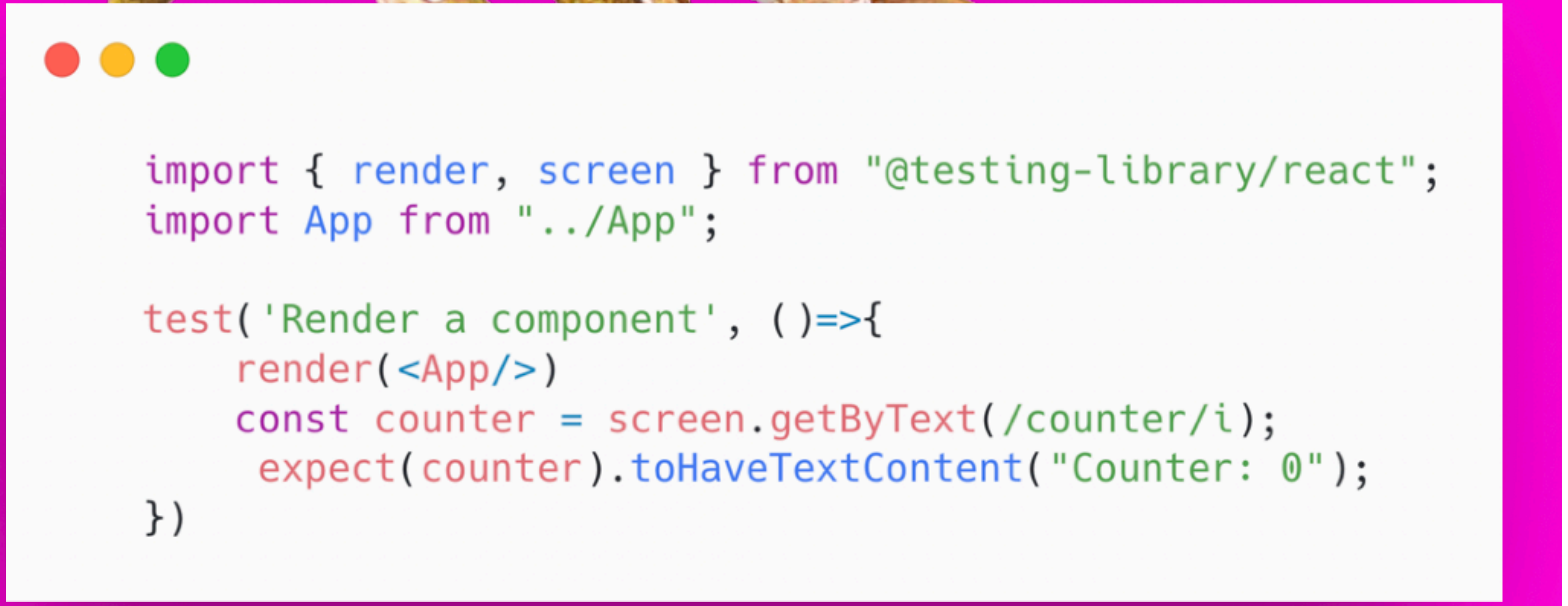
Render

Well render usage is pretty self explanatory,
It renders the component.

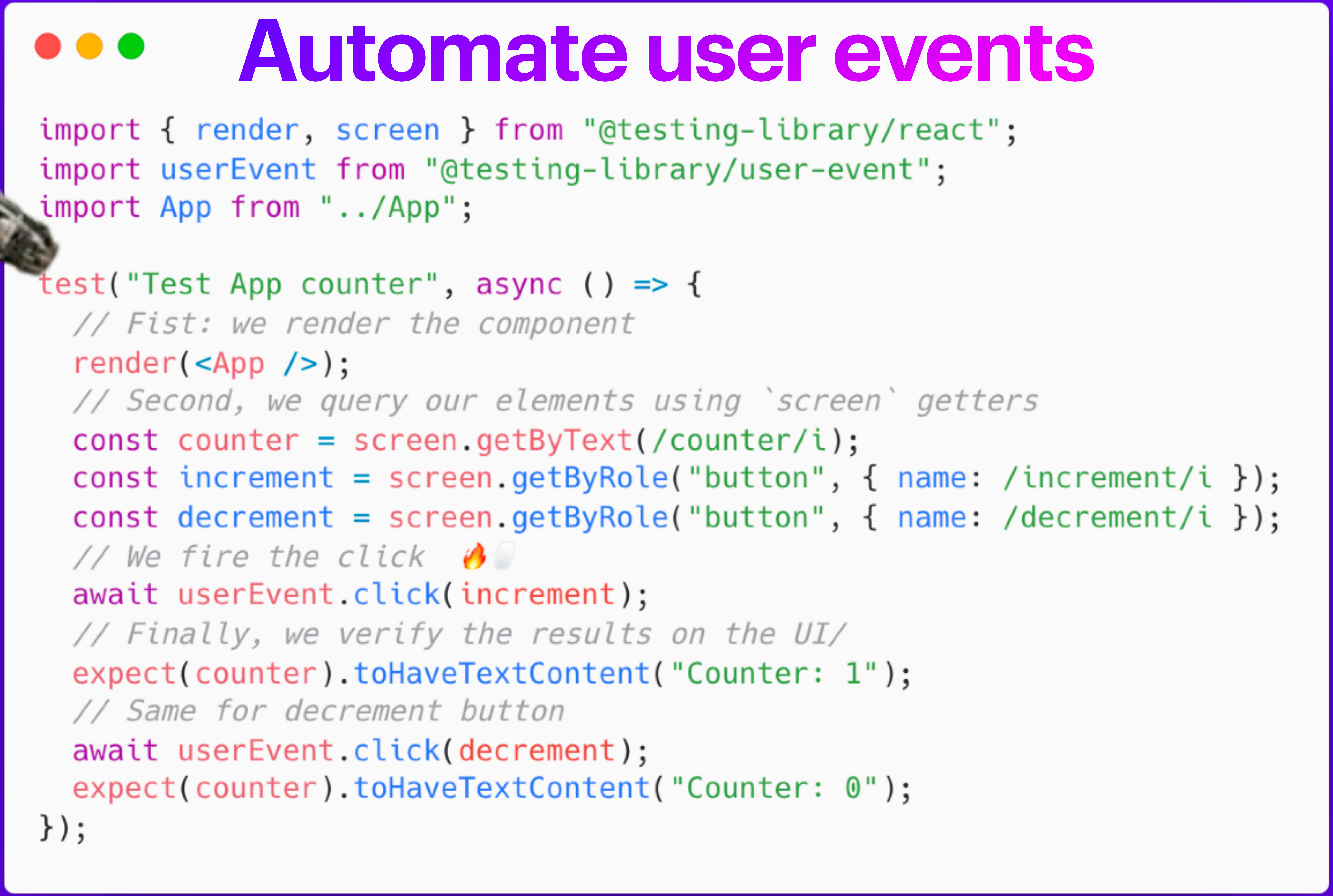
Screen

Screen, gives us a set of utilities to
Checkout if the component
was rendered in the expected way



```
import { render, screen } from "@testing-library/react";
import App from "../App";

test('Render a component', ()=>{
    render(<App/>)
    const counter = screen.getByText(/counter/i);
     expect(counter).toHaveTextContent("Counter: 0");
})
```



Automate user events

```
import { render, screen } from "@testing-library/react";
import userEvent from "@testing-library/user-event";
import App from "../App";

test("Test App counter", async () => {
  // Fist: we render the component
  render(<App />);
  // Second, we query our elements using `screen` getters
  const counter = screen.getByText(/counter/i);
  const increment = screen.getByRole("button", { name: /increment/i });
  const decrement = screen.getByRole("button", { name: /decrement/i });
  // We fire the click  🔥🖱️
  await userEvent.click(increment);
  // Finally, we verify the results on the UI/
  expect(counter).toHaveTextContent("Counter: 1");
  // Same for decrement button
  await userEvent.click(decrement);
  expect(counter).toHaveTextContent("Counter: 0");
});
```