

2. arrays / objects creation

```
example.js — ~/Projects/temp

example.js

8  const MASONRY_OPTIONS = {
9    columnWidth: 250,
10   gutter: 10,
11   isFitWidth: true
12 };
13
14 export default class NotesGrid extends Component {
15   render() {
16     const {
17       notes,
18       onNoteDelete
19     } = this.props;
20
21     return (
22       <Masonry
23         className='grid'
24         options={MASONRY_OPTIONS}
25       >
26         {
27           notes.map(note =>
28             <Note
```

← better.
same reference
no additional
re-renders

2. arrays / objects creation

```
example.js — ~/Projects/temp

19   handleNoteAdd = (newNote) => {
20     this.setState({
21       notes: [ ...this.state.notes, newNote ]
22     });
23   }
24
25   render() {
26     return (
27       <div className="app">
28         <h2 className="app__header">NotesApp</h2>
29
30         <NoteEditor onNoteAdd={this.handleNoteAdd} />
31
32         <NotesGrid
33           notes={this.state.notes || []}
34           onNoteDelete={this.handleNoteDelete}
35         />
36       </div>
37     );
38   }
39 }
```

the same
[] !== [],
so new array
is created on
every render