# **Assessment: React Madlibs**

Download code <../react-1.zip>

**Warning: Assessments** 

Remember, assessments are meant to be completed **by you**, not as a shared exercise with friends or other members of your cohort.

All code submitted should be **written by you**. If you incorporate code from elsewhere, it must be clearly specified.

Please do not put your assessment on GitHub.

## Part 1: Conceptual

Answer the following questions inside the *conceptual.md* file.

### Part 2: addCommas

Write a function called **addCommas** which accepts a number and converts it into a string formatted with commas added for readability.

Examples of the output we'd like:

Input	Expected Output
1234	"1,234"
1000000	"1,000,000"
9876543210	"9,876,543,210"
6	"6"
-10	"-10"
-5678	"-5,678"
(bonus) 12345.678	"12,345.678"
(bonus) -3141592.65	"-3,141,592.65"

Write tests for these (non-bonus) cases and make sure your code passes these. Feel free to add any other tests you deem necessary.

### Part 3: React MadLibs

Make a Madlibs game in React!

Here's how it should function (feel free to change up the specific parts of speech and story):

# Madlibs!

noun	
noun	2
adje	ctive
color	
	Get Story

As you can see, you'll need a form for your Madlib, which, once submitted, shows the story with the form entries inserted. **Note that the GIF also includes the bonus features described below.** 

You should have a top-level *Madlib* component, but beyond that the component hierarchy is up to you. Diagram out the hierarchy for yourself before you write any code! Please do not use a single React component.

Document your code appropriately.

#### **Bonus**

- Improve the code so you can't submit the form of prompts unless each one is filled out.
- Add a "Restart" button to the story, which restarts which goes back to the form prompting for answers.

### **Super Bonus**

• Allow the user to select between several story options before filling out their Madlib form.

### **Solution**

View our Solution < solution/>