

SUMMARY OF DEFINING AND UPDATING STATE

1 CREATING STATE

Simple

```
const [count, setCount] = useState(23);
```

Based on function
(lazy evaluation)

```
const [count, setCount] = useState(  
  () => localStorage.getItem('count')  
);
```

👉 Function must be **pure** and accept **no arguments**. Called only on **initial render**

Make sure to **NOT** mutate objects
or arrays, but to **replace** them

2 UPDATING STATE

Simple

```
setCount(1000);
```

Based on current state

```
setCount((c) => c + 1)
```

👉 Function must be **pure** and return next state