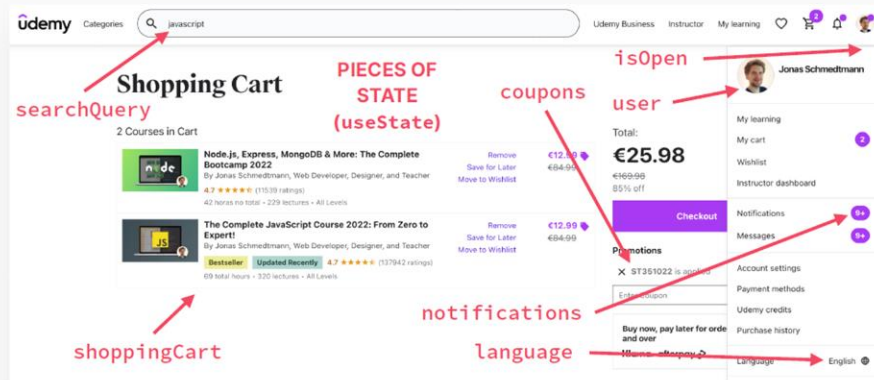




# STATE MANAGEMENT

👉 **State management:** Deciding **when** to create pieces of state, what **types** of state are necessary, **where** to place each piece of state, and how data **flows** through the app

🏠 Giving each piece of state a **home**





### LOCAL STATE

- State needed **only by one or few components**
- State that is defined in a component and **only that component and child components** have access to it (by passing via props)
- We should always start with local state**

### GLOBAL STATE

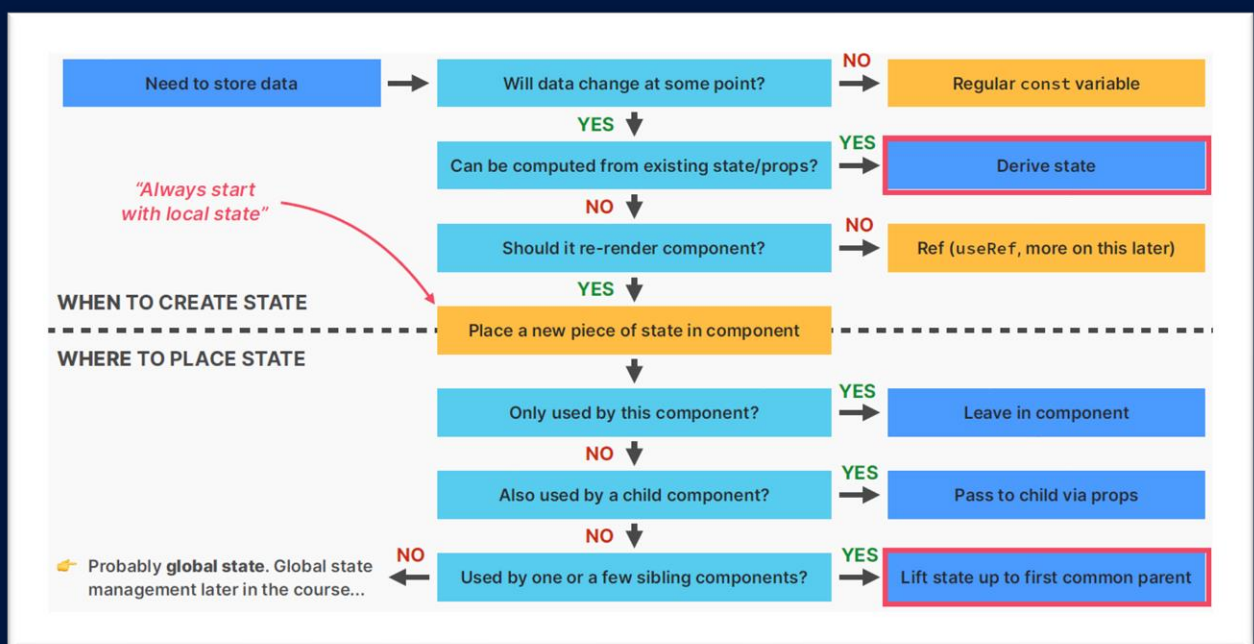
- State that **many components** might need
- Shared state** that is accessible to **every component** in the entire application

Context API

Redux

Local state

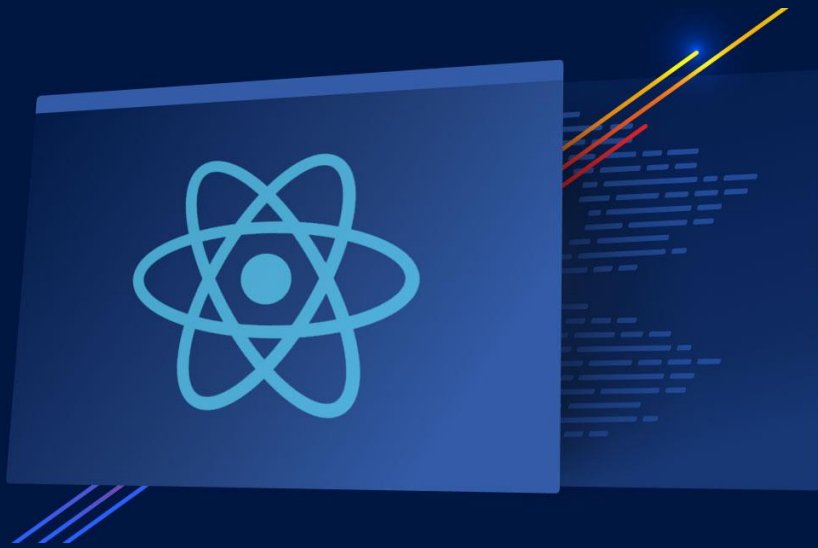
Global state





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