

Workshop 3: Group Practice Problem 1

1) Code a list of courses. Each `ListedCourse` where one ~~button~~ submission is pressed to check-off all courses to the left.

The component should remember whether the courses are already check marked. Render icon button (`square-empty.svg` or `square-check.svg`).

2)

```
function eventHandler() {  
  alert("Event occurred!");  
}
```

```
<button on click={eventHandlereventHandler} > Button </button>
```

Is there anything wrong with the above code? yes, it is not calling the handler properly.
If so, fix and explain why it is wrong.

Workshop 3: Group Practice Problem 1

For your platform, check if the "darkmode" button is clicked. If so, have the background img be "black.png", if not, have the background img be "white.png". make sure you can click the button multiple times. (p.s. do not use if statement b/c that'll only run once!) Use a state variable to check if the button is clicked.

Workshop 3: Group Practice Problem 1

The following code should be a component which can be checked off when completed, but it does not work. Please explain why & fix the code.

```
export default function ToDoItem ({ text, initial = false }) {  
  const state = initial  
  return (  
    <button onClick = { () => state = !state } >  
      <img src = "state ? complete.svg : empty.svg" >  
    </button >  
    <p > {text} </p >  
  );  
}
```

Workshop 3: Group Practice Problem 1

```
export default function Bio ({name, profile, status}) {  
  const user-status = status  
  
  return (  
    < >  
    <p>name</p>  
    <img src = {profile} / >  
    if (user-status === "online") {  
  ) <p>Online! </p>  
    } else {  
      <p>Offline! </p>  
    }  
  </ >  
)
```

Implement state and a button to change 'online'
and 'offline' text

Workshop 3: Group Practice Problem 1

write a code for a button that changes its style between light mode and dark mode. The component should remember whether it is dark mode or lightmode and render the icon for the button accordingly (dark-mode.svg or light-mode.svg).

The prop system-default determines whether the system is in lightmode or dark mode.

Workshop 3: Group Practice Problem 1

Debug:

```
export default function breakTime() {
```

```
  function TimeBreak() {
```

```
    alert("Freedom!");
```

```
  }
  return
```

```
    <button onClick={TimeBreak()} >
```

```
      show message
```

```
    </button>
```

```
  }
```

Workshop 3: Group Practice Problem 1

Design a like ~~button that is~~ item that receives an initial state (default = false). The item should contain a button that when clicked, the background-color changes to red. When clicked again, change to white (unliked).

↓
mark as liked

```
export default function likeItem ( props ) {
```

```
}
```

Workshop 3: Group Practice Problem 1

Write a component that uses react's state and uses button and you're trying to flip a coin. Use heads and tails img for each corresponding state. (Use tails.svg and heads.svg for the images).

Workshop 3: Group Practice Problem 1

Given this framework for the SayHi component, implement a button that alerts "Hi" when clicked and "Bye" when clicked a second time. The alerts should alternate.

```
import { useState } from "react"
export default function SayHi {
  const [Hi, Bye] = useState(false)
}
```

```
function change() {
```

```
  return
  <button onClick={change}>
  <Bye src=""
  </button>
}
```

Workshop 3: Group Practice Problem 1

code a simple SPA component with a toggle
on and off button.

export default function toggle {

return C

)
}