**React\_shifting\_state\_up**

**Code folder:** 7.State\_LifeCycle\_in\_classComponent

Components: calculator, boiling

In react data flow is one way. Parent to child data flow. It is easier to debug bug for one way data flow. When both way is data flowed, it is hard to debug bug.

We can put a state in parent so that we can pass data to it’s children.

Shifting up: marbo ekhane last porbe soshane. Shifting up the state to the parent component when we need a such situation: child a data work korbe but parent theke onno jaigai pass korte hobe. Tahole ami oiter parent a amara eiter calculation state management korbo.

Main things: top down data flow or unidirectional data flow.

**Lesioned learned:**

* There should be a single “source of truth” for any data that changes in a react application
* Rely on **Top-Down** flow instead of syncing the state between different components
* Lifting state involves writing more “boilerplate” code but takes less work to find bugs
* We can implement any custom logic to reject or transform user input

**Calculator component: parent component**

  <div>

        <TemperatureInput

          scale="c"

          temperature={celsius}

          onTemperatureChange={this.handleChange}

        />

        <TemperatureInput

          scale="f"

          temperature={farenheit}

          onTemperatureChange={this.handleChange}

        />

        <Boiling celcius={temperature} />

      </div>

**Temperature input:** child of **calculator**

import React from "react";

const scaleName = {

  c: "Celcius",

  f: "Farenheit",

};

function TemperatureInput({ scale, temperature, onTemperatureChange }) {

  return (

    <fieldset>

      <legend>Enter temperature in {scaleName[scale]}: </legend>

      <input

        type="text"

        value={temperature}

        onChange={(e) => onTemperatureChange(e, scale)}

      />

    </fieldset>

  );

}

export default TemperatureInput;

**Boiling:** child of **Calculator** components

function Boiling({ celcius }) {

  if (celcius > 100) return <p>The water would boiled</p>;

  else return <p>The water would not boiled</p>;

}

export default Boiling;