RULES OF JSX

GENERAL JSX RULES

- JSX works essentially like HTML, but we can enter "JavaScript mode" by using {} (for text or attributes)
- We can place JavaScript expressions inside {}.
 Examples: reference variables, create arrays or objects,
 [].map(), ternary operator
- Statements are not allowed (if/else, for, switch)
- JSX produces a JavaScript expression
- const el = <h1>Hello React!</h1>;
 const el = React.createElement("h1", null, "Hello React!");
 - We can place other pieces of JSX inside {}
 - We can write JSX anywhere inside a component (in if/else, assign to variables, pass it into functions)
 - A piece of JSX can only have one root element. If you need more, use <React.Fragment> (or the short <>)

DIFFERENCES BETWEEN WJSX AND THIML

- className instead of HTML's class
- htmlFor instead of HTML's for
- Every tag needs to be closed. Examples: or

- All event handlers and other properties need to be camelCased. Examples: onClick or onMouseOver
- Exception: aria-* and data-* are written with dashes like in HTML
- CSS inline styles are written like this: {{<style>}} (to reference a variable, and then an object)
- CSS property names are also camelCased
- Comments need to be in {} (because they are JS)