* Class - Components →

→ All the components which we ~~discussed~~ discussed earlier were declared using a function and were known as functional components.

→ Now, we will learn about class components and how can we created components using a class.

Ex → [headingClass.js]

```
import React from 'react'
class HeadingClass extends React.Component
{ render() {
    return (
      <>
      <h1> Welcome </h1>
      <p> To React </p>
      </>
    );
  }
}
export default HeadingClass;
```

[It is a function Constructor in our react library]

* Why use 'Class Components' & 'Functional Components'. →

Class Components	Functional Component
→ Stateful → Class Components have states meaning in order to change the value of an element dynamically it will updated through the state and render function will be called again and again	Stateless → No States. but with the introduction of hooks now we have that facility in functional components as well.
→ More Complex and involves lots of code.	→ Comparitively simpler and less no. of lines in code!

* Event handling →

→ We will go ahead and see how to use event handlers in react.

Ex → (for a button to work we can do →)

Ex → function handleClick ()
{
Console.log (" Button Clicked");
}

function App ()
{
return (
< Heading />
~~<h1> Hello </h1>~~
[<button onClick = { handleClick } >
Click Me </button>]
);
}

Or

return (
< Heading />
[<button onClick = { () => {
Console.log (" Button Clicked"); } } >
Click Me </button>]
);

→ we can have function defined in that event aswell.

→ We can also have a list of different 'events' we can perform on that particular element.

Ex→

```
function handleClick (event) {
    console.log ("Button is Clicked", event.
                                    target.id);
}

function App()
{ return ( <>
  <Heading />
  <button onClick={handleClick} id="btn-1">
      Click Me </button>

  <button onClick={handleClick} id="btn-2">
      Primary Click </button>

  </>
);
}
```

[So, the event.target.id would target the id of the button clicked and display it on the console.]