



React hooks

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useState

```
const [ cookies, setCookies ] = useState(0)
```

```
const [ cookies, setCookies ] = useState(0)

function handleClick() {
  setCookies(prev => prev + 1)
}
```

```
const [ cookies, setCookies ] = useState(0)
```

```
function handleClick() {  
    setCookies(cookies + 1)  
}
```

```
const [ cookies, setCookies ] = useState(0)
```

```
function handleClick() {  
    setCookies(cookies + 1)  
}
```

```
function handleTripleClick() {  
    handleClick()  
    handleClick()  
    handleClick()  
}
```

```
const [ cookies, setCookies ] = useState(0)
```

```
function handleClick() {  
    setCookies(prev => prev + 1)  
}
```

```
function handleTripleClick() {  
    handleClick()  
    handleClick()  
    handleClick()  
}
```

useEffect


```
useEffect(() => {  
  let newCookies = Number(localStorage.getItem('cookieClickInReact.Cookies'))  
  if (newCookies) {  
    setCookies(newCookies)  
  }  
}, [])  
)
```

```
useEffect(() => {  
    let newCookies = Number(localStorage.getItem('cookieClickInReact.Cookies'))  
    if (newCookies) {  
        setCookies(newCookies)  
    }  
}, [])  
)
```

```
useEffect(() => {  
    localStorage.setItem('cookieClickInReact.Cookies', cookies)  
}, [cookies])  
)
```

useRef

```
const ref = useRef(0)
```

```
const ref = useRef(0)
```

```
useEffect(() => {  
    ref.current++;  
})
```

```
const ref = useRef(0)
```

```
useEffect(() => {  
    ref.current++;  
})
```

```
useEffect(() => {  
    ref.current++;  
}, [])
```

```
const ref = useRef(0)
```

```
useEffect(() => {  
    ref.current++;  
})
```

```
useEffect(() => {  
    ref.current++;  
}, [])
```

```
useEffect(() => {  
    ref.current++;  
}, [cookies])
```

```
const ref = useRef(0)
```

```
useEffect(() => {  
    ref.current++;    // 5  
})
```

```
useEffect(() => {  
    ref.current++;    // 1  
}, [])
```

```
useEffect(() => {  
    ref.current++;    // 3  
}, [cookies])
```



```
const ref = useRef(0)
```

```
useEffect(() => {  
    ref.current = cookies  
}, [cookies])
```

```
return (<div>{cookies}, {ref.current}</div>)
```

```
const curRef = useRef(0)
```

```
useEffect(() => {  
    curRef.current.focus()  
}, [cookies])
```

```
return (  
    <div>Cookies: <input  
        ref={curRef} type="text" value={cookies}/>  
    </div>  
)
```

useMemo

```
const [ cookies, setCookies ] = useState(0)
const [ playerId, setPlayerId ] =
useState(123_456_789)
const playerIdIsEven = isEven(playerId)

return (
  <div>
    <h1>PlayerId: {playerIdIsEven}</h1>
    <div>Cookies: {cookies}</div>
  </div>
)
```

```
private bool IsEven(int number){  
    if (number == 1) return false;  
    else if (number == 2) return true;  
    else if (number == 3) return false;  
    else if (number == 4) return true;  
    else if (number == 5) return false;  
    else if (number == 6) return true;  
    else if (number == 7) return false;  
    else if (number == 8) return true;  
    else if (number == 9) return false;  
    else if (number == 10) return true;  
    else if (number == 11) return false;  
    else if (number == 12) return true;  
    else if (number == 13) return false;  
    else if (number == 14) return true;  
    else if (number == 15) return false;  
    else if (number == 16) return true;  
    else if (number == 17) return false;  
    else if (number == 18) return true;  
    else if (number == 19) return false;  
    else if (number == 20) return true;  
    else if (number == 21) return false;  
    else if (number == 22) return true;
```

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is-even DT

1.0.0 • Public • Published 5 years ago

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1 Dependency



34 Dependents



4 Versions

is-even

npm v1.0.0

downloads 872k/month

downloads 15M

Travis passing

Return true if the given number is even.

Install

Install with **npm**:

```
$ npm install --save is-even
```

Usage

```
var isEven = require('is-even');
```

```
isEven(0);
```

Install

```
> npm i is-even
```

Repository

github.com/jonschlinkert/is-even

Homepage

github.com/jonschlinkert/is-even

Weekly Downloads

169,702



Version

1.0.0

License

MIT

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Posted by u/malloc_and_chill 1 year ago



11 is_even: An NLP approach in $O(\log(n))$



OC

Sometimes numbers can be scary. Numbers written out as friendly English text are easier on the eyes, so here's an `is_even` which works with English numbers and a helper function which gets them into the right format. Runs in $O(\log(n))$, since we only look at each digit once or twice.

```
from math import log, floor

ones = ['zero', 'one', 'two', 'three', 'four', 'five', 'six', 'seven', '
teens = [*ones, 'ten', 'eleven', 'twelve', 'thirteen', 'fourteen', 'fift
        'sixteen', 'seventeen', 'eighteen', 'nineteen']

tens = ['oops', 'oof ouch owie', 'twenty', 'thirty', 'forty', 'fifty', '
exponents = ['thousand', 'million', 'billion', 'trillion', 'quadrillion'
             'sextillion', 'septillion', 'octillion', 'nonillion', 'deci

def to_english(n):
    result = ''
    while n >= 1000:
        l = floor(log(n) / log(1000))
        r = floor(n / 1000 ** l)
        n = n % 1000 ** l
        exponent = exponents[l - 1]
        result += f'{to_english(r)}-{exponent} '
```

```
const [ cookies, setCookies ] = useState(0)
const [ playerId, setPlayerId ] = useState(123_456_789)

const playerIdIsEven = isEven(playerId)

return (
  <div>
    <h1>PlayerId: {playerIdIsEven}</h1>
    <div>Cookies: {cookies}</div>
  </div>
)
```



```
const [ cookies, setCookies ] = useState(0)
const [ playerId, setPlayerId ] = useState(123_456_789)

const playerIdIsEven = useMemo(
  () => isEven(playerId), [playerId]
)

return (
  <div>
    <h1>PlayerId: {playerIdIsEven}</h1>
    <div>Cookies: {cookies}</div>
  </div>
)
```

useCallback

```
const [ cookies, setCookies ] = useState(0)
const [ playerId, setPlayerId ] = useState(123_456_789)

const playerIdIsEven = () => isEven(cookies)

return (
  <div>
    <PlayerComponent isEven={playerIdIsEven}>
    </PlayerComponent>
    <div>Cookies: {cookies}</div>
  </div>
)
```

```
const [ cookies, setCookies ] = useState(0)
const [ playerId, setPlayerId ] = useState(123_456_789)

const playerIdIsEven = useCallback(
  () => isEven(cookies), [cookies]
)

return (
  <div>
    <PlayerComponent isEven={playerIdIsEven}>
    </PlayerComponent>
    <div>Cookies: {cookies}</div>
  </div>
)
```

useId

```
const id = useId()
```

```
return (  
    <div id={id}></div>  
)
```

useContext

```
const [ cookies, setCookies ] = useState(0)

const CookieContext = createContext(cookies)

return (
  <CookieContext.Provider value={cookies}>
    <CookieComponent></CookieComponent>
  </CookieContext.Provider>
)
```



```
const cookies = useContext(CookiesContext)
```

Context Custom Hook

```
const cookies = useContext(CookiesContext)
```

Context Custom Hook