

Handle Input Field

In React, unlike plain HTML, we don't directly access the DOM using `document.getElementById`.

Instead, React controls the input's value using state — this makes it a Controlled Component.

This allows React to:

- Keep UI and data in sync
- Validate or modify input instantly
- Easily clear/reset form values
- Make complex forms predictable

```
const [name, setName] = useState("");  
  
return (  
  <div>  
    <input  
      type="text"  
      value={name}  
      onChange={() => setName(event.target.value)}  
      placeholder="Enter your name"  
    />  
  </div>  
);
```

value → connected to state

onChange → updates state

Without onChange, the input becomes read-only

What is Controlled Components?

A controlled component is a form whose input field value is controlled by React's State.

Here's how it works:

- Store input field value in state
- Use change handler with input field
- Value attribute attached with state

Uncontrolled Components

Sometimes we don't bind the input to state — we directly access it via ref.

```
const inputRef = useRef();  
  
function handleSubmit() {  
  alert("Input value: " + inputRef.current.value);  
}  
  
return (  
  <div>  
    <input ref={inputRef} type="text" placeholder="Type here..." />  
    <button onClick={handleSubmit}>Submit</button>  
  </div>  
);
```

```
const [formData, setFormData] = useState({  
  name: "",  
  email: ""  
});  
  
function handleChange(e) {  
  const { name, value } = e.target;  
  setFormData(prev => ({ ...prev, [name]: value }));  
}  
  
return (  
  <form>  
    <input  
      name="name"  
      value={formData.name}  
      onChange={handleChange}  
      placeholder="Name"  
    />  
    <input  
      name="email"  
      value={formData.email}  
      onChange={handleChange}  
      placeholder="Email"  
    />  
    <h3>{formData.name} -- {formData.email}</h3>  
  </form>  
);
```

Multiple Input Fields

When handling multiple inputs, use one state object.

Dynamic key `[name]: value`

Spread operator `...prev` to keep previous data intact

Thank
You