

Always use Key for list for better reconciliation. Default is it uses index for Diff algorithm

```
<ul>
  <li key="2015">Duke</li>
  <li key="2016">Villanova</li>
</ul>

<ul>
  <li key="2014">Connecticut</li>
  <li key="2015">Duke</li>
  <li key="2016">Villanova</li>
</ul>
```

Deleting a Customer – Event Handling

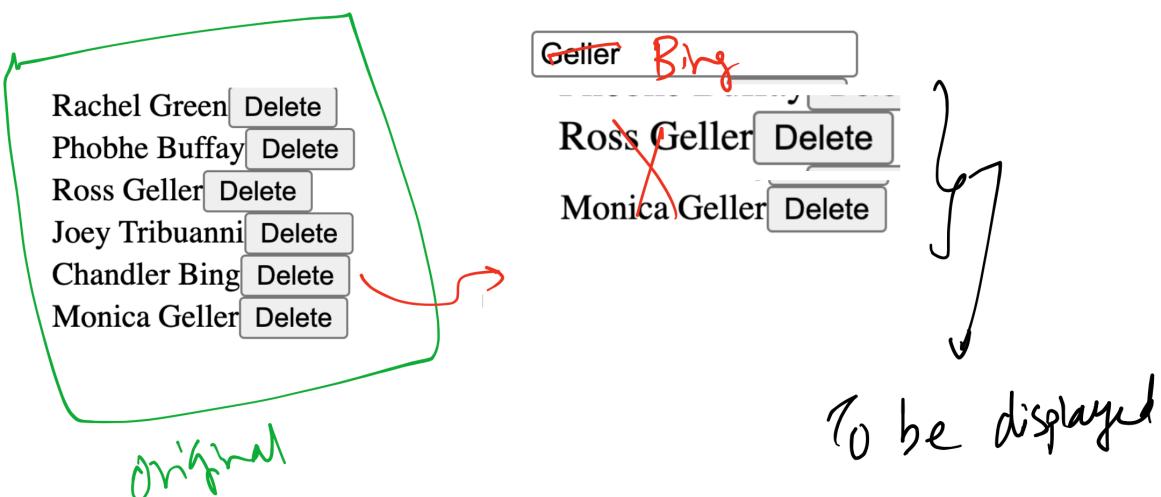
```

export default class CustomerList extends Component {
  x = 10; // is also a state, but not managed by react
  y = 15; // is also a state, but not managed by react
  state = {
    name: "Raj",
    age: 35,
    customers: [
      ...
    ]
  }
  deleteCustomer(id) {
    // easiest way of deleting array elements
    let custs = this.state.customers.filter(c => c.id !== id);
    // this won't work, state updates but reconciliation won't happen
    // this.state.customers = custs;
    // always use setState to update state and force reconciliation - redraw
    this.setState({
      customers: custs
    })
  }
  render() {
    return (
      <div>
        {
          this.state.customers.map(cust => <CustomerRow
            delEvent={() => this.deleteCustomer(cust.id)}
            customer={cust} key={cust.id}>)
        }
      </div>
    )
  }
}

```

Diagram annotations:

- Blue arrows point from the code to numbered callouts (5, 6, 7, 8) on the right.
- Callout 5 points to the state variable `x` and `y`.
- Callout 6 points to the `customers` array in state.
- Callout 7 points to the `delEvent` prop being passed to the child component.
- Callout 8 points to the `customer` prop being passed to the child component.



```

filterCustomers(txt) {
  let custs = this.state.original.filter(c => c.lastName.toUpperCase()
    .indexOf(txt.toUpperCase()) >= 0)

  this.setState({
    customers: custs
  })
}

render() {
  return (
    <div>
      <Filter filterEvent={txt => this.filterCustomers(txt)}>

```

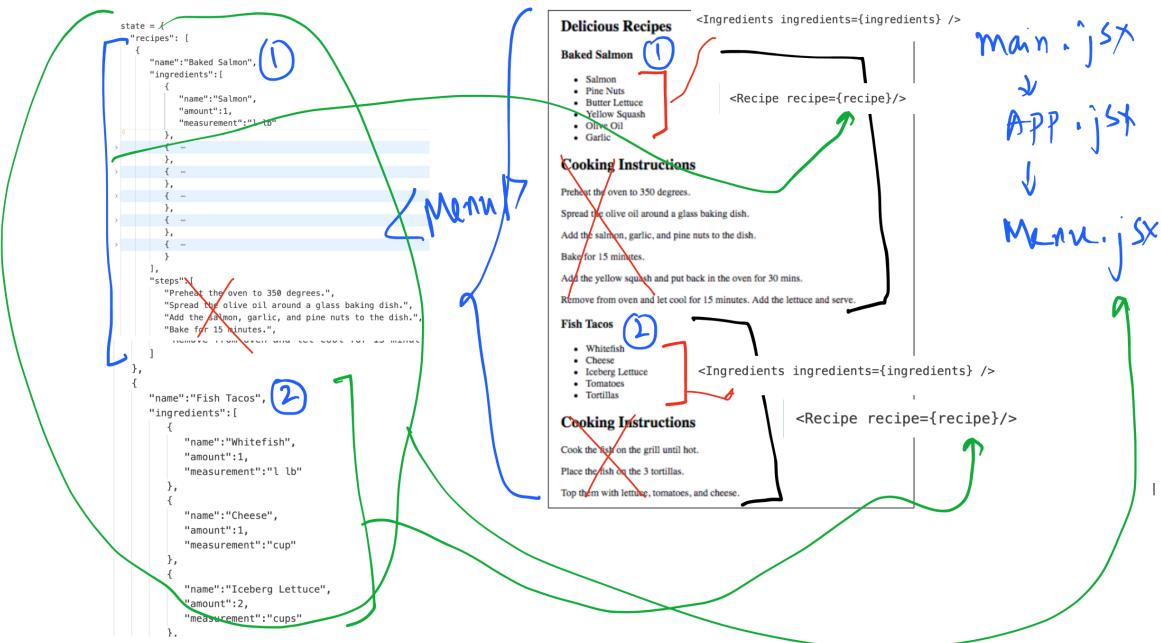
```

// filterEvent is props from Parent
export default function Filter({filterEvent}) {
  return (
    <div>
      <input type='text'
        placeholder='search by name'
        onChange={(evt) => filterEvent(evt.target.value)}
      />
    </div>
  )
}

```

Diagram annotations:

- Blue arrows point from the code to numbered callouts (1, 2, 3, 4, 5, 6) on the right.
- Callout 1 points to the `filterEvent` prop being passed to the child component.
- Callout 2 points to the `filterEvent` function definition.
- Callout 3 points to the `placeholder` attribute of the input field.
- Callout 4 points to the `onChange` event handler.
- Callout 5 points to the `filterEvent` function body.
- Callout 6 points to the closing brace of the `filterEvent` function.



```

  "questions": [
    {
      "id": "1",
      "question": "In Magic: The Gathering, what card's flavor text is 'Catch!?'?",
      "correct_answer": "Lava Axe",
      "options": [
        "Stone-Throwing Devils",
        "Lava Axe",
        "Ember Shot",
        "Throwing Knife"
      ]
    },
    {
      "id": "2",
      "question": "Which of these characters in 'Undertale' can the player NOT go on a date with?",
      "correct_answer": "Sheik",
      "options": [
        "Samus",
        "Sheik",
        "Lucas",
        "Mega Man"
      ]
    }
  ]
}

```

In Magic: The Gathering, what card's flavor text is 'Catch!?'?

- "Stone-Throwing Devils",
- "Lava Axe",
- "Ember Shot",
- "Throwing Knife"

"Which of these characters in 'Undertale' can the player NOT go on a date with?",

- "Samus",
- "Sheik",
- "Lucas",
- "Mega Man"

**Submit**