### What is JSX?

JSX is a syntex extensin created by Facebook. It makes us easy to understand the code and makes the code easy to maintain.

## 2. Superpowers of JSX.

- Easy to maintain
- Secure
- Easy to debug

# 3. Role of type attribute in script tag? What options can I use there?

The type attribute in the script tag defines the type of script that we we want to run inside our app. type attribute can be of the following types:

• text/javascript: It is the basic standard of writing javascript code inside the <script> tag.

#### e.g

```
<script type="text/javascript">
   const a = "Hello";
   const b = "World!";
   console.log(a + " " + b); // Hello World!
</script>
```

- text/ecmascript: this value indicates that the script is following the Ecmascript standards.
- module: This value tells the browser that the script is a module that can import or export other files or modules inside it.
- text/babel: This value indicates that the script is a babel type and required bable to transpile it.
- text/typescript: As the name suggest the script is written in TypeScript.

# 4. {TitleComponent} vs {<TitleComponent/>} vs {<TitleComponent></TitleComponent>} in JSX.

- {TitleComponent}: This value describes the TitleComponent as a javascript expression or a value. The {} can embed a javascript expression or a values inside it.
- <TitleComponent/>: This value represents a Component that is basically returning Some JSX value. in simple terms TitleComponent a function that is returning a JSX value. A component is written inside the {< />>} expression.
- <TitleComponent></TitleComponent>:<TitleComponent /> and 
  <TitleComponent></TitleComponent> are equivalent only when <
   TitleComponent /> has no children components. The opening and closing tags are created to include the child components.

#### e.g.

## How JSX is executing?

```
JSX \Rightarrow uses \Rightarrow React.createElement \Rightarrow Object \Rightarrow HTML(DOM)
```

### what is babel?

babel converted our jsx to react.createElement and give it to the browser (for render)