1. Props – Practice Tasks

1. Create a UserCard component that takes name and age as props and displays them.

2. Pass a list of hobbies as a prop to a HobbiesList component and render them as <li> items.

3. Build a Button component that takes label and color as props and styles itself.

4. Create a Profile component that takes a user object prop and displays the username and email.

5. Pass a function as a prop to a ClickButton component that logs “Button clicked!” when pressed.

6. Build a Greeting component that displays “Good Morning” or “Good Evening” based on a time prop.

7. Create a Counter component where the starting value is passed as a prop.

8. Pass an image URL as a prop to an Avatar component and render it in <img>.

9. Create a Card component that takes title and children as props and displays them in a styled card.

10. Build a Product component that receives price and discount props and displays the discounted price.

2. Hooks – Practice Tasks

1. Create a Timer component using useState and useEffect to count seconds.

2. Build a MouseTracker component that shows the current mouse position using useState and useEffect.

3. Use useRef to focus an input field when a button is clicked.

4. Create a form that uses useState to store and display input values in real time.

5. Build a theme switcher using useState and useEffect to store the selected theme in localStorage.

6. Use useReducer to create a counter with increment, decrement, and reset buttons.

7. Use useMemo to calculate and display a list of prime numbers up to a given number.

8. Create a WindowSize component using useEffect to track window width/height.

9. Build a Stopwatch component that starts, stops, and resets using hooks.

10. Create a DarkModeToggle component using useState and useEffect to switch background color.

3. State – Practice Tasks

1. Create a counter using useState with + and – buttons.

2. Make a toggle switch that changes between “ON” and “OFF” state.

3. Build a form that stores name, email, and age in a single state object.

4. Create a random quote generator where each click changes the displayed quote.

5. Store an array of todo items in state and render them in a list.

6. Create a text input that converts text to uppercase in real time.

7. Make a “Like” button that increments a count each time it’s clicked.

8. Build a color picker that changes the page background color.

9. Store a list of images in state and cycle through them with next/previous buttons.

10. Implement a “character counter” for a textarea