React-Outline

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Module 1:

- > Understood how to initiate a React application (via Vite & CRA).
- > Environment setup (VSCode + NodeJS)
- > To create react app via CRA: npm create-react-app app-name
- > To create react app via Vite: npm create vite@latest
- > Components & Props:

A stand-alone component with listItems being passed as a prop.

> State and Lifecycle Methods

State:

```
State Update | Count: 22
```

Lifecycle:

```
import { useEffect, useState } from 'react'
import reactLogo from './assets/react.svg'
import viteLogo from '/vite.svg'
import './App.css'
function App() {
  const [count, setCount] = useState(0)
  const [addCount, setAddCount] = useState(0)
  useEffect(() => {
    setAddCount(() => addCount + count);
  }, [count]);
  return (
        <button onClick={() => setCount((count) => count + 1)}>
          State Update | Count: {count}
        </button>
        The added value is: {addCount} 
export default App
```

```
State Update | Count: 5
The added value is: 15
```

Module 2:

Class vs Functional Components:

> A functional component is a simple Javascript function as shown below:

```
function list(props)
{
    return Hello {props.listItems} }
```

> A class component creates classes in React which can be utilized just like a normal component.

```
import React from "react";

class Object_1 extends React.Component {

   constructor(props) {
      super(props);
      this.state = {
```

```
State Update | Count: 0

The added value is: 0

My name is Barack Obama and I am 52 years old.
```

State Management in Functional Components:

Note: State Management has been utilized in the code for Lifecycle above ^

Handling Events:

Note: Event Handling has been performed in the code for Lifecycle above

Conditional Rendering:

```
import { useEffect, useState } from 'react'
import reactLogo from './assets/react.svg'
import viteLogo from '/vite.svg'
import './App.css'
import Object_1 from './Components/test'
function App() {
  const [count, setCount] = useState(0)
  const [addCount, setAddCount] = useState(0)
  const [clicked, setClicked] = useState(false)
 useEffect(() => {
    setAddCount(() => addCount + count);
 }, [count]);
  const handleClick = () =>
   console.log(clicked)
   setClicked(!clicked);
   console.log(clicked)
  function conditionalCheck()
   if (handleClick == true)
      return The Earth is NOT flat.
   else
      return The Earth is flat.
  return (
       <button onClick={() => setCount((count) => count + 1)}>
         State Update | Count: {count}
        </button>
        The added value is: {addCount} 
        <button onClick={handleClick}>
```

```
State Update | Count: 0

The added value is: 0

Click this for a fact.

The Earth is flat.
```