```
React - components
How to return JSX
Props - both type of components
     We sent --- number, string, arr, obj, function to props
Event Handling in React -----
     Event handler ---
      Javascript onclick
       JSX onClick
      Javascript calling the handler function onclick="f1()"
      JSX register the handler function and it is called by React Framework
                     onClick ={f1}
Scenario --- HOW WILL THE HANDLER FUNCTION DISTINGUISH BETWEEN DIFFERENT CALLS?
Javascript ------
 <button id="b1" onclick="f1(1)">OK1</button>
 <button id="b2" onclick="f1(2)">OK2</button>
//SOLUTION 1
function f1()
{
     document.getElementById("b1").clicked == true
     document.getElementById("b2").clicked == true
               }
//SOLUTION 2
function f1(b)
     If(b == 1) { for button 1 ............}
     If( b==2) { for button 2.....}
}
     React --- the handler method can get a parameter from the framework
                     That parameter is the event object
                     The event object gives us all details about the target of the event
                           event.target.name!!!!!!
 <button name="b1" onClick={f1}>OK1</button>
 <button name="b2" onClick={f1}>0K2</button>
//SOLUTION 1
function f1(event)
     If(event.target.name == "b1" )
               .....
```

==	Compares the two values
===	Strictly compares types also , more type safe

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Scenario ----- We have a text field . When we enter data that should be shown in a <p> tag below

Javascript

```
<input type="text" id ="ip1" onchange="f1()" />
function f1()
{
    Str = getelebyId("ip1) .value
    getElebyId("pId").innerHTML = str
}
```

React----

When the component is rendered-displayed for the First time  $\mbox{-----}$  All the  $\{\}$  are evaluated and displayed

When we change the variable values during event firing ---- RERENDERING does not HAPPEN !!!

To solve this issue --- we have to use STATE !!!!

State is a special property in REACT

whenever the value of state changes REACT initiates RERENDERING!

In function components We use a HOOK = useState ! To set the state variable !!!

the handler function within the class does not get the "this" of the class !!! Solutions

- 1. Bind the handler function to this
- 2. Use arrow function instead of named function