



# USESTATE

1

CREATING  
STATE

Simple

Based on function  
(lazy evaluation)

```
const [count, setCount] = useState(23);
```

```
const [count, setCount] = useState(  
  () => localStorage.getItem('count')  
);
```

⚡ Function must be **pure** and accept no arguments. Called only on initial render

Make sure to **NOT** mutate objects or arrays, but to **replace** them

2

UPDATING  
STATE

Simple

Based on current state

```
setCount(1000);
```

```
setCount((c) => c + 1);
```

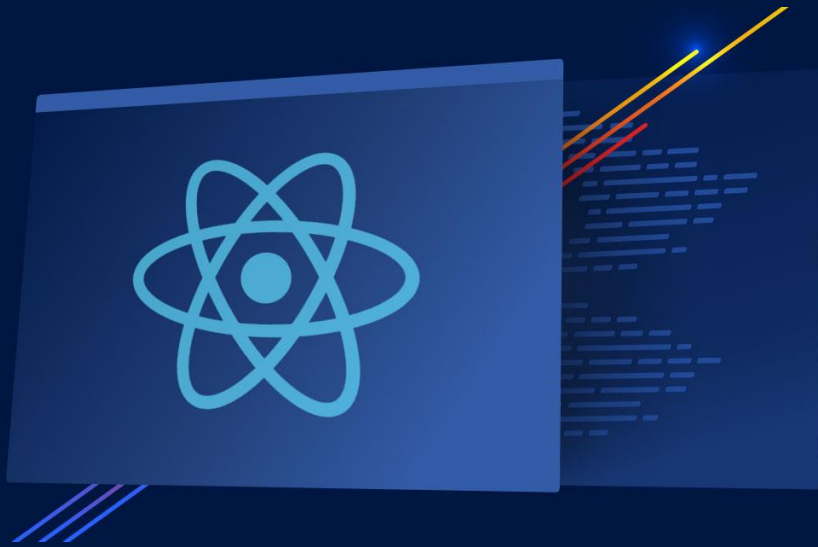
⚡ Function must be **pure** and return next state





# Do you find it helpful?

**Let me know down in the comments.**



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