# **Objective Explanation**

### **Explain various ways of conditional rendering**

React provides several ways to perform conditional rendering:

- **1. Using if/else statements:** You can use standard JavaScript if/else to conditionally render components.
- **2. Ternary operator:** A concise way to render based on a condition.

```
Example: {isLoggedIn ? <Logout /> : <Login />}
```

3. Logical && operator: Renders the component only if the condition is true.

```
Example: {isLoggedIn && <Dashboard />}
```

- 4. Switch-case statement: Useful for rendering one of many components based on state.
- **5. Immediately Invoked Function Expressions (IIFE):** Wrap logic in a function and immediately execute.

## **Explain how to render multiple components**

In React, you can render multiple components by:

**1. Grouping in a parent component:** Render multiple child components inside a single parent JSX tag.

## **Example:**

```
<div>
<Header />
<MainContent />
<Footer />
</div>
```

2. Using React Fragments: To avoid extra nodes in the DOM, use fragments.

#### **Example:**

```
<> <Component1 /> <Component2 /> </>
```

## **Define list component**

A list component in React is used to render a collection of similar elements from an array using JavaScript's `map()` method.

#### Example:

## **Explain about keys in React applications**

Keys are special string attributes used to identify which items in a list are changed, added, or removed.

- Helps React optimize rendering performance.
- Should be unique among siblings.
- Prefer using stable IDs as keys instead of array indexes.

## Explain how to extract components with keys

When mapping over a list to create components, you can extract each item into its own component and pass the key as a prop.

#### Example:

## Explain React Map, map() function

The `map()` function in React is a JavaScript array method used to transform and render arrays of elements.

Usage:

items.map(item => <Component key={item.id} data={item} />)

- Commonly used in list rendering.
- Ensures each rendered component has a unique key.