State, Events, Forms, Interactive Components

# STATE

* State is data that a component can hold OVERTIME
* Component’s Memory
* Updating the STATE
  + Triggers REACT to RE-RENDER the COMPONENT

Updating the STATE when it’s based on the CURRENT STATE  
- we should not update the state just by increment

* We NEED TO USE AN CALLBACK FUNCTION
* setState((prevState)=>{prevState + 1})

# STATE Guidelines

* each COMPONENT has and manages it’s own state

1. Use STATE for every data that the component should keep track over time
2. When we want something DYNAMIC in the component, create a PIECE of STATE related to that ‘thing’.
3. Don’t use STATE for variables that don’t need to RE-RENDER