

Why did this render?

• Props changed: (onClick)

Rendered at:

2.1s for 172ms

```
const App = () \Rightarrow {
  const [pirates] = useFetchPirates([]);
  const [selectedPirate, setSelectedPirate] = useState();
  const handleClick = (pirateId) ⇒ {
    setSelectedPirate(pirateId);
  return <List
    pirates={pirates}
    onClick={handleClick}
const ListItem = ({ id, name, onClick }) \Rightarrow (
  <Container onClick=\{() \Rightarrow onClick(id)\}>
    {name}
  </Container>
```