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**Node js assignment**

Source code:

Index.js

import React from "react";

import ReactDOM from "react-dom";

import "./styles.css";

import Jokes from "./jokes";

function App() {

return (

<div className="App">

<Jokes />

</div>

);

}

const rootElement = document.getElementById("root");

ReactDOM.render(<App />, rootElement);

Jokes.js

import React, { useEffect, useState } from "react";

import "./Jokes.css";

import Joke from "./joke";

Jokes.defaultProps = {

numberOfJokes: 1

};

function Jokes({ numberOfJokes }) {

const [jokes, setJokes] = useState([]);

const [isLoading, setIsLoading] = useState(false);

useEffect(() => {

let currentJokes = JSON.parse(window.localStorage.getItem("jokes")) || [];

if (currentJokes.length === 0) addMoreJokes();

else setJokes(currentJokes);

}, []);

useEffect(() => {

window.localStorage.setItem("jokes", JSON.stringify(jokes));

setIsLoading(false);

}, [jokes]);

const addMoreJokes = async () => {

try {

setIsLoading(true);

let newJokes = [];

while (newJokes.length < numberOfJokes) {

const response = await fetch("https://icanhazdadjoke.com/", {

method: "GET",

headers: {

Accept: "application/json"

}

});

let data = await response.json();

const newJoke = {

votes: 0,

text: data.joke,

id: data.id

};

if (

[...jokes, ...newJokes].filter((joke) => joke.id === newJoke.id)

.length === 0

)

newJokes.push(newJoke);

}

setJokes([...jokes, ...newJokes]);

window.localStorage.setItem(

"jokes",

JSON.stringify([...jokes, ...newJokes])

);

} catch (e) {

alert(e);

setIsLoading(false);

}

};

const changeVote = (id, newVote) => {

setJokes(

jokes.map((joke) => {

if (joke.id === id) joke.votes = newVote;

return joke;

})

);

};

const sortedJokes = jokes.sort((a, b) => b.votes - a.votes);

if (isLoading) {

return (

<div className="JokeListSpinner">

{/\* <i className="far fa-8x fa-laugh fa-spin" /> \*/}

<div className="far fa-8x fa-laugh fa-spin">😵‍💫</div>

<h1 className="JokeListTitle">Loading...</h1>

</div>

);

}

return (

<div className="Jokes">

<div className="JokesSidebar">

<h1 className="JokeListTitle">

<span>Dad</span> Jokes

</h1>

<button className="GetMoreButton" onClick={addMoreJokes}>

Fetch Jokes

</button>

</div>

<div className="JokeList">

{sortedJokes.map((joke) => (

<Joke key={joke.id} joke={joke} changeVote={changeVote} />

))}

</div>

</div>

);

}

export default Jokes;

joke.js :

import React from "react";

import "./joke.css";

function Joke({ joke, changeVote }) {

const getEmoji = () => {

if (joke.votes >= 5) {

return "🤣";

} else if (joke.votes >= 4) {

return "😃";

} else if (joke.votes >= 3) {

return "😄";

} else if (joke.votes >= 2) {

return "😆";

} else if (joke.votes >= 1) {

return "😁";

} else if (joke.votes >= 0) {

return "🙂";

} else {

return "😕";

}

};

return (

<div className="Joke">

<div className="JokeButtons">

<button

className="fas fa-arrow-down"

onClick={() => changeVote(joke.id, joke.votes + 1)}

>

👍🏻

</button>

<span className="JokeVotes" >

{joke.votes}

</span>

<button

className="fas fa-arrow-down"

onClick={() => changeVote(joke.id, joke.votes - 1)}

>

👎🏻

</button>

</div>

<div className="JokeText">{joke.text}</div>

<div className="JokeSmiley">

{/\* <i className={getEmoji()} /> \*/}

<div> {getEmoji()}</div>

</div>

</div>

);

}

export default Joke;

server/index.js:

const http = require('http');

const server = http.createServer((req, res) => {

res.writeHead(200, { 'Content-Type': 'text/plain' });

res.end('Hello, Node.js Server!\n');

});

const PORT = process.env.PORT || 3000;

server.listen(PORT, () => {

console.log(`Server is running on port ${PORT}`);

});

Output in Vs code terminal:

A screenshot of a computer

Description automatically generated

Outut in localhost:3000

A screenshot of a computer

Description automatically generated

Output in localhost:3001

A screenshot of a computer

Description automatically generated