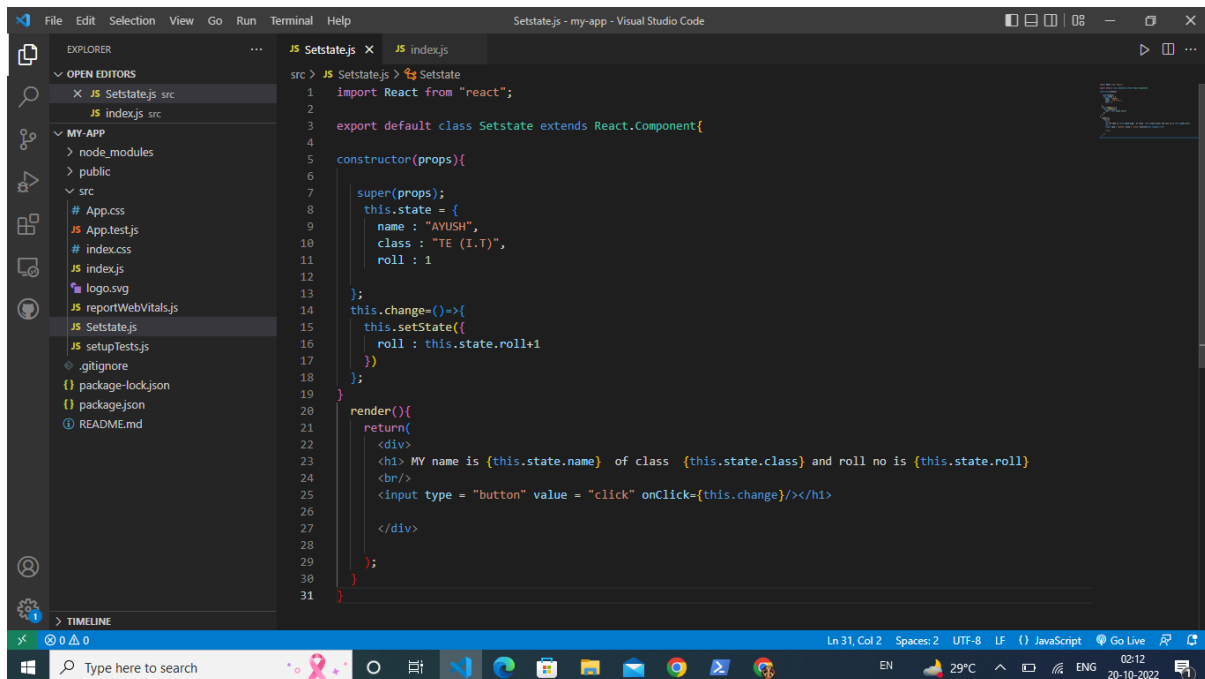
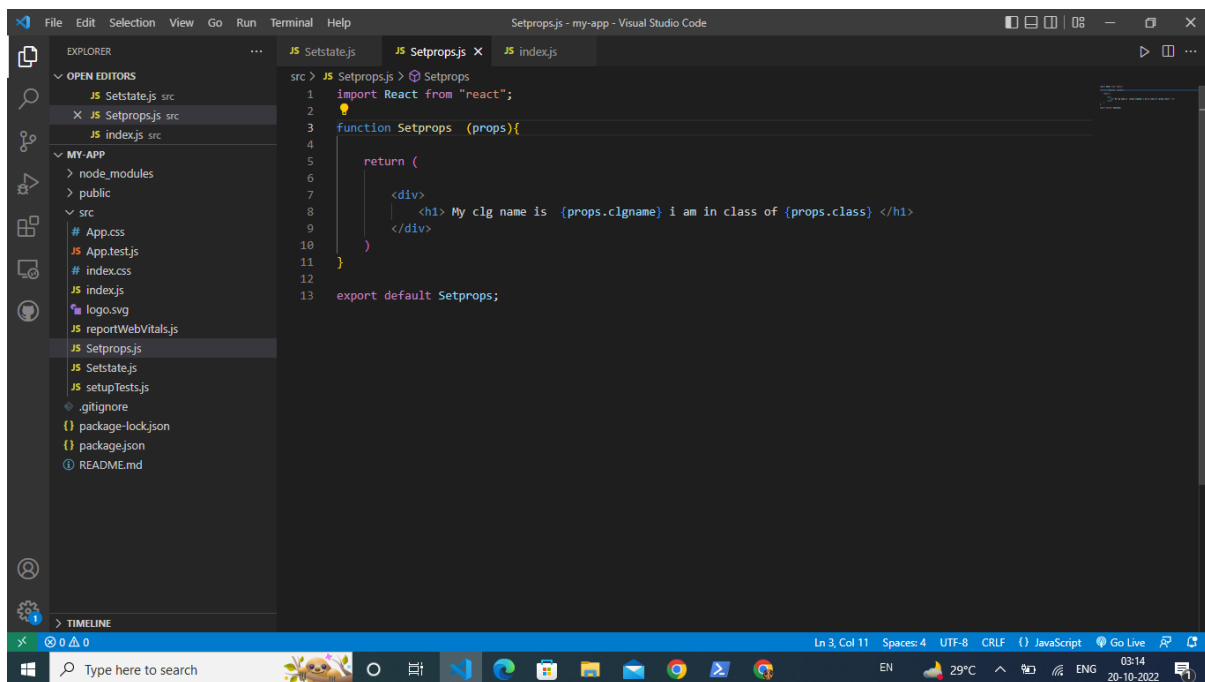


EXP 10 INPUT AND OUTPUT :



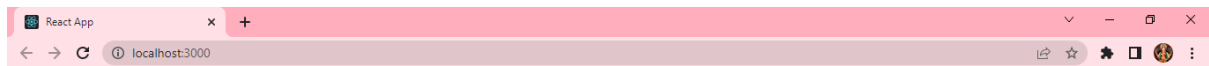
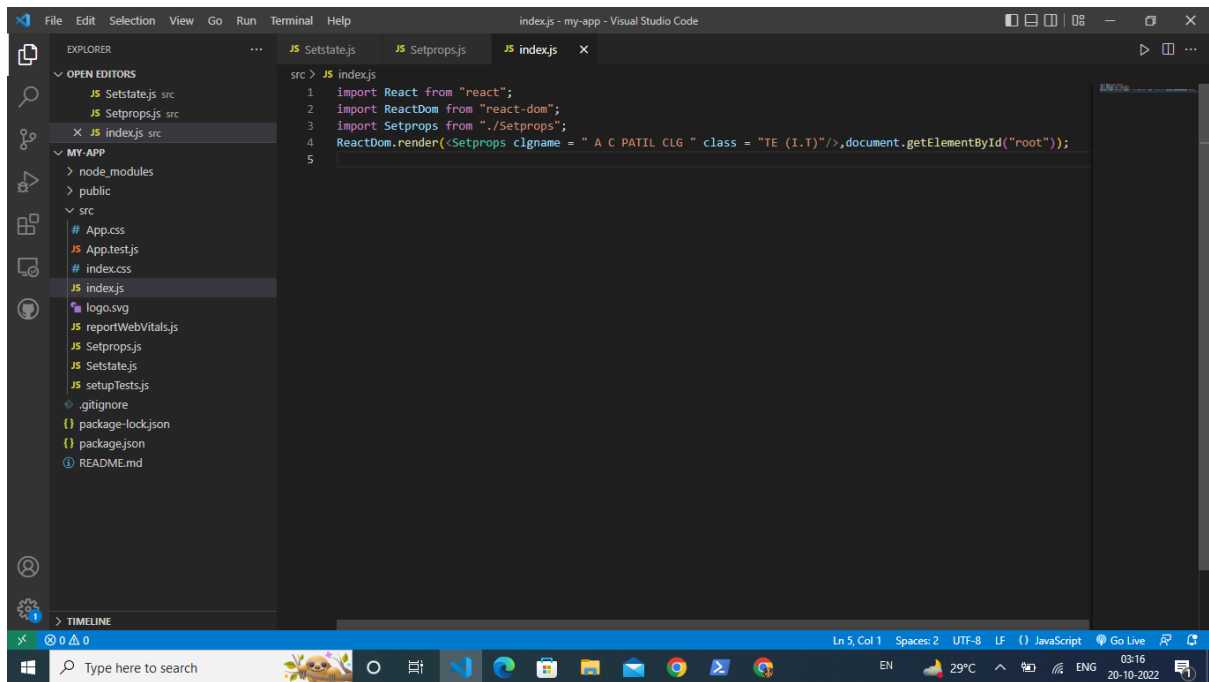
The screenshot shows the Visual Studio Code interface with the 'Setstate.js' file open. The Explorer panel on the left shows the project structure, including 'MY-APP' and its subdirectories. The main editor displays the following code:

```
src > JS Setstate.js > Setstate
1  import React from "react";
2
3  export default class Setstate extends React.Component{
4
5  constructor(props){
6
7      super(props);
8      this.state = {
9          name : "AVUSH",
10         class : "TE (I.T)",
11         roll : 1
12     };
13
14     this.change=()=>{
15         this.setState({
16             roll : this.state.roll+1
17         });
18     };
19
20     render(){
21         return(
22             <div>
23                 <h1> MY name is {this.state.name} of class {this.state.class} and roll no is {this.state.roll}
24                 <br/>
25                 <input type = "button" value = "click" onClick={this.change}/></h1>
26             </div>
27         );
28     };
29
30 }
31
```



The screenshot shows the Visual Studio Code interface with the 'Setprops.js' file open. The Explorer panel on the left shows the project structure, including 'MY-APP' and its subdirectories. The main editor displays the following code:

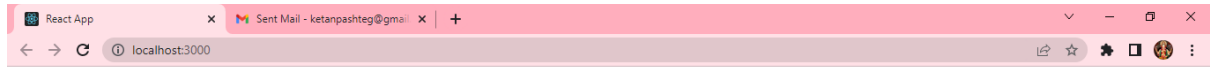
```
src > JS Setprops.js > Setprops
1  import React from "react";
2
3  function Setprops (props){
4
5      return (
6
7          <div>
8              <h1> My clg name is {props.clgname} i am in class of {props.class} </h1>
9          </div>
10      )
11  }
12
13  export default Setprops;
```



MY name is AYUSH of class TE (I.T) and roll no is 75

click





My clg name is A C PATIL CLG i am in class of TE (I.T)

