HOOKS:-

Project 1:->

**Create a counter app.**

* UI updation is done by React that is why we need HOOKs.

Eg-

function App() {

  let counter = 15

  //funtion to increase val.

  const addValue = ()=>{

    counter = counter+1;

    console.log("val:", counter);

    //value is increasing of counter in console but not in UI

  }

  return (

    <>

      <h1> Counter App</h1>

      <h2> Counter value : {counter}</h2>

      <button

      onClick={addValue}>Add value</button>

      <br/>

      <button>Remove Value</button>

    </>

  )

}

This code will change the val in Console but not in UI, so we use HOOKs

* In order to use hooks we need to import them from React
* Here we are using the useState Hook to keep track of the application state.
* State generally refers to application data or properties that need to be tracked.
* We import this by -
* import { useState } from 'react’

Syntax:

<data type> [<variable name>, <function name>] = <hooks name>(<default value>)

let [counter, setCounter] = useState(10)

counter is var name

setCounter is fn

10 is default value.

Correct code for Counter App-

import { useState } from 'react'

import reactLogo from './assets/react.svg'

import viteLogo from '/vite.svg'

import './App.css'

function App()

{

  let [counter, setCounter] = useState(10)

  const addValue = ()=>{

    counter = counter+1;

    if(counter>20)

    {

      alert("no possible")

      counter =20;

      setCounter(20);

    }

    else{

      setCounter(counter);

    }

  }

  const removeValue =()=>{

    counter = counter-1;

    if(counter<0)

    {

      alert("no possible")

      counter=0;

      setCounter(0);

    }

    else{

      setCounter(counter);

    }

  }

  return (

    <>

      <h1> Counter App</h1>

      <h2> Counter value : {counter}</h2>

      <button

      onClick={addValue}>Add value</button>

      <br/>

      <button

      onClick ={removeValue}>Remove Value</button>

    </>

  )

}

export default App