**[ GAMECHANGER TIPS AND TRICK 🚀] REACT JS**

**JavaScript Topic use in React.js**

* **Array**
* **Objects**
* **Arrow Function**
* **Map**
* **Filter**
* **Reduce**
* **Mutability and Immutability**
* **Destructuring**

**React.js Topics**

* **Component:** Component is a thing which is repeatable and have big components on screen like navbar, sidebar. Component store data through useState
* **Map:** Map is used for creating repeatable components like Cards.
* **Data Usage - JSX – Dataflow:** JSX is like HTML but it is able calculate thing like {2+2} output: 4
* **Props:** Props are used for sending Data or Functions (A->B->C (Components, means top layer sends data to their child layer components, if top layer is A send data to middle layer children component F and F sending data to child components J), To reduce the work of **props** use **Redux**).
* **State - useState:** Data which is used in components is state. If you want to change data, change the data in the state component will recalculate and change it in the component.
* **Effect – useEffect:** Effect runs when DOM is loaded.
* **Redux (At the end):** To reduce the work of **props** use **Redux**)