Assignment Number	Title	Description
1	Toggle Display	Create a component with a button to toggle the display of text. Initialize the component's state with a boolean to show/hide the text.
2	Counter	Implement a counter component that increments, decrements, and resets a number. Start with the initial number as state.
3	Show/Hide Details	Develop a component that shows more details when a button is clicked. Start with the details hidden and use conditional rendering to show/hide them.
4	User Greeting	Display a greeting message that changes based on the time of day. Use conditional rendering to show different messages for morning, afternoon, and evening.
5	Interactive List Selector	Develop a component that allows users to select items from a list. Initialize the component with an array of items and a selected item state.

Assignment Details:

1. **Toggle Display**

   - **Goal:** Understand toggling state and conditional rendering.
   - **Task:** Start with a boolean state, `isVisible`, initialized to `true`. Render a block of text and a button. When the button is clicked, toggle the visibility of the text using conditional rendering.

2. **Counter**

   - **Goal:** Manage numeric state and understand conditional rendering.
   - **Task:** Create a counter with '+' and '-' buttons and a reset button. Initialize the counter state to a specific number (e.g., 0). Use conditional rendering to show different messages when the count is positive, negative, or zero.

3. **Show/Hide Details**

   - **Goal:** Practice conditional rendering with a more complex state.
   - **Task:** Initialize a boolean state to `false`, representing the details being hidden. Provide a button that, when clicked, reveals more details about an item or message. Use conditional rendering to manage the display of details.

4. **User Greeting**

   - **Goal:** Practice conditional rendering based on time.
   - **Task:** Create a component that displays a greeting ("Good morning", "Good afternoon", "Good evening") based on the current time. Initialize a state with the current time and update the greeting accordingly.

5. **Interactive List Selector**

- **Goal:** Manage array and selection state with conditional rendering.
- **Task:** Render a list of items (e.g., names, products) and allow the user to click to select an item. Highlight the selected item using conditional rendering. Initialize with an array of items and another state for the selected item.