

React **Hooks** are special functions that let you "hook into" React features like state and lifecycle methods — **without writing a class**.

Hooks were introduced in **React 16.8** to allow developers to use state and other React features in **functional components**.

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## Why Hooks?

Before hooks, only **class components** could manage state and use lifecycle methods like `componentDidMount` , `componentDidUpdate` , etc.

Hooks allow you to:

- Use **state**
  - Use **lifecycle effects**
  - **Reuse logic** across components
  - Write **cleaner, simpler code**
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## Most Common Hooks

Hook	Purpose
<code>useState()</code>	Add state to a functional component
<code>useEffect()</code>	Perform side effects (like lifecycle methods)
<code>useContext()</code>	Access context directly
<code>useRef()</code>	Access or reference a DOM element or store mutable values
<code>useMemo()</code>	Optimize performance by memoizing calculations
<code>useCallback()</code>	Memoize functions to prevent unnecessary re-renders
<code>useReducer()</code>	For complex state logic (like Redux lite)

Hook	Purpose
<code>useLayoutEffect()</code>	Like <code>useEffect</code> but runs synchronously after DOM updates

## Example: `useState` & `useEffect`



jsx

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```
import React, { useState, useEffect } from 'react'; function Counter() { const [count, setCount] =
useState(0); // state useEffect(() => { console.log(`Count is: ${count}`); // side-effect (like
componentDidUpdate) }, [count]); // runs when 'count' changes return ( <div> <p>Count: {count}</p>
<button onClick={() => setCount(count + 1)}>Increment</button> </div> ); }
```

## Rules of Hooks

1.  Only call Hooks **at the top level** of your component (not inside loops or conditions).
2.  Only call Hooks **from React functions** (functional components or custom hooks).

## Custom Hooks

You can create your own hook using the `use` prefix:

js

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```
function useCustomLogic() { const [data, setData] = useState(null); // your logic here return data;
}
```