**Candy Store Application**

The candy data is defined in CandyList.js, it maps through the data and creates CandyCard components, each CandyCard receives its data via **props**. User interactions (clicking buttons) are handled within each CandyCard. CandyCard displays individual candy information and handles modal interaction. CSS is organized in index.css, the components use className for styling. I used a responsive grid layout in CandyList.

1. App.js
   * Overall layout structure
   * Component composition
2. Header.js
   * Static content display
   * Store branding
3. CandyList.js
   * Data management
   * Grid layout
   * Component iteration
4. CandyCard.js
   * Modal interaction
   * Detailed information display
   * Event handling

Image Handling

* Images are stored in public/images/
* Paths are referenced in CandyList data
* Fallback display for failed images

Modal Implementation

* Modal is implemented as an internal component in CandyCard
* Displays detailed candy information