Agenda

1) State
2) Props
3) Map
4) Assignment

class → inside constructor → this.state = {
cart : 0,
msg : "Hello",
val : 12
}

func^n

use state?
use state?

hook

blueprint

God

class (Human) {

constr^n () {
eye
hand
legs
}

}

brain
belly

special things

instance

instantiate
a class

var h1 = new Human(); a class

h1

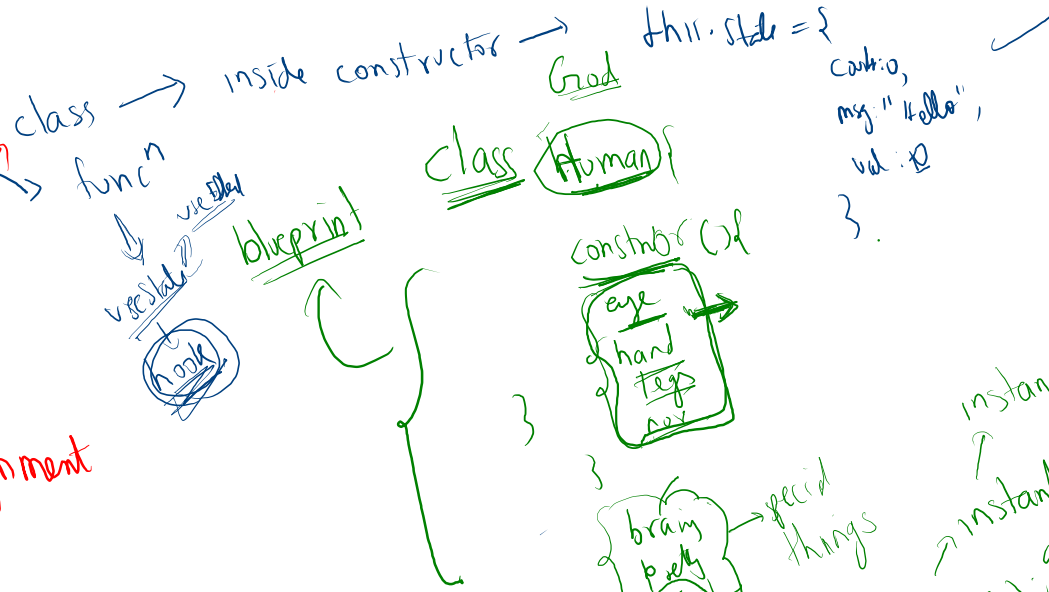const [isLight, setMode] = useState(true)

< div className = { isLight ? "light" : "dark" } >

. light

. dark