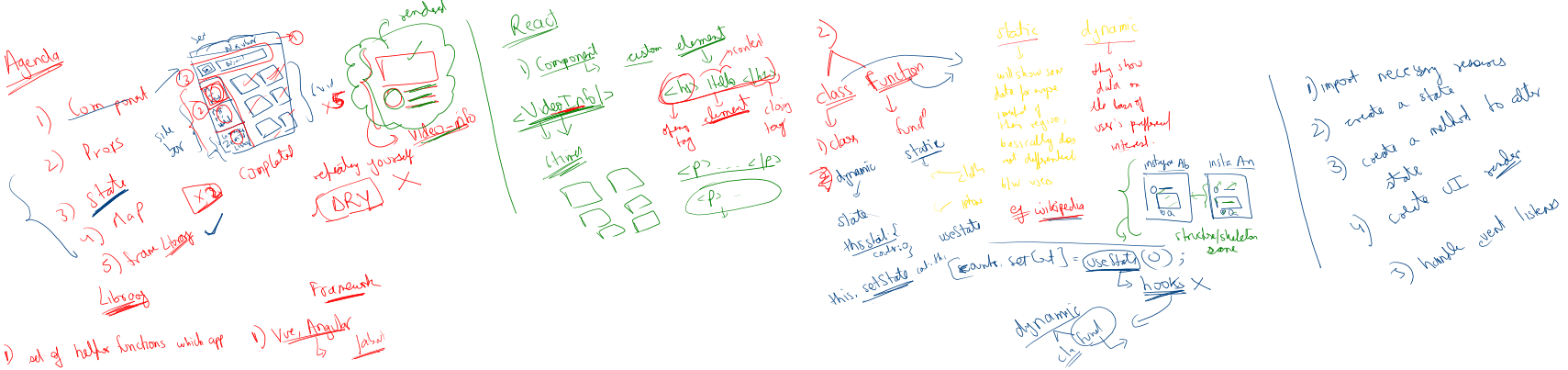
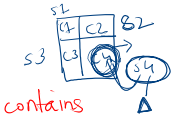


States



1) state is a updatable object that contains information about a component
2) state can be changed
3) when changed, component re-renders
4) component can change the state
5) state is built by that component

C4 # chge → ✓
C5 # S4 chge → prop

1) State: boolean, Number, string, object, array

7) state is preserved on re-renders