Provider and Consumer Components

In this lesson, we'll explore provider and consumer components.

```
    WE'LL COVER THE FOLLOWING
    Provider and Consumer Components
    Provider Component
    Consumer Component
```

Provider and **Consumer** Components

Well, every context object comes with a Provider and Consumer component.

The **Provider** component **provides** the value saved in the context object to its children, while the **Consumer** component **consumes** the values from within any child component.

I know that was a mouthful, so let's break it apart slowly.

In the Benny example, we can go ahead and destructure the BennyPositionContext to retrieve the Provider and Consumer components.

Since Provider provides values saved in the context object to its **children**, we could wrap a tree of components with the Provider component as shown below:

```
</Provider>
```

Now, any child component within the **Root** component will have access to the default values stored in the context object.

Consider the following tree of components for the Benny app.

Provider Component

Scene and Benny are children of the Root component and represent the game scene and the Benny character respectively.

In this example, the Scene, or even the deeper-nested Benny component, will have access to the value provided by the Provider component.

It is worth mentioning that a **Provider** also takes in a value prop.

This value prop is useful if you want to provide value other than the initial value passed in at the context object creation time via

```
createContext(initialStateValue).
```

Here's an example where a new set of values are passed into the **Provider** component:

Now that we have values provided by the **Provider** component, how can a nested component such as **Benny** consume this value?



Consumer Component

The simple answer is by using the Consumer component.

Consider the Benny component being a simple component that renders some SVG.

```
const Benny = () => {
  return <svg />
}
```

Now, within Benny, we can go ahead and use the Consumer component like this:

```
const Benny = () => {
  return <Consumer>
    {(position) => <svg />}
    </Consumer>
}
```

Olvery right of the main man have?

Okay, what's going on here?

The Consumer component exposes a render prop API, meaning the children are a function. This function is then passed arguments corresponding to the values saved in the context object. In this case, the position object with the x and y coordinate values.

It is worth noting that whenever the value from a **Provider** component changes, the associated **Consumer** component and the children will be rerendered to keep the value(s) consumed in sync.

Also, a Consumer will receive values from the closest Provider above it in the tree.

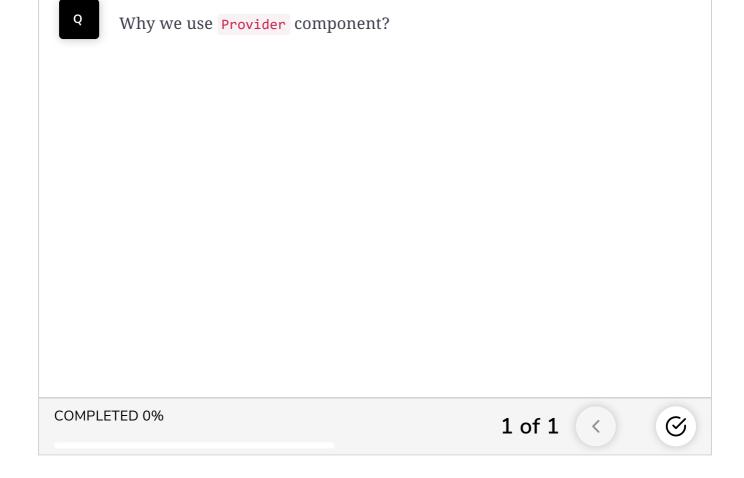
Consider the situation below:

```
// create context object
                                                                                         G
const BennyPositionContext = createContext({
        x: 50,
        y: 50
// get provider and consumer
const { Provider, Consumer } = BennyPositionContext
// wrap Root component in a Provider
<Provider>
        <Root />
</Provider>
// in Benny, within Root.
const Benny = () => (
        <Provider value={x: 100, y: 100}>
                // do whatever
        </Provider>
```

With a new provider component introduced in Benny, any Consumer within Benny will receive the value $\{x: 100, y: 100\}$ NOT the initial value of $\{x: 50, y: 50\}$.

This is a contrived illustrated example, but it helps solidify the foundations of using the Context API.

```
Quick Quiz!
```



Now that we understand the necessary building blocks for using the Context API, let's build an application utilizing all we've learned so far.