

Workshop 6: Group Practice Problem 1

App:

```
state const [valObj, setValObj] = [
  {
    vals: "1"
  },
  {
    val: "2"
  },
  {
    val: "3"
  }
]
return (
  <ValObjRender valObj={valsObj} />
)
```

ValsObjRender:

```
return
  <>
    valsObj.map((valObj, index) => <ValRender val={valObj.val} />))
  </>
```

What do you have to change to efficiently re-render the objects if their order changed and why?

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

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Code a `NotificationSettings` component that has the following four options. Use exactly one state for the entire implementation. Set the default state value to the currently checked items.

Settings

Notifications

- enable email alerts
- enable push alerts

Reminders

- Daily reminder
- weekly summary

Code:

```
import {useState} from "react"
export default function NotificationSettings()
}
```

Workshop 6: Group Practice Problem 2

create an array of objects where it holds all bakery orders. the following orders are included: Bob, 2 cupcakes, \$6.50 ; Sally, 1 cake, \$24.50 ; Matt, 3 pies, \$30
then return a list of all the bakery items w/ the map method.

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Code a form component that has 3 input fields (name, netid, studentid) use exactly 1 state for the entire component. Implement the input field for 'name' below

name

netid

studentid

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Render a list of classes including instructor and Enrollment Number, and how many spots are open. If the class is full (0 spots), don't include it in the list.

[{ course: "Math", num: 7, spots: 20 },
{ course: "INFO2310", num: "2310", spots: 0 },
{ course: "CS2110", num: "2110", spots: 6 }]

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A react component stores the state:

```
const [bread, setBread] = useState([  
  { id: 1, name: "Sourdough"},  
  { id: 2, name: "Ciabatta"},  
  { id: 3, name: "Baguette"}  
]);
```

Write the JSX code to render the different types of bread in a list using `.map()`.

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When should we use an array and why would we want to use it?

Create an array with data for pets with attributes such as "name," and "age."

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consolidate the text and guidance input for meme generator into one state object :)

no need to implement preview just implement the states

Workshop 6: Group Practice Problem 1

create an array of card for name, netID, year for you and your best friend at Cornell.

Workshop 6: Group Practice Problem 2

create a state object of profile that includes name, netID, year, and bio.

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Create a `ToDoList` component that takes an `item`, `isPressed`, and `onPressed`. When clicked, the list component should be updated with a checked icon.

Workshop 6: Group Practice Problem 2

You are working on creating a Z310 Motel dashboard where there exists a <Building> with <Room>'s. The <Rooms> have properties like vacancy, Clean Status, number of Beds, and room number. How would you create an array of rooms and render them in your <Building>? Have at least 2 rooms created

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debug this code

```
import SegmentedButton from "/components/SegmentedButton"
export default function SegmentedButtonGroup({ btnData }) {
  return (
```

```
    <div class Name = "segmented-button-group">
      { btnData.map((btn, index) => {
```

```
        let variant = "center"
```

```
        if (index === 0) { // && btnData.length !== 1
          variant = "left"
```

```
        }
```

```
        else if (index === btnData.length - 1) {
          variant = "right"
```

```
        }
      })
```

```
    return (
      <SegmentedButton
        iconUri = { btn.iconUri }
        alt = { btn.iconUri }
        key = { index }
      />
    )
  </div>
}
```

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```
const card = { suit: "spades", number: "ace" }
```

List the two ways to get the suit of the card.

Workshop 6: Group Practice Problem 1

Map a list of 3 made up classname w/ made up times
onto a spring 26 Roster component assuming the
spring 26 Roster component is already made
and accepts 2 properties: the class name and time.

Workshop 6: Group Practice Problem 2

Create a state variable that takes in an object with the following props: name, email, age. Only change the first and third prop. Only do this after you've initialized the state variable