


React Practice

App Component

```
export default function App() {
  async function getAdvice() {
    const response = await fetch("https://api.adviceslip.com/advice");
    const data = await response.json();
    console.log(data);
  }

  return (
    <div>
      <h1>Hello World!</h1>
      <button onClick={getAdvice}>Get Advice!</button>
    </div>
  );
}
```



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

```
export default function App() {
  /* useState is a function that returns an array in react
  and here we are destructuring that array 1st position of the
  array is value of the state, the 2nd value is a setter function that
  we can use to update the piece of state */
  const [advice, setAdvice] = useState("");
  const [count, setCount] = useState(0);

  async function getAdvice() {
    const res = await fetch("https://api.adviceslip.com/advice");
    const data = await res.json();
    setAdvice(data.slip.advice);
    /* Now in this getAdvice function we can use setAdvice function to
    update the state, whenever the piece of state is updated
    user interface will also be updated */
    // take current count add 1 and that will become the new count
    setCount((c) => c + 1);
  }

  // Generate very first piece of advice when loaded
  /* useEffect takes two arguments 1st a function that
  we want to execute at the beginning when the component loads and 2nd
  argument is dependency array */
}
```

```

useEffect(function () {
  getAdvice();
}, []);
return (
  <div>
    <h1>{advice}</h1>
    <button onClick={getAdvice}>Get Advice!</button>
    {/* include this component like it is another html element */}
    {/* Pass count as a prop to Message. Props are like parameters
    to function. We call the prop count and pass in the prop
    value */}
    <Message count={count} />
  </div>
);
}

```

```

// In react we divide user interfaces into components
// components are reusable pieces of code
// components are used to render UI
// Name of all components should start with capital letter(convention)
// Now accept the props object as a parameter. In this props object count is
now a property
function Message(props) {
  // update count dynamically
  return (
    <p>
      You have read <strong>{props.count}</strong> pieces of advice
    </p>
  );
}

```

JSX Template: Babel transpiles JSX code by transforming it into regular JavaScript code. JSX (JavaScript XML) is a syntax extension for JavaScript that allows developers to write HTML-like code within JavaScript. Babel is a toolchain that is primarily used to convert ECMAScript 2015+ (ES6+) code into a backwards-compatible version of JavaScript that can be run in older browsers or environments.

When Babel encounters JSX code, it transforms it into function calls that create React elements. Here's a simplified explanation of how Babel transpiles JSX:

1. ****Parsing****: Babel first parses the JSX syntax into an Abstract Syntax Tree (AST), which is a structured representation of the code.

2. **Transformation**: Babel then transforms the JSX AST into equivalent JavaScript code. This transformation involves replacing JSX elements with `React.createElement()` function calls.

3. **Generation**: Finally, Babel generates the transpiled JavaScript code from the transformed AST.

For example, given the following JSX code:

```
```jsx
const element = <h1>Hello, world!</h1>;
```
```

Babel transpiles it into the following JavaScript code:

```
```javascript
const element = React.createElement("h1", null, "Hello, world!");
```
```

In this transpiled code, `React.createElement()` is used to create a React element representing the `<h1>` element with the text content "Hello, world!".

It's important to note that Babel itself doesn't understand JSX syntax natively; instead, it relies on plugins like `@babel/preset-react` to handle JSX transformation. This preset includes the necessary plugins to transform JSX into JavaScript that can be understood by browsers or other JavaScript environments.

App.js:

```
-----
import "./App.css";
function App() {
  const title = "Welcome to the new blog!";
  const likes = 50;
  // can output: number, string, and array
  // can't output: boolean and objects
  const link = "https://www.google.com/";

  const ninja = { name: "Yoshi", age: 30 };
  // returning dynamic values
  return (
    <div className="App">
      <div className="content">
        <h1>{title}</h1>
        <p>Liked {likes} times</p>
        { /* <p>{ninja}</p> */ }
      </div>
    </div>
  );
}
```

```

    <p>`${ninja.name} is a ${ninja.age} years old ninja!`</p>
    { /* bunch different element in arrays together and bunch them as string
*/}

    <p>{[1, 25, 686]}</p>
    { /* use dynamic values as attribute values in element tags */}
    <p>{Math.random() * 20}</p>
    <a rel="noreferrer" target="_blank" href={link}>
      Link to google!
    </a>
  </div>
</div>
);
}

```

```
export default App;
```

Components contain template which makes up the html along with js logic. Components return jsx and In background a transpiler named babel converts all this jsx template into regular JavaScript code when we save the file. class is a reserved keyword in js so we can't use it in jsx.

Components return jsx and exported to use elsewhere.

React converts out (whatever data type we give it to it) into strings before it renders it in the browser.

can output: number, string, and array
 can't output: boolean and objects

Lecture 8(useState hook):

State of a component means data being used on that component in a particular time.

It could be an array of values, booleans, string, objects or any other data that our component uses.

We created some variables and used them in our template before (refer to React Practice.pdf App.js file) but if we need to change variable or data over time or in reaction to some event (user clicking a button)

Home.js (Before using useState Hook):

```
// Destructure useState hook from react library, this grabs us the function
from the react library, now we can use it in our component
```

```

import { useState } from "react";

const Home = () => {
  let name = "Mario";
  const handleClick = () => {
    // Updating the value will not reflect in the template
    name = "Luigi";
    /* name itself changed to luigi but it doesn't get updated in the template
    (view in browser console) cause the variable we have created is not reactive
    (let name = "Mario") means react doesn't watch it for changes, when its value
    changes it doesn't trigger react to re-render the template with the new value
    inside it (name variable in this case) and we continue to see the old value
    (Mario) in the browser, to make this work we need to make the value reactive so
    that when it changes react detects that and it re-renders the template with the
    new value (where we output it in the template) and updated value is visible to
    the browser to implement this we use hook whis is called useState(). Hook in
    react is a special type of function that does a certain job, it generally
    starts with the word use. useState hook provides us a way to make reactive
    value, also provides a way to change that value whenever we want. So to use
    useState hook we need to import it */
    console.log(name);
  };

  // const handleClickAgain = (name, e) => {
  //   console.log(`Hello ${name}!, ${e.target}`);
  // };

  return (
    <div className="home">
      <h2>Homepage</h2>

      <p>{name}</p>
      /* onclicking button change the value of name variable */
      <button onClick={handleClick}>Click me!</button>
      /* <button onClick={(e) => handleClickAgain("Mario", e)}>
        Click me again!
      </button> */
    </div>
  );
};

export default Home;

```

Home.js (After using useState Hook):

```
// Destructure useState hook from react library, this grabs us the function
from the react library, now we can use it in our component
import { useState } from "react";

const Home = () => {
  // let name = "Mario";
  // Make a reactive value using useState, we give this useState a initial
  value for example (Mario), we want to store this in some variable. We use array
  destructuring to grab 2 values that this hook returns to us, first value is the
  initial value (name), 2nd value is a function that we can use to change that
  value most times it's called set[whatever the name of value to be changed]
  const [name, setName] = useState("Mario");
  const [age, setAge] = useState(23);
  const handleClick = () => {
    /* changing the state data using setName, this useState value is reactive
    if we change it it's gonna change in the template as well, when we use this
    function to change the value that triggers react to re-render the component
    upon re-rendering it has the new value of name cause it's been updated. We can
    use this hook (useState) as many times in our component for different values
    other than name like it can be array, object, boolean etc. like 'const [age,
    setAge] = useState(0)' The data type of state we are using doesn't matter */
    setName("Luigi");
    // update age to 30
    setAge(30);
  };

  return (
    <div className="home">
      <h2>Homepage</h2>
      /* At first it will give us the initial value (Mario), to change this
      value we can use the setName function */
      <p>
        {name} is {age} years old.
      </p>
      <button onClick={handleClick}>Click me!</button>
    </div>
  );
};
```

/* Conclusion: When we need a reactive value something that might change at some point we use the useState hook to do that we pass in an initial value and we can output that value in the template and then we just call the set function 2nd value we get in the destructured array to update it and that triggers re-render and the new value is going to be output to the browser in this template, so this hook is very useful 😊 */

```
export default Home;
```
