**State**

Internal Data: Owned by the component in which it is declared.

Component's Memory: Holds data over time across multiple re-renders.

Update Mechanism: Can be updated by the component itself, causing a re-render.

Interactivity: Used to make components interactive.

**Props**

External Data: Owned by the parent component and passed to child components.

Function Parameters: Acts as a communication channel between parent and child components.

Read-Only: Cannot be modified by the receiving component.

Re-render on Update: If props are updated, the receiving component re-renders to stay in sync with the new data.

**Connection Between State and Props**

When a piece of state is passed as a prop to a child component, both the parent (owning the state) and the child (receiving the prop) will re-render if the state updates.

**Usage**

State: Used to manage and update internal data, making components interactive.

Props: Used to configure child components and pass data from parent to child.

