SUMMARY OF DEFINING AND UPDATING STATE

① CREATING STATE

→ **Simple**

```
const [count, setCount] = useState(23);
```

→ **Based on function (lazy evaluation)**

```
const [count, setCount] = useState(
  () ⇒ localStorage.getItem('count')
);
```

👉 Function must be **pure** and accept **no arguments**. Called only on **initial render**

Make sure to **NOT** mutate objects or arrays, but to **replace** them

② UPDATING STATE

→ **Simple**

```
setCount(1000);
```

→ **Based on current state**

```
setCount((c) ⇒ c + 1)
```

👉 Function must be **pure** and return next state