7. Conditional Rendering and Lists

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Why Conditional Rendering Is Important

It allows React components to dynamically change what's shown to the user, enabling better control over UI behavior based on app state or props.

Key Concepts

Conditional Rendering

Use logical or ternary operators to render components or elements based on conditions.

Short-circuit Evaluation

```
{isAdmin && <button>Delete User</button>}
```

if-else Rendering

Use conditional statements inside functions.

```
function Message({ type }) {
  if (type === 'error') return Error occurred!;
  if (type === 'success') return Operation successful!;
  return null;
}
```

Rendering Lists

Use map() to render multiple components from an array.

Key Prop

Use a unique key prop to help React identify which items changed.

```
{user.name}
```

Visual Overview

```
flowchart TD
  A[App State Changes] --> B[Evaluate Condition]
  B --> C{True or False}
  C -->|True| D[Render Component A]
  C -->|False| E[Render Component B]
```

• Guidelines

- Always include a key when rendering lists.
- Use ternary operators for inline logic.
- Avoid deeply nested if-else in JSX.
- Render fallback UI for empty lists or error states.

Practice Exercises

- 1. Show a different greeting message based on login state.
- 2. Render a list of items using map().
- 3. Conditionally show a message when the list is empty.
- 4. Use a key prop correctly in a dynamic list.

Quiz Questions

1. What does isLoggedIn ? <A /> : represent?

- a) useEffect hook
- b) useState setter

c) Ternary conditional rendering

d) JSX map function

2. What is the purpose of the key prop in lists?

- a) For styling
- b) For accessibility

c) To help React track changes

d) To render conditionally

3. What happens if you forget to include a key prop in a list?

- a) React shows an error
- b) Nothing changes
- c) React may inefficiently re-render items
- d) List items become read-only
- 4. What does {isAdmin && <Button />} do?
- a) Always renders Button
- ☑ b) Renders Button only if isAdmin is true
- c) Throws an error if isAdmin is false
- d) Creates a loop