```
const App = () ⇒ {
  const [pirates] = useFetchPirates([]);
  const [selectedPirate, setSelectedPirate] = useState();

  const handleClick = (pirateId) ⇒ {
    setSelectedPirate(pirateId);
  };

  return <List
    pirates={pirates}
    onClick={handleClick}
  />;
};
```

```
class App extends Component {
  render() {
    const handleClick = (pirateId) ⟹ {
      this.setState({ selectedPirate: pirateId });
    };

    return <List onClick={handleClick} />;
  }
}
```