

2023-03-21 Math App Code Review 1

1. Next task generator jābūt vai nu useEffect Init daļā un/vai pēc katras atbildes, tas nevar atrasties "render" funkcijā, kur pie mazākās vizuālās izmaiņas šī funkcija tiks atkārtoti izsaukta 1000+ reižu. Jāizveido funkcija `const updateNextTask()`, kura veic jaunu task izveidi un uzstādīšanu - bāses function scope nevar atrasties funkcijas

```
export const ScreenGameMathArithmetic = ({ navigation }: Props) => {  
  const params = useRoute().params;  
  const game_state: GameState = params['game_state'];  
  
  const [gameState, setGameState] = React.useState(game_state);  
  
  const [curPlayer, setCurPlayer] = React.useState(getPlayerFromGameState(gameState));  
  
  const [gameStatus, setGameStatus] = React.useState(GameStatus.InProgress);  
  
  const [game, setGame] = useState(initialState: {  
    game_uid: "test",  
    game_type: 'arithmetic',  
    game_sub_types: [],  
    game_question_def: {  
      question_term_number: 1  
    },  
    tasks: [],  
    number_of_tasks: 10,  
    start_timestamp: 0,  
    end_timestamp: 0,  
    duration_sec: 0,  
    honey_score: 0  
  });  
  let task = ControllerTasks.GenerateNextTask(gameState, game);  
  const [curTask, setCurTask] = React.useState(task);  
  
  const [titleLabel, setTitleLabel] = React.useState(determineTitle(curTask.terms[0]));  
  
  const [equation, setEquation] = React.useState(getEquation(curTask));  
  const [equationAnswer, setEquationAnswer] = React.useState(initialState: "");  
}
```

```
useEffect( effect: () => {  
  try {  
    ControllerLogging.logScreen( eventName: "ScreenGameMathArithmetic",  
      init():  
    }  
  } catch (e) {  
    ControllerLogging.logError(e);  
  }  
  return () => {  
    ControllerLogging.logScreen( eventName: "ScreenGameMathArithmetic",  
      destroy():  
    }  
  }, deps: []);  
}
```

2.