Practical Number 2

<u>AIM:</u> Experiment based on React Hooks (useEffect, useContext, custom hooks)

THEORY:-

1. React Hooks

- Hooks are special functions introduced in React 16.8 that allow developers to use state and other React features without writing class components.
- **useState**: A hook that lets us add and update state variables in functional components.
- useEffect: A hook used for handling side effects such as fetching data, manipulating the DOM, or storing data in localStorage.
- **useContext**: A hook that allows components to consume values from a React Context without passing props down manually.

2. Context API

- The Context API provides a way to share data across the component tree without having to pass props at every level.
- It consists of three main parts:
 - \blacksquare createContext() \rightarrow Creates a new context.
 - \blacksquare Provider \rightarrow Supplies the context value to child components.
 - useContext() \rightarrow Consumes the context value inside a component.

3. Custom Hooks

- A custom hook is a reusable function built using other hooks.
- It follows the "use" prefix naming convention (e.g., useLocalStorage).

• Custom hooks help reduce code duplication and improve readability when the same logic is required across multiple components.

4. LocalStorage

- LocalStorage is a web API that allows storing key-value pairs in the browser with no expiration date.
- o Data stored in localStorage persists even after refreshing or closing the browser.
- It is commonly used for saving user preferences, themes, or temporary app data.

5. Dark and Light Themes

- Theme switching is a feature in modern applications that allows toggling between light and dark user interfaces.
- React, combined with Context API and TailwindCSS, provides a simple way to manage theme state.
- o TailwindCSS includes built-in support for dark mode using the dark: modifier.

CODE:-

```
src > hooks > JS useLocalStorage.js > ...
      import { useState, useEffect } from "react";
      export default function useLocalStorage(key, initialValue) {
       // Read from localStorage once on init
        const [storedValue, setStoredValue] = useState(() => {
            const item = localStorage.getItem(key);
            return item ? JSON.parse(item) : initialValue;
          } catch (error) {
            console.error(error);
            return initialValue;
        // Save to localStorage whenever it changes
        useEffect(() => {
          localStorage.setItem(key, JSON.stringify(storedValue));
        }, [key, storedValue]);
        return [storedValue, setStoredValue];
 22
```

```
src > # App.css > 4 .logo:hover
      #root {
       max-width: 1280px;
      margin: 0 auto;
       padding: 2rem;
      text-align: center;
      .logo {
       height: 6em;
       padding: 1.5em;
       will-change: filter;
 11
       transition: filter 300ms;
 12
 13
      .logo:hover {
 15
      filter: drop-shadow(0 0 2em #646cffaa);
      .logo.react:hover {
      filter: drop-shadow(0 0 2em ■#61dafbaa);
      @keyframes logo-spin {
       from {
        transform: rotate(0deg);
       to {
       transform: rotate(360deg);
      @media (prefers-reduced-motion: no-preference) {
        a:nth-of-type(2) .logo {
          animation: logo-spin infinite 20s linear;
      .card {
      padding: 2em;
      .read-the-docs {
      color: ■#888;
```

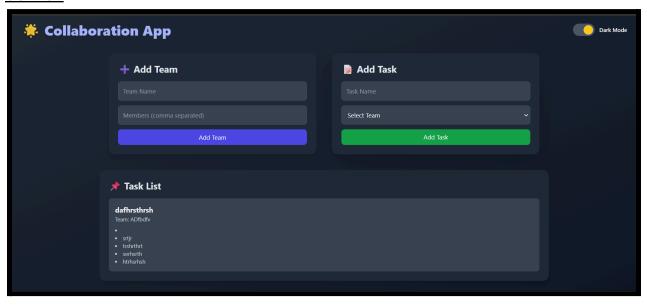
```
src > ∯ App.jsx > ...
      import React, { useContext } from "react";
      import { ThemeContext } from "./ThemeContext"; // Context for Dark/Light mode
      import useLocalStorage from "./hooks/useLocalStorage"; // Custom hook for data persistence
      export default function App() {
        const { theme, toggleTheme } = useContext(ThemeContext);
        // Store teams and tasks in localStorage so they persist after refresh
        const [teams, setTeams] = useLocalStorage("teams", []);
        const [tasks, setTasks] = useLocalStorage("tasks", []);
        // Local states for form inputs
        const [teamName, setTeamName] = React.useState("");
        const [teamMembers, setTeamMembers] = React.useState("");
        const [taskName, setTaskName] = React.useState("");
        const [selectedTeam, setSelectedTeam] = React.useState("");
        const handleAddTeam = () => {
          if (!teamName.trim() || !teamMembers.trim()) return;
          const membersArray = teamMembers.split(",").map((m) => m.trim()); // split members by comma
          setTeams([...teams, { name: teamName, members: membersArray }]);
          setTeamName("");
          setTeamMembers(""); // reset input
        // Add a new task assigned to a selected team
        const handleAddTask = () => {
          if (!taskName.trim() || !selectedTeam) return;
          const team = teams.find((t) => t.name === selectedTeam); // find selected team
          setTasks([...tasks, { task: taskName, team }]);
          setTaskName("");
          setSelectedTeam(""); // reset dropdown
```

```
src > # index.css

1     @tailwind base;
2     @tailwind components;
3     @tailwind utilities;
4
```

```
src > 🌣 ThemeContext.jsx > ...
      const ThemeProvider = ({ children }) => {
        // ☑ Persist theme in localStorage
        const [theme, setTheme] = useLocalStorage("theme", "light");
        // Toggle function
        const toggleTheme = () => {
 11
          setTheme(theme === "light" ? "dark" : "light");
        };
        // ☑ Apply Tailwind dark mode class to <html>
        React.useEffect(() => {
          const root = document.documentElement;
          if (theme === "dark") {
           root.classList.add("dark");
          } else {
           root.classList.remove("dark");
        }, [theme]);
        return (
          <ThemeContext.Provider value={{ theme, toggleTheme }}>
            {children}
          </ThemeContext.Provider>
       );
      };
      export default ThemeProvider;
 33
```

OUTPUT:-



CONCLUSION:-

The experiment demonstrated the use of React Hooks, Context API, and localStorage. The concepts of theme switching, persistent data storage, and custom hooks were successfully studied and implemented.