useState, useEffect, useRef를 사용한 별찍기 구현

> 2022-05-03

App.js

```javascript
import React, { useEffect, useState } from 'react';

const App = () => {
  const [rowNum, setRowNum] = useState(0);
  const onChange = (event) => {
    setRowNum(event.currentTarget.value);
  };
  const result = React.useRef();

  useEffect(() => {
    result.current.innerHTML = '';

    let num = parseInt(rowNum);

    for (let i = 0; i < num; i++) {
      let str = '';
      for (let j = 0; j < i + 1; j++) {
        str += '*';
      }
      str += `<br/>`;

      result.current.innerHTML += str;
    }
  }, [rowNum]);

  return (
    <div>
      <h2>useState, useEffect, useRef를 사용한 별찍기 구현</h2>
      <hr />

      <label htmlFor="rownum">rownum: </label>
      <input value={rowNum} onChange={onChange} type="number" id="rownum" />
      <hr />

      <div ref={result}></div>
    </div>
  );
};

export default App;
```

결과

useState, useEffect, useRef를 사용한 별찍기 구현

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rownum: | 5 |

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