select}
~~delete~~Note = (n, i) => this.props.selectNote(n, i);

deleteNote = (note) => {

if (window.confirm('Are you sure you want to
delete: {note.title}')) {

this.props.deleteNote(note);

}

}

Step 29 → In App.js →

Inside <SidebarComponent>, pass attributes.

deleteNote = {this.deleteNote}

selectNote = {this.selectNote}

newNote = {this.newNote}

Step 30 → Define selectNote in App.js

```
selectNote = (note, index) ⇒  
  this.setState({  
    selectNoteIndex: index,  
    selectedNote: note});
```

Step 31 → Go to Sidebar.js →

(make some changes in selectNote funcⁿ)

```
selectNote = (n, i) ⇒ this.props.selectNote(note, index)
```

Step 32 → In App.js, add attr. to EditorComponent.

```
selectedNote = {this.state.selectedNote}
```

```
selectedNoteIndex = {this.state.selectedNoteIndex}
```

```
selectedNote = {this.selectedNote};  
notes state.notes
```

```
noteUpdate = {this.noteUpdate}
```

```
{this.state.selectedNote ?
```

```
<EditorComponent> ---
```

```
</EditorComponent> :
```

```
  null
```

```
}
```

Step 33 → Go to editor.js, add some code.

```
componentDidMount = () ⇒ {
```

```
  this.setState({
```

```
    text: this.props.selectedNote.body,
```

```
    title: this.props.selectedNote.title,
```

```
    id: this.props.selectedNote.id,
```

```
  });
```

```
}
```


componentDidUpdate = () => {

if (this.props.selectedNote.id !== this.state.id) {

 this.setState({

 text: this.props.selectedNote.body,

 title: this.props.selectedNote.title,

 id: this.props.selectedNote.id,

 });

}

Step 34 → Define funcⁿ noteUpdate in APP.js

Step 35 → Define funcⁿ newNote in APP.js

APP.js ✓

editor.js ✓