* Line 5
  + I think you miswrote the setFuel function definition. For the code readability it’s usefull to name the setter function as the following format: set + the belonging variable name with camelCase.
  + The 0 initial value is not necesarry because the default initial value is undefined
  + Use const instead of var when you declare useState, because we aren’t redefine the useStates.
* Line 6
  + Similar problem to the previous one.
  + Var → const
* Line 9
  + Fetch error handling
* Line 13
  + Never leave console.log in the production code.
* Line 15
  + curly brackets are necessary before the closing parenthesis of the useState because we’d like to fetch data when the component did mount. In the current situation, for every rendering the useEffect will run.
* Line 17
  + unnecessary render. It should be function and need to call in the 2nd then in the useEffect.
* Line 18
  + We need to render the DOM again if the fuel has changed. Better if we check that the fuel is defined and we will check the other things if it's true.
  + The setAlertTxt isn’t necessary because the default value of the alert is ‘Processing…’
* Line 19
  + I think this check isn’t correct because we need to display the red alert if the

id === 121 and the litres more than 10000 so instead of

if (fuel.litres > 0 ) it should be if (fuel.litres > 10000) or 10\_000

* Line 25
  + use === instead of == because the two compared variable are always strings. Thereforce it’s cause Jslint warning.
  + The style part causes unecessary update, because during the DOM diffing check the {} == {} will be always false. I recommend to use this format.   
    style={{color: alertText === "Need to buy more fuel" ? "red" : ""}

Can you fix these mistakes? Feel free to ask if you need help.