

LU01b - Using Variables

We can use variables to populate our component dynamically. In JSX we need to use the curly brackets {} to display the value. If we add the parameter „props“ to our function, we can use it in our function to display the value given to this component.

Product.js

Product.js

```
export default function Product(props) {
  return (
    <div>
      <img
        src={props.image}
        alt="Product Image"
        width={300}
        height={300}
      />
      <h2>{props.title}</h2>
      <p>{props.description}</p>
      <p>{props.price}</p>
    </div>
  );
}
```

ProductsList.js

```
import Product from './Product.js';

export default function ProductsList() {
  return (
    <div>
      <h1>Our Products</h1>
      <Product
        title="Product 1"
        image="https://placeholder.it/800"
        description="This is my Product 1"
        price="$20"
      />
      <Product
        title="Product 2"
        image="https://placeholder.it/800"
        description="This is my Product 2"
        price="$20"
      />
    </div>
  );
}
```

```
        title="Product 3"
        image="https://placeholder.it/800"
        description="This is my Product 3"
        price="$20"
    />
    <Product
        title="Product 4"
        image="https://placeholder.it/800"
        description="This is my Product 4"
        price="$20"
    />
</div>
);
}
```

Using children of component

We can nest components and also use other elements in our component brackets.

Content.js

```
export default function Content(props) {
  return (
    <section className="content">
      {props.children}
    </section>
  )
}
```

App.js

```
import Content from "../Content.js"
import ProductsList from "../ProductsList.js"

export default function App() {
  return (
    <div className="app">
      <Content>
        This is my content.
        <ProductsList />
      </Content>
    </div>
  )
}
```

From:

<https://wiki.bzz.ch/> - **BZZ - Modulwiki**

Permanent link:

<https://wiki.bzz.ch/de/modul/ffit/2-jahr/react/learningunits/lu01/using-variables>

Last update: **2025/10/30 06:50**

