

Copilot

Of course, I'd be happy to explain it step by step. Here's how it works:

1. **Initialization:** When your Vue instance is created, `openNestedTable` is initialized as an empty array. This means there are no elements in the array yet, so `openNestedTable[0]`, `openNestedTable[1]`, etc., are all undefined.
2. **First Click:** When you click a row for the first time, the `handleTable` method is called with the index of that row. Let's say you clicked the first row, so index is 0. Inside `handleTable`, this line of code is executed:

```
this.openNestedTable[index] = !this.openNestedTable[index];
```

Since `openNestedTable[0]` is undefined (because it hasn't been set yet), `!openNestedTable[0]` is true (because `!undefined` is true). So, `openNestedTable[0]` is set to true.

3. **Second Click:** When you click the same row again, `handleTable` is called again with the same index (0). This time, `openNestedTable[0]` is true (because we set it to true during the first click), so `!openNestedTable[0]` is false. Therefore, `openNestedTable[0]` is set to false.
4. **Subsequent Clicks:** Each time you click the row, `openNestedTable[0]` will toggle between true and false.

This process is repeated for each row in the table, with each row having its own index. This allows each row to maintain its own open/close state independently of the other rows.

I hope this step-by-step explanation helps clarify how it works! If you have any more questions, feel free to ask.

