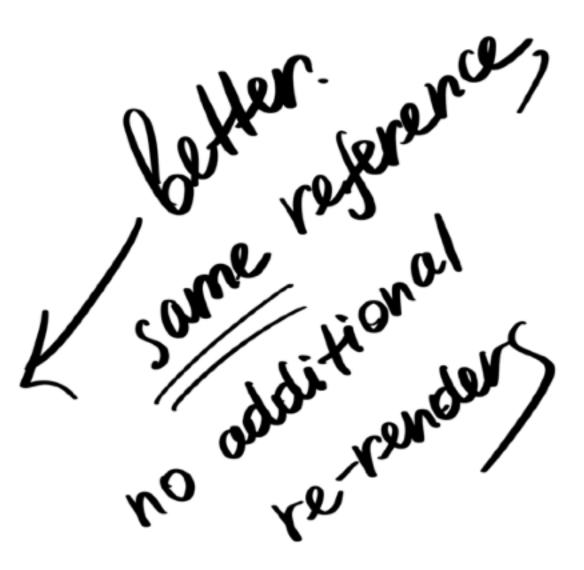
2. arrays / objects creation

```
example.js — ~/Projects/temp
      s example.js
      const MASONRY_OPTIONS = {
           columnWidth: 250,
10
          gutter: 10,
           isFitWidth: true
11
      };
12
13
      export default class NotesGrid extends Component {
14
           render() {
15
               const {
16
17
                   notes,
18
                   onNoteDelete
               } = this.props;
19
20
21
               return (
                   <Masonry
                   className='grid'
                        options={MASONRY_OPTIONS}
24
25
26
27
                            notes.map(note ⇒
```



2. arrays / objects creation

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

The some or one sounder to the sound