

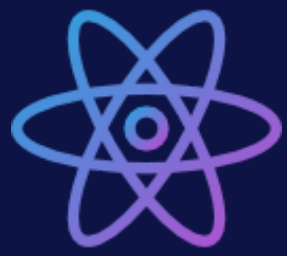
Most Asked
Question in **React Js**?

How to Explain
Life Cycle Method in
React Hooks?

(Functional component)

useEffect()

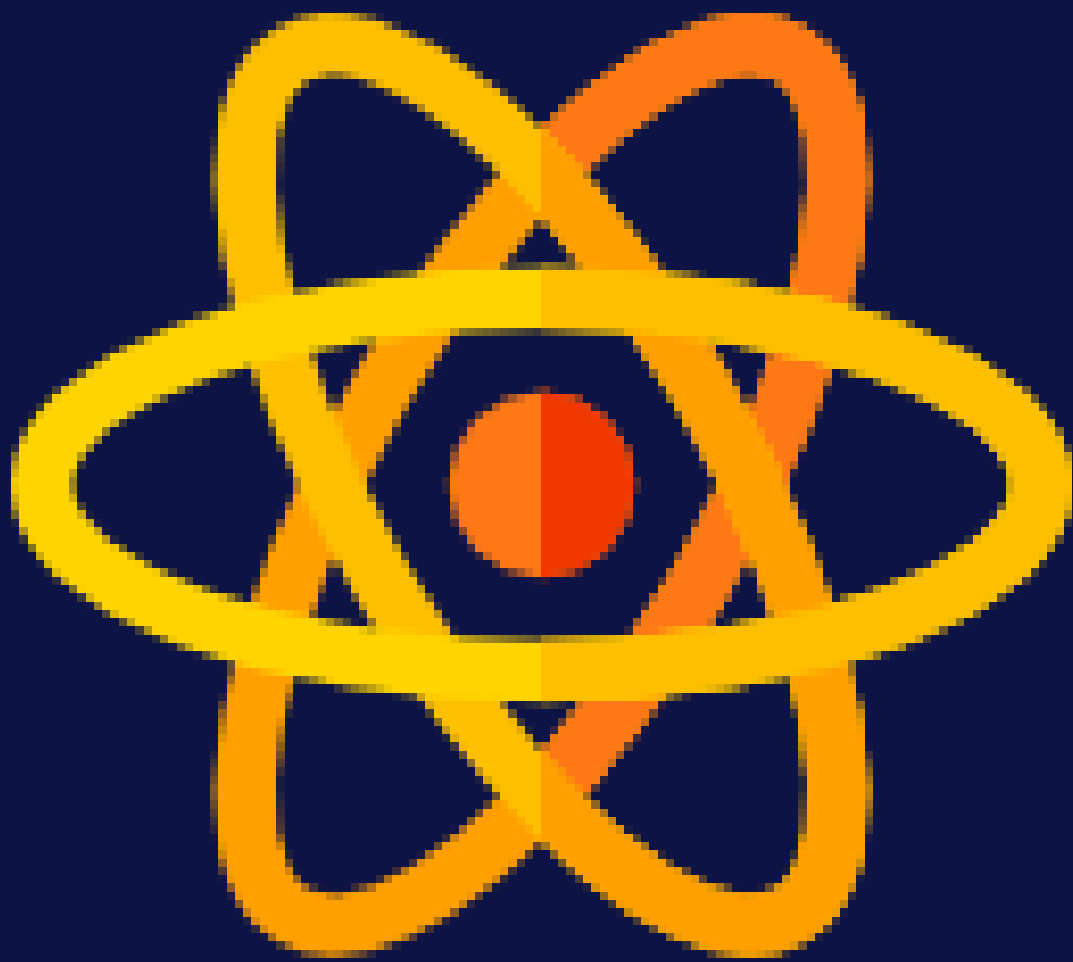




React has a life cycle

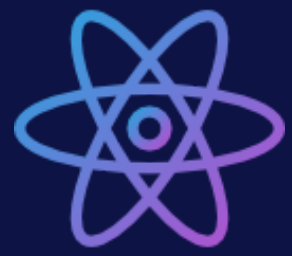
Mount

UnMount



Update

- Mounting, that is putting inserting elements into the DOM.
- Updating, which involves methods for updating components in the DOM.
- Unmounting, that is removing a component from the DOM.



functional Component

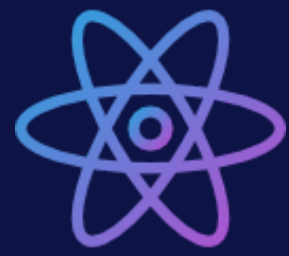
- lifecycle methods is to use hooks. With the release of React 16.8 back in March 2019,
- it is now possible to create functional components that are not stateless and can use lifecycle methods.
- It's all thanks to the **useState** and **useEffect** hooks – special functions that hook into React features that allow to set the initial state and use lifecycle events in functional components.
- it is possible to emulate the performance of almost any supported lifecycle method by skilfully applying these two hooks in your pure JavaScript functions.



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useEffect()

- The **useEffect()** in react is used to manage the side effects. It is one of the most commonly used react hooks.
- The **useEffect()** hook has two arguments - a **callback** function and a **dependency array**.
- The **callback** function is mandatory while the dependency array is optional.

Syntax:

```
useEffect( () => {  
  
  //code  
  
}, [])
```


componentDidMount

- The **componentDidMount** lifecycle method executes when the component is mounted. It means when the component is added to the DOM tree, this method should execute.
- The **empty** dependency array means that the hook will execute only once and it will be during the component mounting.

Example:

```
const Component = () => {  
  useEffect(() => {  
  
    console.log("Behavior before the component is added  
to the DOM");  
  
  }, []); // Mark [] here.  
  return <h1>Hello World</h1>;  
};
```

componentDidUpdate

- The **componentDidUpdate** method executes only when the component updates
- Hook will execute only when the component **re-renders**. The only difference from the previous example is that **no dependency array** is provided.

Example:

```
const Component = () => {  
  useEffect(() => {  
  
    console.log("This code will execute when the  
    component updates")  
  
  }); // Mark NO [] here.  
  return <h1>Hello World</h1>;};
```


componentDidUpdate

- The **componentDidUpdate** method also works differently. We can provide an argument to it and it will execute only when the value of that argument is **changed**. We can do this in the functional component by adding a value(s) in the **dependency array**
- The **useEffect()** hook will execute only when the value of “**count**” is **changed**.

Example:

```
const Component = () => {  
  useEffect(() => {  
  
    console.log("Behavior when the value of 'Count'  
    changes.")  
  
  }[Count]); // Mark [Count] here.  
  return <h1>Hello World</h1>;};
```



componentWillUnmount

- The **componentWillUnmount()** method executes when the component is unmounted, or removed from the DOM tree.
- This time, we have to **return** a function from the **useEffect()** hook. This function will execute only when the component is removed from the DOM tree, thus making it similar to the **componentWillUnmount** lifecycle method.

Example:

```
const Component = () => {  
  useEffect(() => {  
    return () => { // mark the return  
  
      console.log("Behavior right before the component is  
removed from the DOM.")  
    }  
  }[]);  
  return <h1>Hello World</h1>;};
```




Putting It All Together

Example:

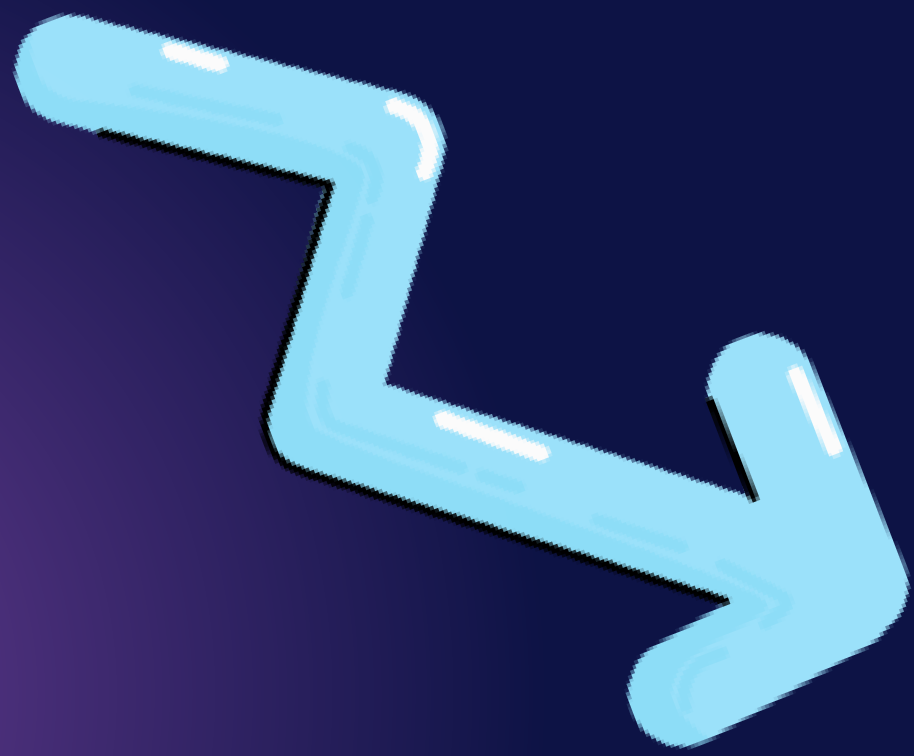
```
import React, { useEffect } from "react";

const Component = () => {
  useEffect(() => {
    const intervalId = setInterval(() => {
      document.title = `Time is: ${new
Date()}`;
    }, 1000);

    return () => {
      document.title = "Time stopped.";
      clearInterval(intervalId);
    };
  }, []);

  return <h1>What time is it?</h1>;
};
```

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