



	Date: 1 120
	The map() method returns a new array.
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-	The map! method is useful for handling third party data.
7	a spirition of the total
$\longrightarrow$	The map() method is a transformation
1 3	operation = = = = = = = = = = = = = = = = = = =
Wil	is present itating life transfermental
-	in good from the privilege the booth get in
*	Render a simple list component
7.7	MILATER A LA GOT
-	const list = data, map (dussirt => { return < li> { dussirt, title}
LLL	return < li>) [ dessirt. title]
	the state of the s
	In code: < ul> sunt uno todal =
	{ List }
	Local alid (Hours of Districts)
大文	made want with distant bank chart
X	Keys burgaring is hibband
$\longrightarrow$	What is the need of keys 2 to in 12 to
	frequent stranger angel
	e, g Add ellment to list
A	under at their sumbolished white
	( w) socildie the organo suring
1.	<1i>> Beer
100	- (U) Wine (i/ lix or med stay of )
	1/11/>
	MUTHER THE THE CLUB ! DOWN COLLECTION OF
5	If we add a new item at the end of
To a second	the list, React will work well It will

match the two Beer trees, two Wine trees and add the third new cider. But what if we want to add a new item at the beginning? React will show worst performance because React will mutate every child instead of realizing it can keep the beer and wine intact. This inefficiency can be a problem To solve this issue, react supports ky attribute What are keys? Keys are identifiers that help React to determine which items have changed or added or are removed Also instruct treatment of eliments when updates happen Use stable identifiers that is always unique among its siblings. Prevents ky callisians (1) Math. random (): Does not preserve internal state of list items



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	Because when re-rendering occurs, those keys will be different, resulting in React having to recreate your list from scratch.
2	Item Index: Indexes are not recommended for keys if the
X	order of items may change, for eg in cases where your list has carting capabilities or users can lithur add or remain items.
	Why? Negatively affect performance Used interface glitches
3	Unique ID: e.g. UUID()
X	Z-112
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