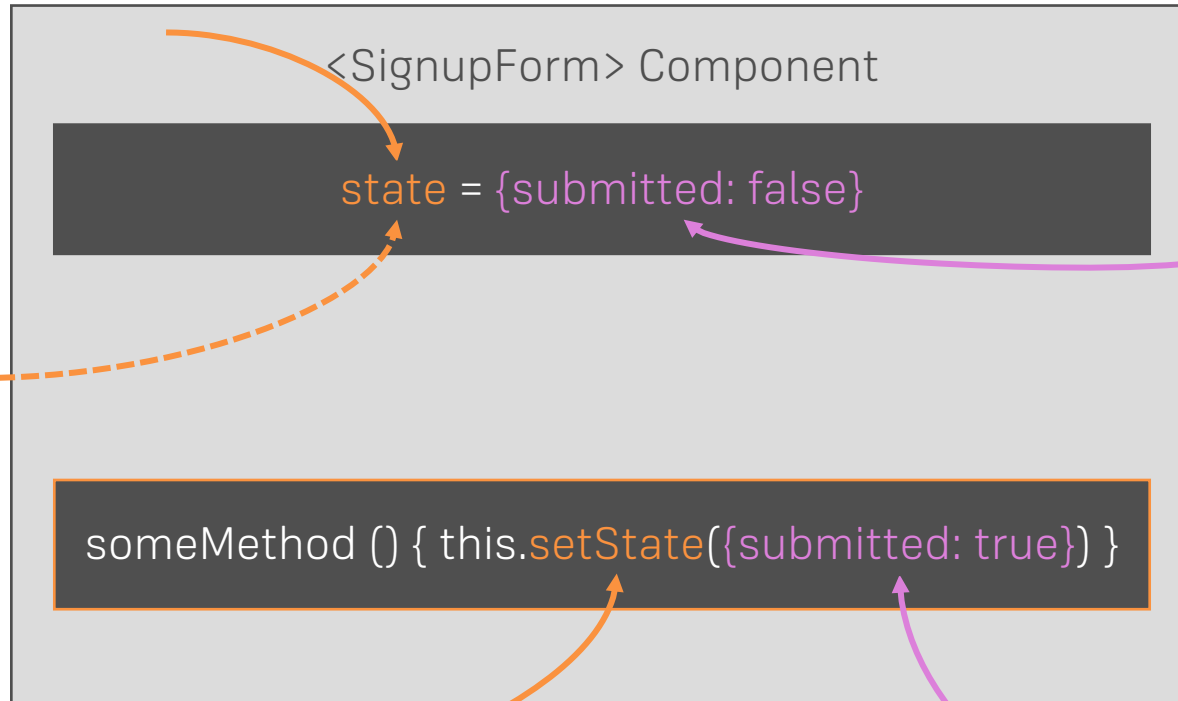


State

Changes from WITHIN a Component

“state” is a reserved property name
(and can only be set in
class-based components!)



Any data of your choice!

Mutate state &
trigger re-render

Gets merged with
original state