# 6. State Management and Lifting State Up

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### Why State Management Is Important

Managing state effectively allows different components in a React app to stay in sync. It improves data flow, component behavior, and user interaction, especially in larger applications.

## Key Concepts

# Local Component State

State that is specific to one component.

```
function Counter() {
  const [count, setCount] = useState(0);
  return <button onClick={() => setCount(count + 1)}>{count}</button>;
}
```

## Lifting State Up

Share state between sibling components by moving it to the closest common parent.

# Prop Drilling

Passing state or functions deeply through many components.

#### Global State (via Context)

Used when state needs to be shared across many parts of the app.

#### 📊 Visual Overview

```
flowchart TD
  A[Parent Component] --> B[Input Child Component]
A --> C[Display Child Component]
B -->|onChange| A
A -->|state| C
```

#### • Guidelines

- Start with local state; lift it when needed.
- Avoid unnecessary prop drilling.
- Use Context for global state.
- Keep state as close as possible to where it's used.

#### Practice Exercises

- 1. Create a parent-child form with state lifted to the parent.
- 2. Update sibling components based on shared parent state.
- 3. Add global theme state using usecontext.
- 4. Refactor a deeply nested component to avoid prop drilling.

#### Quiz Questions

## 1. What does "lifting state up" mean?

- a) Storing state in Redux
- b) Passing state from child to parent

# c) Moving shared state to the closest common ancestor

d) Avoiding useState

# 2. When should you use Context API?

- a) For every component
- b) Only for class components
- c) When state needs to be shared across many components
- d) To avoid using props at all

# 3. What is prop drilling?

- a) Using multiple contexts
- b) Changing props in place
- c) Passing data through many levels of components
- d) Breaking the render tree

# 4. What is a drawback of lifting state too far up the tree?

- a) React crashes
- **☑** b) Unnecessary re-renders and complexity
- c) Memory leaks
- d) It disables hooks