

React Components for faster & casier web development. Highly customezable

D Installation (See clocs of MUI) npm install @ material-ui/core

also it uses Roboto font So the link shown in doc should be included in inclen shtml

For icons have to separately include them npm install @ material - ui/icons.

Material UI follows principles of Material. Material is a design System created by google to help teams build high -quality digital experience for Android, iOs, flutter & web.

You many type sizes & styles at once can spoil any layout. A a) Typography typographic scale has a limited set of type sizes that work well together.

& coays to import > import Typography from comaderical-vi/core/Typography'; { Typography } from 'a material - ui/core'; im post

in place of hi, hz, P, span etc ruse Typography.

< Typogeraphy variant = "h1" color = tendSecondary' gutterBottom> Hello world < 1 Typography >

· Now below in docs API (open to see all Props available)

3) BUTTON search on top button

- 9 default button have no box.
- 2) contained button have bonds
 - < Button varient "contained" color "primary" > Submit <1 Button >
- 3) Can add a link button also Can add our styles too or even a Class Name.
 - < Button Style = { { "color": "blue"}} variant = "outlined" href = " # contained - buttons" > Link </Button>
- 4) to wrap some buttons together impost ButtonGroup from "@ moterial - vi /cose / ButtonGroup" (Butten Group) (Button) one <1Button) (Button) two (Button) (Button Group)
- 4) Container dir to wrap elements. Acts like add some padding & margin by default

```
of Icons
```

3)

npm install anatorial -vilicons > Select type of icons -> filled, outlined --> Search material icons click on icon to use eg import Addoutlined Icon from @ moderial-ui/icons/Addoutlined; < Add Oullined I con /> < Add Outlined Icon color = "Secondary" Fort Size = 'large"> + can add peop ey add in buttons type = "Submet" color = "Secondary" < Button StartIcon = { < SendIcon /> } end I con = { < keyboard Arrow Right I con/>} Submit </br/>
L/Buttern> 6) Custom Styles only like this. Laince is for not component import { make Styles } from '@ material - vi/core"; > inside dass, function const usestyles = makestyles (? const classes = usestyles() btn : { back ground Color: 'violet', '8" hover : } (Button back ground Color: 'blue' class Name = ? classes . btn } > Submit </Button> title: 8 # Note marginBottom: 20

Can ever add normal react class Name & inline Styles

```
7) Custom Theme
   to see default theme
      search default theme.
  o to odd custom theme
    import ? create MuiTheme, Theme Provider & from 'amaderial - in / care';
    Const theme = create Mui Theme ( }
         palette: }
             primary: 2
               main: '# fefefe'
      in + function APP () {
            Jeturn (
               < Theme Provider theme = ? theme } >
```

· Search color

Shows different colors provided by MUI

import ipurple if from `@ material - ui/colors';

and in-secondary: purple;

default add purple variants into main bight, dark etc.

3) FORM & Tentarea (Tentfield)

can either take material UI form or make our form & use their rentgrea.

```
impost imakestyles i from 'a material-ui/core';
import Tent Field from 'a material - ui /core / Tent Field';
       usestyles = make styles (?
       Field: 3
           margin Top: 20,
           margin Bottom: 20,
           display: 'block'
      3)
empost default function Create () {
     const classes = use Styles ();
      anot [title, setTitle] = useState ('')
      const [details, set petails] = use State (1)
      const [ title Error, set TitleForor] = useState (false)
     const [details From, set Details From] = use State (false)
     const handle Submit = (e) > ?
          e. prevent Default ();
          Set Title Error (false);
         Set Details Error (false);
         if (title == ") }
             set Title Error (toue);
         7
         if (details = = "") {
             Set Dotails From (tous);
           if (title 88 details) }
              console, log (title, details)
```

```
< form novalidate auto complete = "off" on Submit = { handle Submit }>
< Tent Field
   on Change = ? (e) > setTitle (e. target . value) }
    className = { classes. field} label = "Note Title"
    color - "primary" variant = "critlined"
     full Width
     required
     over = Etitle Errors
 < Tent Field
    on Change = ? (e) => set Details (e. target. value))
     class Name = { classes. field }
     label = " Details"
     color = " primary"
     variant = " outlined "
     mutti line
     yows = {4}
     full width
      required
                                       # if order = = true so ever inbuilt
       evocos = 2 details Error 3
                                             style is applied on Tentfield.
    17
  < Button
    type = " Submit "
     variand = "contained"
     color = " secondary" >
    Submit </ Button>
  L/form>
```

9 Radio Button

Importing => import Radio from 'a material-ui/core/Badio'
import RadioGroup from 'a material-ui/core/RadioGroup'
import & form ControlLabel, makeStyles & from 'a material-ui/core'
import Form Control from 'a material-ui/core/Form Control'
import FormLabel from 'a material-ui/core/FormLabel'

way 1

< Radio Group>

< Radio value = "hello"/>

< Radio value = "goodbye"/>

</RadioGroup>

(hord more functionality) [can give label]

1st make state

Const [category, set Category] = use State ('todas')

Form antrollabel gives label to form components

```
(10) Grid System
 · Cirid is a 12 column system.
                    , md , sm , lg.
 · Sizes XS
  import Grid from 'amaterial-ui/core/Grid';
   import Paper from a natorial-ui/core/Paper;
                                           # grid container
   (Grid container)
                                                   # grid item
       < Grid item XS = 212} Sm = {6} md = {3}>
             LPaper > 1 </Paper>
                                                     # this props are
        </grid>
                                                        optional
       (arid item xs = {12} sm = {6} md = {3}
                                             # paper is basic dir with
             (Paper > 1 </paper>
                                                Some bon Shadow.
       (Grid >
   4 / Grid>
in Code
  < Container >
     (Grid container)
       I nates. map (note => (
         < Grid item key = \note.id 3 xs = \123 md = \263 lg = \243>
               ? note. title } >
         </arid>
      )) }
    (/ Grid)
```

(1 Container >

```
in Note is (where Grid was defined)
    Const handle Delete = async (id) => {
         await fetch ('http://localhost: 8000/notes/+id, &
                                                            # deletes from database
             method: DELETE'
           const newNotes = notes. filter (note => note.id | = id) # delete from current state
                                                         + also whenever state changes
           Set Notes (new Notes);
                                                            send refreshes the component.
  => we will make card component seperately.
          ? notes. map (note => (
               (Grid Hem toy) = ? note. id3 xs = 2123 lg = 243 md = 863 >
                    < NoteCard note = { note } handle Delete = { handle Delete} />
            )) { </Grid>
=> in Node Card
    emport default function NoteCard ( i note, handle belete 3) {
      return ( (div >
                                                      1 means base value 8
               ( Card elevation = 213)
               Kard Header
                    action = ?
                       < Icon Button on Elick = { () > handle Delete (note id) }>
                             < pelete Oritlined 1>
                    2 (I I con Button)
                  title = { note, title }
                 Subhlader = & note, category?
             (Card Content >
               < Typography rariant = "body?" color = tent Secondary component = "p'>
                     ? note. details?
                Typography >

(Card Content >
         (Card >
    2) Cldiv 7
```

```
12> layout
     Will wrap for all components
         Sideballs, footers, headers
  make layout is
 · in app. JSX
    import Layout & inside Routes do
     < Rowler >
         Llayout >
                 LRoute exact path = "1"> < Notes 1> < / Route>
             < Switch >
              < Route exact path = "1 create"> < Create / > < Create / > < Create / >
              215witch >
           Wayout 7
       4/ Router>
                                                              (about Routes are
                                        K enport children by default
                                                                  children)
 · in Layout . jsx
  enport default function Layout (& children 3) &
         Const classes = use Styles ();
            col double flore

col div double flore

        return (
             } * / * Sidehar / * }
            anchor = "left" classes = ?? paper: classes. drawer Paper 3-3>
                                                        # overwite paper enbully class
                 (div >
                   < Typography variout = "h5">
                        Palash Bajpai
                   L/Typography>
                 2/div>
              (10 rawer>
             (div class Name = ? classes. page 3>
             Echildren 3
              (Idw >
      2)
```

```
· List
 List of Links in Didebar.
  11 import all things
 import & use History, use Location & from 'read-roader-dom';
  inside (Drawer >
      { /* lust Links */}
       ( List >
          { menu I tems, map ( item > (
               Llist Item key = 2 item . tent 3
                 on (lick = { () => history . push (item . path)}
                 className = { location, pathname == item. path? classes active: null}
                                                                      background: # f4f4fx
                 < List Item I con> { item . icon} < / List I tem J con>
                 LList Item Tent primary = ? item. tent? 1>
                 )) }
          </List>
  inside function Layout
    const history = useflistory ();
                                           to voute bet pages
    const location = use Location ();
                                              to get current location
    const classes = use styles ();
                                             # made usestyles using makestyles.
    const Menu Items = [
           tent : "My Notes"
            ican: < Subject Outlined color="Secondary"/>,
            path : 1/1
            tent: "Create Note",
             ican: L'Add arche Outline Outlined color = "secondary" 1>.
             path: '/ create'
```

*React Masonry	
initial design is [] [] count	
	Masonby.
Search react-masonry-CSS	
npm i react-masonry-css	
7 in Notes. jsx (where cards are rendered	
import Masonry from 'react-masonry-css';	
	const breakpoints =
< Container>	default; 3,
< Mosonty	1100;2,
break point Cols = ? breakpoints?	700:1,
class Name = "my-masonry-grid" class Name = my-masonry-grid - column	2
column Class Name = "my masonry-gold-column	
Enotes. map (note > (Style = ??margin NoteCard note = ?note) handle	Bottom: "30 px" 3-4>
< NoteCard note = Enote; handle	Detter - Linear
)) }	
[Masonry]	
4/ Container >	

Also add css given in npm site

```
Intra
```

```
· Running a Joon server
 add notes as doon file in data
                                    In db. json
         "notes" : [
               " title": "lappy Birthday",
               "details": "Loreum ipsum",
                " id ' 1
  · npm install -g json -server
    json-server - watch data/db.json --port 8000.
             (loads on localhost: 3000/ notes)
· Form submit
         to update db. json
   of 3 variables title, detail & category treeds to be submitted
        id is self degrerated.
      · if (title { details) }
           fetch ("http://localhost:8000/notes", ?
               method: "POST".
               headers: {" Content-type": application / json "}
                body: JSON. stringify ( { title, details, category })
             3). then (1) > history. push (1/1)
       3
      import & Use History & from 'react-router-dom'
```

conat history = useflistory ();

inside function

used to redirect

```
· Fetching from Json

Const [notes, setnotes] = use State ([]);

Use Effect (() ⇒ }

Fetch ('http://localhost: 3000/ notes')

• then (veo ⇒ veo. Json ())

• then (douta ⇒ set Notes (data))

3. [])
```