

CN5006

Week 7

Q1. I have learnt many things such as; onChange events to update states every time the user updates the text field, as well as how to handle that change, onClick events which updates the state every time the button is clicked. I have also learnt how to use hooks such as useEffect and useState to update the state when props change or to execute code if i want.

Q2.

- A. EmojeeCounter
- B. <EmojeeCounter pic='Love'/>
- C.
  - a. const [pic, setPic]=useState(Love)
  - b. const [count,setCount]=useState(0)
- D. const ClickHandle=() =>
  - {
  - setCount(count+1)
  - }<button onClick={ClickHandle}>
- E. The pic=Love line of code is the passes the prop created with the value Love assigned to it.
- F. useEffect is a react hook component that dynamically updates whenever a prop changes in a functional component
- G. This is the html that is being returned to the index.js to display on the screen that the user sees.

Q3

Type "love", "sad", "like" or "happy" to display image



Type "love", "sad", "like" or "happy" to display image



First i needed to import all the relevant images being used. Then i needed to create a function and come up with a name for it, i chose EmoJeeText. Then using the EmoJeeCounter.js as a reference, I created two variables, one to store the state of the text box and one to store the state of the picture.

Then using the useEffect function to set which picture is being shown, i again used EmoJeeCounter as a reference of how to set which image is which, expect this time since no props are being used i just set it to the input variable which holds what the user will be typing in the text field as well as adding an option null for when none of it matches.

Then after googling stuff like “react how to get a user input in a text field every time it changes” I stumbled across the onChange component which is perfect for this question which requires an inpuhandle change function to update the state of the input every time they type.

Then I needed to use a return statement and write some basic HTML to display what options you can write in the text field in a <h1> inside a <div> and using <input> to get an actual input from the user with the onChange attribute and then <img> to display the actual image.