

Month 2 — Day 8 Review

Single render() Pattern (State → UI)

Core Problem Solved

Forgetting to update parts of the UI after state changes causes stale or inconsistent interfaces.

The render() Solution

A single render() function updates all UI elements based on current application state.

Execution Flow

On page load, render() initializes the UI from state. On user interaction, state is updated and render() is called again.

Controlled Breakage Result

Removing render() after a state change caused the UI to remain static even though logic executed.

Core Lesson

State changes do nothing visible unless render() is explicitly called.