My React experience is limited to in-school experimentation for various projects last semester. For IS531 and IS405, I was the primary React developer for the routing, implementation of the dynamic front-end with an API, and picking a template. It was a very frustrating but rewarding experience as I was able to learn about the asynchronous “hell” you can end up in and figure out how to work with it to your advantage. This is where I learned about React hooks (really only useState, useEffect, and useMemo) and functional components, albeit not in depth. I have watched and done a couple of projects since then to learn about how to filter and search client-side through JSON, but beyond this, I am not very adept.

This additional experience in a React project really helped bring back some of that faded knowledge from last semester, and added some additional learning features that I did not dive deep into such as props and hoisting variables. I really appreciated the exercise of starting with the state in the squares and then lifting it up to the Board and THEN lifting it up to the game. I really had not thought about the parent element needing to be able to control the child elements in that way, and it made a lot of sense to me. Although passing props makes complete sense, I also had never done that before, and I found myself getting lost in the code just a little bit and needing to plug it in to ChatGPT to explain it to me line by line. Finally, adding in the history was incredibly fascinating to me. The manipulation involved to save that history but be able to display a past move was not fathomable to me before the assignment, and to do it and understand why I should make copies of arrays to mimic immutable objects.