# Day 3: State & Event Handling in React

Today, you'll learn about **state management** using useState and handle **user interactions** with events in React.

# 1 What is State in React?

**State** is a built-in object that **stores dynamic data** and **updates the UI** when changed.

### **★** Difference Between Props & State

Feature	Props	State
Data Flow	Parent → Child	Within the Component
Mutability	Immutable (cannot change)	Mutable (can change)
Usage	Pass data to child	Manage local component data

# 2 Using useState for State Management

## **★** First, import useState from React

#### **Preakdown:**

- useState(0) initializes **count** with 0.
- setCount(count + 1) updates state and re-renders UI.
- Clicking **buttons** updates the counter.
- State updates automatically trigger a re-render!
- **3** Handling Events in React

React uses **event handlers** to handle user interactions like clicks, input changes, etc.

\* Example: Click Event

```
function ButtonClick() {
   function handleClick() {
     alert("Button Clicked!");
   }
   return <button onClick={handleClick}>Click Me</button>;
}
export default ButtonClick;
```

**✓ Notice:** No () after handleClick in onClick.

- 4 Updating State with Input Events
- \* Example: Controlled Input Field

export default TextInput;

**✓** Live updates as you type!

# **5** Combining State & Events: Toggle Theme App

### \* Example: Light/Dark Mode

export default ThemeToggle;

Clicking the button toggles between Dark & Light mode!

# Summary of Day 3

- ✓ State stores dynamic data
- ✓ useState manages component state
- ✓ Events handle user interactions
- ✓ Controlled Inputs update state on change
- ✓ Built a Toggle Theme App

Next Step: Day 4 - Conditional Rendering & Lists