

# React Training

Day Three

# React LifeCycle

# LifeCycle Terms

- **Mount** : Whenever a component is rendered for the first time
- **Unmount** : Whenever a component is removed from DOM

Special methods that we declare to run when a component mounts or unmounts

# Basic LifeCycle

- Mount
  - render()
  - componentDidMount()
- Update
  - shouldComponentUpdate()
  - render()
  - componentDidUpdate()
- Unmount
  - componentWillUnmount()

# LifeCycle in Class Based Component

```
class MyComp extends React.Component {  
  constructor(props) {  
    super(props);  
  }  
  
  componentDidMount() {  
    // Run after component mounts  
  }  
  
  componentWillUnmount() {  
    // Run before component unmounts  
  }  
  
  render() {  
    return (<div></div>);  
  }  
}
```

Why do we need useEffect LifeCycle Methods? 

# Why do we need useEffect Lifecycle Methods?

- To define what it needs to do after render

- To perform side-effects

# LifeCycle in Functional Component

```
useEffect(() => {  
  document.title = `You clicked ${count} times`;  
});
```



**useEffect** hook runs on every update

# Cleanup

```
useEffect(() => {  
  const myTimeout = setTimeout(() => {  
    // Do something();  
  }, 3000);  
  return () => {  
    clearTimeout(myTimeout);  
  }  
});
```

# Why Cleanup is necessary & why useEffect runs on each update?

```
useEffect(() => {  
  function handleStatusChange(status) {  
    setIsOnline(status.isOnline);  
  }  
  
  ChatAPI.subscribeToFriendStatus(props.friend.id, handleStatusChange);  
  return () => {  
    ChatAPI.unsubscribeFromFriendStatus(props.friend.id, handleStatusChange);  
  };  
});
```

## Tips on useEffect

- Use multiple useEffects if it serves your need
- Optimize performance by skipping events

# Optimize performance by skipping events

```
useEffect(() => {  
  document.title = `You clicked ${count} times`;  
}, [count]); // Only re-run the effect if count changes
```

# Run useEffect only once

```
useEffect(() => {  
  document.title = `You clicked ${count} times`;  
}, []);
```

# Lists and Keys

```
const numbers = [1, 2, 3, 4, 5];  
const listItems = numbers.map((number) =>  
  <li>{number}</li>  
);
```

```
const numbers = [1, 2, 3, 4, 5];  
const listItems = numbers.map((number) =>  
  <li key={number}>{number}</li>  
);
```



# Keys

- Diffing of lists is performed using keys. Keys should be stable, predictable, and unique.
- Keys Must Only Be Unique Among Siblings

# Homework 🏠

Create a Clock app:

- Current time 🕒
- Stop watch ⌚
- Timer ⌚