

## 65. Component - UpdootSection

#reactjs

#frontend


#component

#graphql

#graphql-codegen

#fragment

### Implement PostSnippet Fragment

- First we define a **PostSnippet** **fragment** to have **graphql-codegen** create us a **PostSnippet** **type** that we can use in the **Updoot** component
- As we saw in [22. GraphQL Mutation - login w/ Fragments](#) , we implement the fragments **based on ObjectTypes** that are already defined in the server code:
  - **Post** is an **ObjectType** defined in **Post.ts** entity ([4. Entity - Post.ts](#) )
- We create the following file:

/fragments/PostSnippet.graphql

```
fragment PostSnippet on Post {  
  id  
  createdAt  
  updatedAt  
  title  
  textSnippet  
  points  
  creator {  
    id  
    username  
  }  
}
```

- We also insert this new fragment into **posts.graphql** to simplify it

/graphql/queries/posts.graphql

```
query Posts($limit: Int!, $cursor: String) {  
  posts(limit: $limit, cursor: $cursor) {  
    hasMore  
    posts {  
      ...PostSnippet  
    }  
  }  
}
```

## Obtain the TypeScript Type

- Run codegen to generate the **TypeScript** types

```
yarn gen
```

- and now we have the updated new **PostSnippet** type that we can use:

/generated/graphql.tsx

```
export type PostSnippetFragment = (  
  { __typename?: 'Post' }  
  & Pick<Post, 'id' | 'createdAt' | 'updatedAt' | 'title' | 'textSnippet' |  
'points'>  
  & { creator: (  
    { __typename?: 'User' }  
    & Pick<User, 'id' | 'username'>  
  ) }  
);
```

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## Implement UpdootSection Component

- Now we extract the **Flex** component that contains the **buttons** from the **Stack** component in **index.ts** into an **Updoot** component and implement the voting logic

- **Note that** in the **UpdootSectionProps** object we could just import the **points**

```
interface UpdootProps {  
  points: number;  
}
```

and this would be enough for this particular implementation, however we want to be able to access all fields of a **post**, so that if in the future this component needs to access more than the **points**, it will be able to do that.

- For this, we could import a **PostsQuery** object as follows, and it would contain all fields of a **post** at the deepest level

```
import { PostsQuery } from "../generated/graphql";  
  
interface UpdootProps {
```

```

    post: PostsQuery["posts"]["posts"][0];
  }

```

- Instead we simply use the `PostSnippet type` that we obtained
- We also use the `useVoteMutation()` hook we created with `graphql-codegen`
- **Note that** here, instead of using the `fetching` state we could obtain with `[{fetching}, vote] = useVotingMutation()` we instead implement the loading indicators on the buttons separately, since the `fetching` variable would not allow us to know which button to display as "loading". In fact the `operation` variable shows us what value was passed to the `vote()` function, but that is updated only after the function is completed so it is also not useful for us

#### /components/UpdootSection.tsx

```

import { ChevronUpIcon, ChevronDownIcon } from "@chakra-ui/icons";
import { Flex, IconButton } from "@chakra-ui/react";
import React, { useState } from "react";
import { PostSnippetFragment, useVoteMutation } from "../generated/graphql";

interface UpdootSectionProps {
  post: PostSnippetFragment;
}

export const UpdootSection: React.FC<UpdootSectionProps> = ({ post }) => {
  const [loadingState, setLoadingState] = useState<
    "updoot-loading" | "downdoot-loading" | "not-loading"
  >("not-loading");
  const [, vote] = useVoteMutation();
  return (
    <Flex direction="column" justifyContent="center" alignItems="center" mr={4}>
      <IconButton
        onClick={async () => {
          setLoadingState("updoot-loading");
          await vote({
            postId: post.id,
            value: 1,
          });
          setLoadingState("not-loading");
        }}
        isLoading={loadingState === "updoot-loading"}
        boxSize={6}
      />
    </Flex>
  );
}

```

```
        icon={<ChevronUpIcon />}
        aria-label={"Upvote post"}
    />
    {post.points}
    <IconButton
        onClick={async () => {
            setLoadingState("downdoot-loading");
            await vote({
                postId: post.id,
                value: -1,
            });
            setLoadingState("not-loading");
        }}
        isLoading={loadingState === "downdoot-loading"}
        boxSize={6}
        icon={<ChevronDownIcon />}
        aria-label={"Downvote post"}
    />
</Flex>
);
};
```

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