```
link null
title: 珠峰架构颇成长计划
description: null
keywords: null
author: null
date: null
publisher: 珠峰架构颇成长计划
stats: paragraph=69 sentences=162, words=1077
```

1. React Hooks

• Hook 是 React 16.8 的新增特性。它可以让你在不编写 class 的情况下使用 state 以及其他的 React 特性

1.1 Hooks 优点 <u>#</u>

- 可以抽离公共方法和逻辑,提高代码的可复用性
- 函数式组件更简洁,开发效率更高

1.2 自定义 Hook

- 通过自定义 Hook,可以将组件逻辑提取到可重用的函数中
- 自定义 Hook 是一个函数,其名称以 use 开头,函数内部可以调用其他的 Hook

1.3 初始化项目

```
create-react-app zhufeng_custom_hooks
cd zhufeng_custom_hooks
npm i express cors morgan bootstrap@3 react-router-dom --save
```

2.useRequest

2.1 index.js

src\index.js

2.2 Table.js

src\Table.js

```
import React from 'react';
import useRequest from './hooks/useRequest';
const URL = 'http://localhost:8000/api/users';
export default function Table() {
   const [data, options, setOptions] = useRequest(URL);
const { currentPage, totalPage, list } = data;
   return (
         <thead>
                IDtd>姓名td>tr>
            list.map(item => ({item.id}td>{item.name}td>tr>))
            tbody>
         <nav>
            {currentPage>1&&(
                   <1i>>
                      <button className="btn btn-default" href="\mathbf{"}" onClick={() => setOptions({ ...options,currentPage: currentPage - 1 })}>
                         <span ><<span>
                      button>
                   li>
                ) }
                   ...options,currentPage: index + 1 }) }> {index + 1}button>li>
                   currentPage<totalPage&&(
                         <button className="btn btn-default" onClick={() => setOptions({...options, currentPage: currentPage + 1 })}>
                     <span>>>span>
           )
ul>
>
```

2.3 useRequest.js

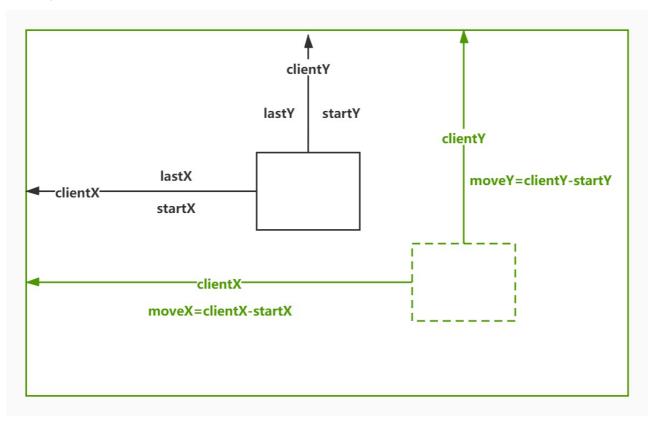
src\hooks\useRequest.js

2.4 api.js <u>#</u>

api.js

```
let express = require('express');
let cors = require('cors');
let logger = require('morgan');
let ape = express();
app.use(logger('dev'));
app.use(logger('dev'));
app.use(logger('dev'));
app.get('/api/users', function (req, res) {
    let currentPage = parseInt(req.query.currentPage);
    let total=25;
    let total=25;
    let list = [];
    let offset = (currentPage-l)*pageSize;
    for (let i = offset; i < offset + pageSize; i++) {
        list.push({ id: i + l, name: 'name' + (i + l) });
    }
    res.json({
        currentPage,
        pageSize,
        totalPage:Math.ceil(total/pageSize),
        list
    });
});
app.listen(8000, () =>{
    console.log('sever started at port 8000');
});
```

3.useDrag



3.1 基础

3.1.1 触摸事件

事件名称 描述 是否包含 touches 数组 touchstart 触摸开始发 是 touchmove 滑动时接触点改变 是 touchend 手指离开屏幕时触摸结束 是

3.1.2 触摸列表

参数 描述 touches 当前位于屏幕上的所有手指的列表 targetTouches 位于当前DOM元素上手指的列表

3.1.3 Touch对象

参数 描述 clientX 触摸目标在视口中的x坐标 clientY 触摸目标在视口中的y坐标 pageX 触摸目标在页面中的x坐标 pageY 触摸目标在页面中的y坐标

3.2 实现

3.2.1 index.js

src\index.js

3.2.2 src\Drag.js

src\Drag.js

3.2.3 useDrag.js

src\hooks\useDrag.js

```
import { useLayoutEffect, useState, useRef } from 'react';
function useDrag() {
     const positionRef = useRef({
    currentX: 0, currentY: 0,
         lastX: 0, lastY: 0
     const moveElement = useRef(null);
     const [, forceUpdate] = useState({});
    useLayoutEffect(() => {
    let startX, startY;
    const start = function (event) {
        const { clientX, clientY } = event.targetTouches[0];
}
              startX = clientX;
               startY = clientY;
               moveElement.current.addEventListener('touchmove', move);
               moveElement.current.addEventListener('touchend', end);
          const move = function (event) {
              const { clientX, clientY } = event.targetTouches[0];
              positionRef.current.currentX = positionRef.current.lastX + (clientX - startX);
positionRef.current.currentY = positionRef.current.lastY + (clientY - startY);
               forceUpdate({});
          const end = (event) => {
              positionRef.current.lastX = positionRef.current.currentX;
               positionRef.current.lastY = positionRef.current.currentY; moveElement.current.removeEventListener('touchmove', move);
                   moveElement.current.removeEventListener('touchend', end);
          moveElement.current.addEventListener('touchstart', start);
     return [{ x: positionRef.current.currentX, y: positionRef.current.currentY }, moveElement]
export default useDrag;
```

4.useForm#

4.1 src\index.js

src\index.js

4.2 src\Form.js

src\Form.js

```
import React from 'react';
import useForm from './hooks/useForm';
export default function Form() {
   const [formData, setFormValue, resetFormValues] = useForm({username:'',email:''});
      <div className="panel">
          <div className="panel-body">
             <form>
                 <div className="form-group">
                     <label >用户名label>
                        className="form-control"
                        placeholder="用户名"
value={formData.username}
                        onChange={(event) => setFormValue('username', event.target.value)} />
                 <div className="form-group">
                     <label >邮箱label>
                     <input
                        className="form-control"
                        placeholder="邮箱"
                        value={formData.email}
                        onChange={(event) => setFormValue('email', event.target.value)}
                 div>
                 form>
          div>
      div>
   )
```

4.3 useForm.js

src\hooks\useForm.js

```
import { useState } from 'react';
function useForm(values) {
   const [formData, setFormData] = useState(values);
   const setFormValue = (key, value) => {
       setFormData({...formData, [key]:value});
   }
   const resetFormValues = () => {
       setFormData(values);
   }
   return [formData, setFormValue, resetFormValues];
}
export default useForm;
```

5.use Animation

5.1 src\index.js

src\index.js

5.2 src\Circle.js

src\Circle.is

5.3 Circle.css

src\Circle.css

```
.circle {
  width : 200px;
  height : 200px;
  background-color : gray;
  transition: all 2s;
}
.circle.active {
  background-color : green;
}
```

5.4 useAnimation.js

src\hooks\useAnimation.js

```
import {useState} from 'react';
function useAnimation(initialClassName, activeClassName) {
    const [className, setClassName] = useState(initialClassName);
    function start() {
        if (className === initialClassName) {
            setClassName(`${initialClassName} ${activeClassName}`);
        }else{
            setClassName(`${initialClassName}`);
        }
    }
    return [className, start];
}
export default useAnimation;
```