

Props	State
<p>props (short for "properties") are passed to a component by its parent component and are <u>      ?      </u> meaning that they cannot be modified by the own component itself.</p> <p>props acts as an <u>      ?      </u> for a function. Also, props can be used to <u>      ?      </u> the behavior of a component and to <u>      ?      </u> data between components. The components become <u>      ?      </u> with the usage of props.</p>	<p>The state entity is managed by the component itself and can be <u>      ?      </u> using the setter(setState() for class components) function. Unlike props, state can be modified by the component and is used to manage the internal state of the component. i.e. state acts as a component's memory. Moreover, changes in the state trigger a re-render of <u>      ?      </u>. The components <u>      ?      </u> with the usage of state alone.</p>

Answer

Props:

Answer

Immutable  
Interface  
Configure  
Pass  
Reusable

State:

Answer

Modified  
Component  
Become dynamic and interactive