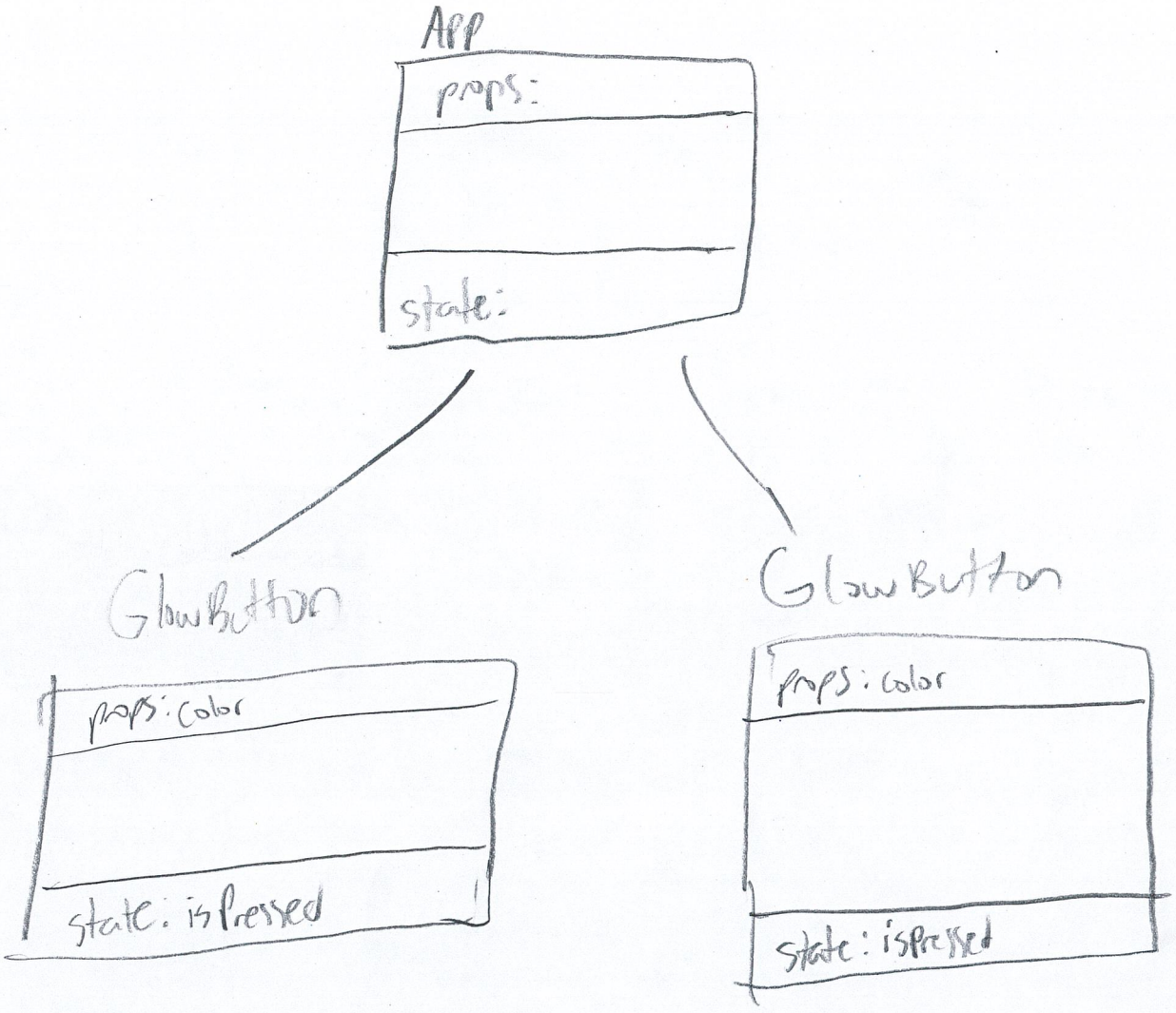
Workshop 5: Group Practice Problem 1

Move state up in the component tree below in order to light up only one GlowButton at a time. A GlowButton becomes a lighter color when clicked.



Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

draw a component tree for the App component that handles which lightbulb is turned on. each lightbulb can be turned on/off & only one lightbulb can be on at a time so only one state is needed.

Do not write the answer in this booklet. Use scratch paper to write your answer.

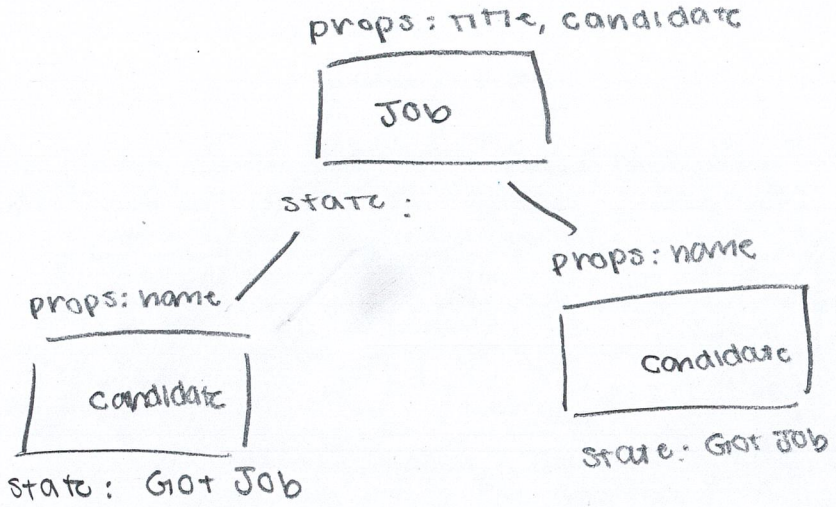
Workshop 5: Group Practice Problem 1

Draw the component tree below for a multiple choice question. The components include multipleChoiceGroup, multipleChoiceButton, and App. Use (Controlled input)
the multipleChoiceButton to select the choices. For example, when user want to select an option, they would click on the corresponding radio button for multipleChoiceButton. Use <select> and <option> for multipleChoiceButton

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 2

Adjust this component tree so that only one candidate can fill the job at a time. Then finish/fix the code.




```
import
import
export default function Job({
  title, candidate }) {

  return (
    <p>{title} </p>
    <p> the candidate is:
    </p>
```

```
import { useState } from 'react'

export default function Candidate(
  { name } ) {
  const [Got Job, set Got Job]
    = useState (false)
  return (



  )
}
```

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

Implement state for this app which displays a lightbulb image that has two buttons to turn it "off" and "on" by swapping out the src links.

~~export function ap~~

```
export default function App() {
  return (
    <img src="/images/lightbulb-on.jpg" alt="on" />
    <button> Turn on </button>
    <button> Turn off </button>
  )
}
```

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

Draw a component tree

- Building simple todo App

what it does
- shows a title at the top
- has an input box to add a task
- shows a list of tasks
- Each task delete button

Use components
- App
- Header
- TodoInput
- TodoList
- TodoItem

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

#2

```
import {useState} from "React"
export function Button({color, size, setcolor, setsize}){
   "add code to pass both states up when button
      is pressed"

   <button>{color}{size}</button>


export default function App(){

   return(
    <Button  color = "red"  size = "20px" />
    <Button  color = "blue" size = "30px" />
    <p> Text that changes style </p>
   )
}
```

#1 Write the diagram for what states you would use for the above code, and then fix the code

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

~~Create a button that acts like an energy-conserving light fixture~~

Create two different buttons. Imagine they represent light bulbs. When you press one button, it turns on (goes from gray to yellow), and the other button turns off (goes from yellow to gray). Only one button, or light, can be on at a given time. Create the components necessary to execute this code. The initial state of the buttons is that the first one is turned on and the second one is turned off.

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

Draw the component tree for the App component and its children to plan the props and state need to implement a Flipped card feature.

Card component props: imgUri, altText

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 2

Create a counter that receives 'count' as a prop. There should be an IncrementButton to increase count and a DecrementButton to decrease count. Clicking either button should increase or decrease the count by 1. The count state must be stored in the parent component.

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

Create a Box component that reveals an image but only one box can be opened at a time. This means a parent component needs to be made. Call it Warehouse and use handler props to update based on the box the user clicks. Make 3 Box instances

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

from App()

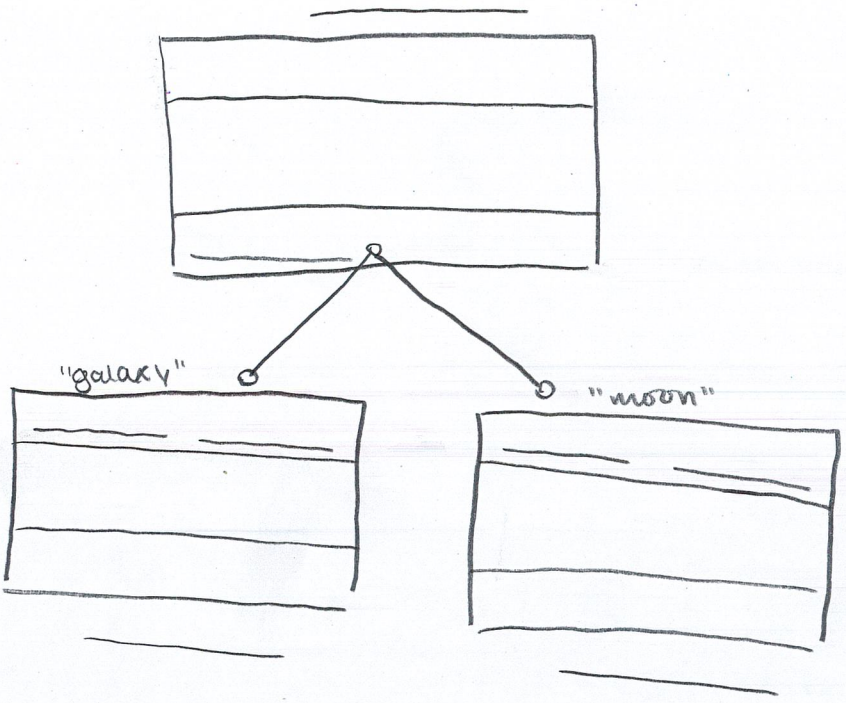
```
...

return (
    <showText text="clickMe" />
)
```

Move the state up from the component into App.jsx

```
import {useState} from "react"
export default function showText({text}) {
    const [isShown, setIsShown] = useState(false)
    return (
        <>
            <button onClick={() => setIsShown(!isShown)}>{text}
            </button>
        </>
    )
}
```

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1



Fill out the component tree for an App component with 2 card children components. When a card is clicked on, it should be flipped. use state and event handlers to perform the flip function.

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 2

How do you check the values of states in the code?

You can use the devTools console and look at the components ☆

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 1

Make a select input with three color options and control the input using a state variable. Use this to change the background of App to match the color selected.

```
import {useState} from 'react'
export default function App() {

    return (

        <select name="bkg-color" value={ } onChange={ }>

            <option value=" ">
            </option>
            <option value=" ">
            </option>
            <option value=" ">
            </option>

        </select>


    )
}
```

Do not write the answer in this booklet. Use scratch paper to write your answer.

Workshop 5: Group Practice Problem 2

Create a controlled text input where the text entered is displayed bellow the input in a paragraph element.

```
export default function App() {

  return (
    <input
    />
    <p>                    </p>
  )
}
```

Do not write the answer in this booklet. Use scratch paper to write your answer.