- O1 React components use props to communicate with each other.
  - like HTML attributes
  - Child-Parent relation
  - but can pass any Javascript data Ex. array, object, function

```
export default function App() {
  return (
    <div className="App">
      <RenderSomething text="Hello, world!" />
    </div>
function RenderSomething(props) {
  return (
   <div>
     {props.text}
   </div>
  );
```

Every parent component can pass some information to its children components by giving them props.

App - Parent ComponentRenderSomething - Children Component

**NOTE**: prop is an object!

- Props serve the same role as arguments serve for function
- React component only accept 1 argument which is "props"!!

```
export default function App() {
 return (
   <div className="App">
     <RenderSomething
       text="Hello, world!"
       text2="Another text"
       whatEverNameYouLike={999}
     />
   </div>
 );
function RenderSomething({ text, text2, whatEverNameYouLike }) {
 return (
  <div>
    {text}
    {text2}
    {matEverNameYouLike}
  </div>
 );
```

- O3 Another approach using Object Destructuring
  - We use this approach if we've already know what the values would be pass into the component.
  - You can name the passed down props whatever you like

# More detail on Destructuring

```
// Destructuring in Array
const array = ["Apple", "Orange", "Pineapple", "Watermelon"];

const [x, y] = array;
console.log(x, y); // Apple Orange

// Or with rest syntax
const [x, y, ...rest] = array;
console.log(rest); // ["Pineapple", "Watermelon"]
```

The destructuring assignment syntax is a JavaScript expression that makes it possible to unpack values from arrays, or properties from objects, into distinct variables.

#### **Destructuring Syntax**

https://developer.mozilla.org/enUS/docs/Web/JavaScript/Reference/Operators/Dest
ructuring\_assignment

## More detail on Destructuring

```
// Destructuring in Object literal
const person = {
  firstName: "John",
  lastName: "Doe",
  age: 20,
  job: "programmer",
};

const { firstName, lastName } = person;
console.log(firstName, lastName); // John Doe
```

The destructuring assignment syntax is a JavaScript expression that makes it possible to unpack values from arrays, or properties from objects, into distinct variables.

#### **Destructuring Syntax**

https://developer.mozilla.org/enUS/docs/Web/JavaScript/Reference/Operators/Dest
ructuring\_assignment

```
export default function App() {
 return (
   <div className="App">
     <Greeting
       name="John"
       age={20}
     />
   </div>
function Greeting({ name, age = 16}) {
 return (
  <div>
    My name is {name}!
    I'm {age} years old.
  </div>
```

#### O4 Set default value to props

- when the the age props is not provided, it fallback value is
   16
- It uses the same syntax from destructuring object
- You can set default value during destructuring an object

**05** Forwarding Props with JSX spread syntax

# **Spread Syntax**

```
// Spreading an object
const newPerson = {...person, job: "none"};

// Spreading an array
const newArray = [...array, "Mango"];
```

**Spread syntax** expand elements into places where arguments are wanted

#### **Spread Syntax**

https://developer.mozilla.org/enUS/docs/Web/JavaScript/Reference/Operators/Spre
ad\_syntax

```
export default function Parent() {
 return (
   <div className="App">
     <Child>
       <l
        Apple
        Orange
       </Child>
   </div>
 );
function Child({ children }) {
 return (
  <div>
    <h2>This is a list</h2>
    {children}
  </div>
 );
```

Passing **JSX** as children

The child component consider the ul tag as its children

```
export default function Parent() {
  const [count, setCount] = useState(0);
  return (
   <div className="App">
      <Child count={count} setCount={setCount} />
   </div>
function Child({ count, setCount }) {
  function handleClick() {
   setCount(count + 1);
  return (
   <div>
    <button onClick={handleClick}>{count}
   </div>
```

- **07** Props are immutable.
  - You should not edit the props value. It's anti-pattern.
     (bad programming practice)
  - But it's not static.
  - When the data from props need to change the child component will ask parent component to change the state and pass the props down again. (Lifting State Up!)

# **Event Handling**

Peact lets you add **event handlers** to your JSX. Event handlers are your own functions that will be triggered in response to interactions like clicking, hovering, focusing form inputs, and so on.

```
// With onClick event handler
export default function Button() {
  function handleClick() {
    alert('You clicked the button!');
  }

return (
    <button onClick={handleClick}>
        Click me!
        </button>
    );
}
```

#### **02** Adding event handlers

- 1. Define a function
- 2. Pass the function as prop

By convention, it is common to name **event handlers** as **handle** followed by the **event name** 

```
// Incorrect way to pass event handler function
export default function Button() {
  function handleClick() {
    alert('You clicked the button!');
  }

  // DO NOT DO THIS
  return (
    <button onClick={handleClick()}>
        Click me!
        </button>
  );
}
```

Functions passed to event handlers **must be passed**, not called.

```
onClick={handleClick()}
```

fired the function immediately during the rendering, without any clicks.

Because Javascript inside JSX { and } executes immediately.

```
function AlertButton({ message, children }) {
  function handleClick() {
    alert(message);
  }
  return (
    <button onClick={handleClick}>{children}</button>
  );
}

function Toolbar() {
  return (
    <AlertButton message="Hello!">Click me!</AlertButton>
  );
}
```

#### **03** Reading props inside event handlers

Because event handlers are declared inside the component therefore they have access to the component's props.

```
function AlertButton({ onClick, children }) {
 return (
   <button onClick={onClick}>{children}
 );
function Toolbar() {
  function alertUser() {
   alert("Alert! Alert!");
  function playMusic() {
   alert("Playing music!");
 return (
    <>
     <AlertButton onClick={alertUser}>Click me!</AlertButton>
     <AlertButton onClick={playMusic}>Play music</AlertButton>
   </>
```

#### **04** Passing event handlers as props

Parent can define the behavior of event handlers and pass down to its children.

In this way, Children components might or might have the same behavior of event handlers based on the props passed down by its parent.

```
function AlertButton({ onSmash, children }) {
  return (
   <button onClick={onSmash}>{children}
  );
function Toolbar() {
  function alertUser() {
    alert("Alert! Alert!");
  function playMusic() {
   alert("Playing music!");
  return (
    <>
      <AlertButton onSmash={alertUser}>Click me!</AlertButton>
      <AlertButton onSmash={playMusic}>Play music</AlertButton>
   </>
```

#### Naming event handlers props

You can name event handler props any way that you like.

In this example, <button onClick={onSmash}> shows that the browser <button> still needs a prop called onClick, but the prop name received by your custom AlertButton component is up to you!

**NOTE**: **Built-in components** like <button> and <div> only support browser event names

#### Have a look at

https://beta.reactjs.org/reference/react-dom/components/common#common-props

for more event names that you can use

```
function App() {
  function handleClick1() {
    alert("Outer Alert");
  }
  function handleClick2() {
    alert("Inner Alert");
  }
  return (
    <div onClick={handleClick1}>
        <button onClick={handleClick2}>Click me!</button>
        </div>
    );
}
```

#### **06** Stop propagation

In this code, If we clicked the button it will fired alert box "Inner Alert" and then "Outer Alert"

This is called propagation, the event got bubbling up

Because the button is nested inside the <div>
therefore clicking button also triggered the outer click
handler

```
function App() {
  function handleClick1() {
    alert("Outer Alert");
  function handleClick2() {
    alert("Inner Alert");
  return (
    <div onClick={handleClick1}>
      <button onClick={(e) => {
        handleClick2();
        e.stopPropagation();
      }}>
        Click me!
      </button>
    </div>
```

To stop propagation use e.stopPropagation() (e stand for event)

# Event Handling in React Controlled Form

HTML form elements work a bit differently from other DOM elements in React, because form elements naturally keep some internal state.

We can access data and control the submit event by technique called "Controlled Form" or "Controlled Components".

# Event Handling in React Controlled Form

In HTML, form elements such as <input>, <textarea>, and <select> typically maintain their own state and update it based on user input.

But in React mutable state is kept in the state property of components.

We can combine the two by making the React state be the "single source of truth".

# Event Handling in React Controlled Form

```
function App() {
  function handleSubmit(e) {
    alert("form submitted");
    e.preventDefault();
  }
  return (
    <form onSubmit={handleSubmit}>
        <button type="submit">Submit</button>
        </form>
  );
}
```

#### e.preventDefault(); to prevent default behavior

Some browser events have default behavior associated with them. For example, a <form> submit event, which happens when a button inside of it is clicked, will reload the whole page by default.

To stop this add e.preventDefault(); when hit submit