Refactoring Into React Hooks

Matteo Antony Mistretta
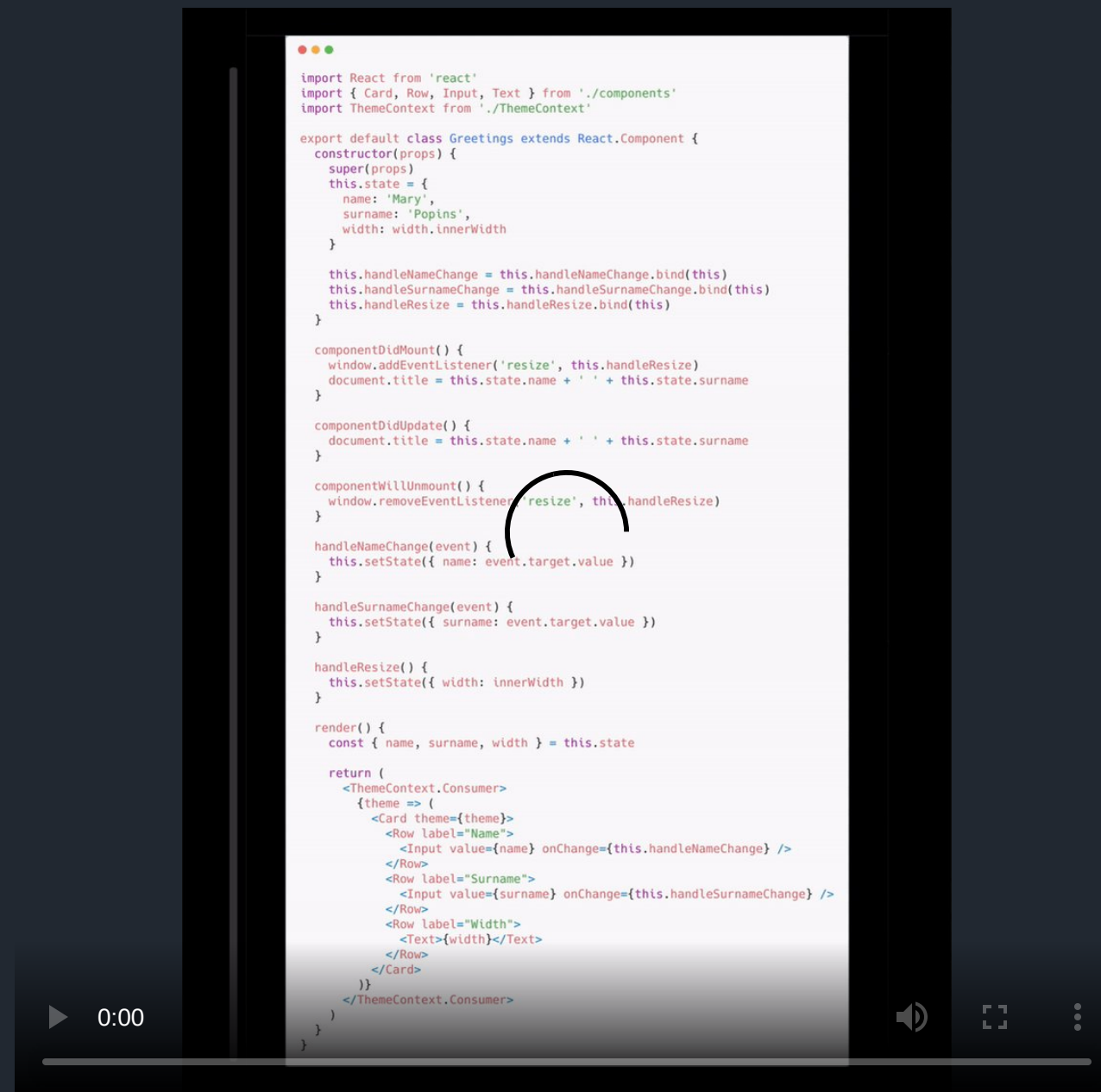
Inglorious Coderz

@antonymistretta

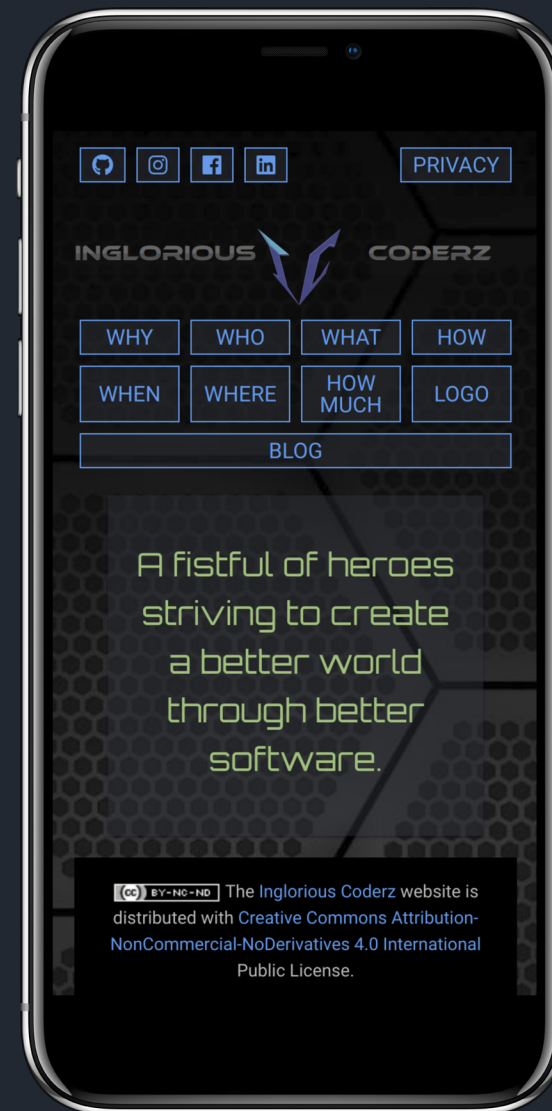# Why

- They separate stateful logic
- They are composable functions
- They keep our component hierarchy flat
- They allow us to go fully functional
- They are now stable

Separation Of Concerns


```
import React from 'react'
import { Card, Row, Input, Text } from './components'
import ThemeContext from './ThemeContext'

export default class Greetings extends React.Component {
  constructor(props) {
    super(props)
    this.state = {
      name: 'Mary',
      surname: 'Popins',
      width: width.innerWidth
    }

    this.handleNameChange = this.handleNameChange.bind(this)
    this.handleSurnameChange = this.handleSurnameChange.bind(this)
    this.handleResize = this.handleResize.bind(this)
  }

  componentDidMount() {
    window.addEventListener('resize', this.handleResize)
    document.title = this.state.name + ' ' + this.state.surname
  }

  componentDidUpdate() {
    document.title = this.state.name + ' ' + this.state.surname
  }

  componentWillUnmount() {
    window.removeEventListener('resize', this.handleResize)
  }

  handleNameChange(event) {
    this.setState({ name: event.target.value })
  }

  handleSurnameChange(event) {
    this.setState({ surname: event.target.value })
  }

  handleResize() {
    this.setState({ width: innerWidth })
  }

  render() {
    const { name, surname, width } = this.state

    return (
      <ThemeContext.Consumer>
        {theme => (
          <Card theme={theme}>
            <Row label="Name">
              <Input value={name} onChange={this.handleNameChange} />
            </Row>
            <Row label="Surname">
              <Input value={surname} onChange={this.handleSurnameChange} />
            </Row>
            <Row label="Width">
              <Text>{width}</Text>
            </Row>
          </Card>
        )}
      </ThemeContext.Consumer>
    )
  }
}
```

0:00

Pavel Prichodko's tweet

antony@ingloriouscoderz ~> whoami

INGLORIOUS CODERZ

WHY WHO WHAT HOW

WHEN WHERE HOW MUCH LOGO

BLOG

A fistful of heroes
striving to create
a better world
through better
software.

Let's refactor...

1. *State*
2. Refs and Instance Attributes
3. Lifecycle Methods
4. Higher-Order Components
5. Render Props
6. Context API
7. Reducers
8. Redux

Hello world!

Hello world!

```
class MyComponent extends Component {
  state = { text: 'Hello world!' }

  handleChange = event => {
    this.setState({ text: event.target.value })
  }

  render() {
    const { text } = this.state
    return (
      <>
        <h1>{text}</h1>
        <input value={text} onChange={this.handleChange} />
      </>
    )
  }
}

render(MyComponent)
```

Hello world!

Hello world!

```
function MyComponent() {
  const [text, setText] = useState('Hello world!')
  const handleChange = event => setText(event.target.value)

  return (
    <>
      <h1>{text}</h1>
      <input value={text} onChange={handleChange} />
    </>
  )
}

render(MyComponent)
```

Let's refactor...

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Hello worl | Focus!

```
class MyComponent extends Component {
  myRef = React.createRef()

  handleClick = () => this.myRef.current.focus()

  render() {
    return (
      <div className="input-group">
        <input defaultValue="Hello world!" ref={this.myRef} />
        <button onClick={this.handleClick}>Focus!</button>
      </div>
    )
  }
}

render(MyComponent)
```

Hello worl **Focus!**

```
function MyComponent() {
  const myRef = useRef()
  const handleClick = () => myRef.current.focus()

  return (
    <div className="input-group">
      <input defaultValue="Hello world!" ref={myRef} />
      <button onClick={handleClick}>Focus!</button>
    </div>
  )
}

render(MyComponent)
```

Let's refactor...

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Play

```jsx
class MyComponent extends Component {
  state = { count: 0, play: false }

  start = () => {
    this.interval = setInterval(
      () => this.setState(({ count }) => ({ count: count + 1 })),
      1000,
    )
  }

  stop = () => clearInterval(this.interval)

  toggle = () => this.setState(({ play }) => ({ play: !play }))

  componentDidMount() {
    const { play } = this.state
    if (play) {
      this.start()
    }
  }

  componentDidUpdate(prevProps, prevState) {
    const { play } = this.state
    if (play !== prevState.play) {
      if (play) {
        this.start()
      } else {
        this.stop()
      }
    }
  }

  componentWillUnmount() {
    this.stop()
  }

  render() {
    const { count, play } = this.state
    return (
      <>
        <h1>{count}</h1>
        <button onClick={this.toggle}>{play ? 'Pause' : 'Play'}</button>
      </>
    )
  }
}

render(MyComponent)
```

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Play

```jsx
function MyComponent() {
  const [count, setCount] = useState(0)
  const [play, setPlay] = useState(false)
  const toggle = () => setPlay(play => !play)

  useEffect(() => {
    let interval = null

    const start = () =>
      (interval = setInterval(() => setCount(count => count + 1), 1000))
    const stop = () => clearInterval(interval)

    if (play) {
      start()
    } else {
      stop()
    }

    return () => stop()
  }, [play])

  return (
    <>
      <h1>{count}</h1>
      <button onClick={toggle}>{play ? 'Pause' : 'Play'}</button>
    </>
  )
}

render(MyComponent)
```

Let's refactor...

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Antony Mistretta
@antonymistretta

#ReactJS #hooks leave me a bit puzzled still... Isn't it cleaner to just use #recompose? Maybe with some hierarchy-cutting magic...

🌐 Traduci il Tweet

03:21 - 1 nov 2018

1 Mi piace

💬 1   🔁   ♡ 1   📊

Aggiungi altro Tweet

Dan Abramov @dan_abramov · 1 nov 2018
In risposta a @antonymistretta
I think @acdlite is writing something to explain why not

🌐 Traduci il Tweet

💬 1   🔁   ♡ 1   ✉️

Antony Mistretta @antonymistretta · 1 nov 2018
Cool, can't wait to read it!

🌐 Traduci il Tweet

💬   🔁   ♡   📊
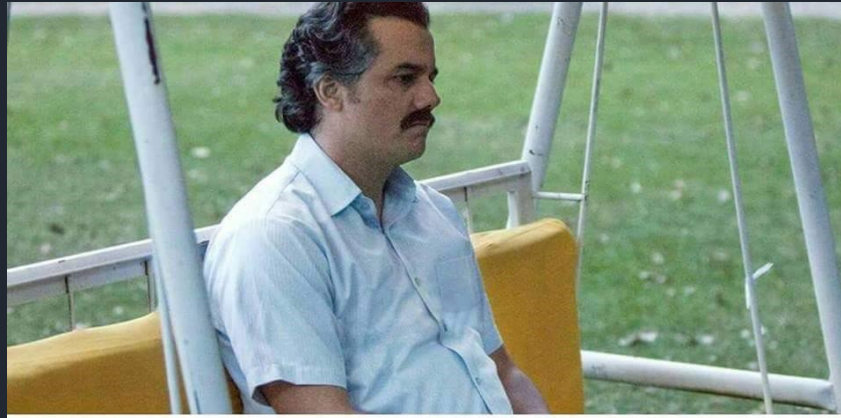
A Note from the Author (acdlite, Oct 25 2018):

Hi! I created Recompose about three years ago. About a year after that, I joined the React team. Today, we announced a proposal for *Hooks*. Hooks solves all the problems I attempted to address with Recompose three years ago, and more on top of that. I will be discontinuing active maintenance of this package (excluding perhaps bugfixes or patches for compatibility with future React releases), and recommending that people use Hooks instead. **Your existing code with Recompose will still work**, just don't expect any new features. Thank you so, so much to @wuct and @istarkov for their heroic work maintaining Recompose over the last few years.

---

gaearon commented on 14 Nov 2018 • edited ▾   +☺ ⋯

To clarify:

Andrew hasn't been working on new features in Recompose for two years. So declaring that he doesn't plan to add new features to it doesn't change anything in practice for existing users.

Andrew feels uneasy about recommending Recompose for new projects when Hooks solve a large subset of the same problems without introducing excessive tree nesting and similar issues. I agree the wording was perhaps too strong but he's the maintainer and he has the right to point out its flaws. He plans to write a longer article to explain what he meant because it seems like there's a lot of FUD going on.

If you're happy with Recompose and don't experience its downsides, you can keep on using it without any issues. New versions of Recompose will continue to be released together with React updates etc.

👍 55   😄 3   ❤️ 14

Hello world!

Hello world!

```javascript
const enhance = compose(
  withState('text', 'setText', 'Hello world!'),
  withHandlers({
    onChange: ({ setText }) => event => setText(event.target.value),
  }),
  pure,
)

function MyComponent({ text, onChange }) {
  return (
    <>
      <h1>{text}</h1>
      <input value={text} onChange={onChange} />
    </>
  )
}

render(enhance(MyComponent))
```

Hello world!

Hello world!

```javascript
function useText() {
  const [text, setText] = useState('Hello world!')
  const handleChange = event => setText(event.target.value)
  return { value: text, onChange: handleChange }
}

function MyComponent() {
  const text = useText()
  return (
    <>
      <h1>{text.value}</h1>
      <input {...text} />
    </>
  )
}

render(memo(MyComponent))
```

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```
function Parent() {
  return (
    <Toggler
      defaultOn={false}
      render={({ on, toggle }) => <Child on={on} toggle={toggle} />}
    />
  )
}

function Child({ on, toggle }) {
  return <button onClick={toggle}>{on ? 'Turn off' : 'Turn on'}</button>
}

class Toggler extends Component {
  state = { on: this.props.defaultOn }

  toggle = () => this.setState(({ on }) => ({ on: !on }))

  render() {
    const { render } = this.props
    const { on } = this.state
    return render({ on, toggle: this.toggle })
  }
}

render(Parent)
```

```
function Parent() {
  const toggler = useToggler(false)
  return <Child {...toggler} />
}

function Child({ on, toggle }) {
  return <button onClick={toggle}>{on ? 'Turn off' : 'Turn on'}</button>
}

function useToggler(defaultOn) {
  const [on, setOn] = useState(defaultOn)
  const toggle = useCallback(() => setOn(!on), [on])
  return { on, toggle }
}

render(Parent)
```

Turn on

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Hello Antony!

```
const UserContext = createContext()
const ThemeContext = createContext()

function Parent() {
  return (
    <UserContext.Provider value="Antony">
      <ThemeContext.Provider value={{ color: '#e06c75' }}>
        <Child />
      </ThemeContext.Provider>
    </UserContext.Provider>
  )
}

function Child() {
  return (
    <UserContext.Consumer>
      {user => (
        <ThemeContext.Consumer>
          {theme => <h1 style={theme}>Hello {user}!</h1>}
        </ThemeContext.Consumer>
      )}
    </UserContext.Consumer>
  )
}

render(Parent)
```

Hello Antony!

```
const UserContext = createContext()
const ThemeContext = createContext()

function Parent() {
  return (
    <UserContext.Provider value="Antony">
      <ThemeContext.Provider value={{ color: '#e06c75' }}>
        <Child />
      </ThemeContext.Provider>
    </UserContext.Provider>
  )
}

function Child() {
  const user = useContext(UserContext)
  const theme = useContext(ThemeContext)
  return <h1 style={theme}>Hello {user}!</h1>
}

render(Parent)
```

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0

| -1 | 0 | +1 |

```javascript
function counter(state = 0, action) {
  const { type, payload } = action
  switch (type) {
    case 'INCREMENT':
      return state + 1
    case 'DECREMENT':
      return state - 1
    case 'SET_COUNT':
      return payload
    default:
      return state
  }
}

const enhance = compose(
  withReducer('count', 'dispatch', counter, 0),
  withHandlers({
    increment: ({ dispatch }) => () => dispatch({ type: 'INCREMENT' }),
    decrement: ({ dispatch }) => () => dispatch({ type: 'DECREMENT' }),
    setCount: ({ dispatch }) => value =>
      dispatch({ type: 'SET_COUNT', payload: value }),
  }),
  withHandlers({
    handleChange: ({ setCount }) => event =>
      setCount(parseInt(event.target.value)),
  }),
)

function Counter({ count, increment, decrement, handleChange }) {
  return (
    <>
      <h1>{count}</h1>
      <div className="input-group">
        <button onClick={decrement}>-1</button>
        <input type="number" value={count} onChange={handleChange} />
        <button onClick={increment}>+1</button>
      </div>
    </>
  )
}

render(enhance(Counter))
```

0

-1 | 0 | +1

```
function useCounter() {
  const [count, dispatch] = useReducer(counter, 0)
  const increment = () => dispatch({ type: 'INCREMENT' })
  const decrement = () => dispatch({ type: 'DECREMENT' })
  const setCount = value => dispatch({ type: 'SET_COUNT', payload: value })
  const handleChange = event => setCount(parseInt(event.target.value))
  return { count, increment, decrement, handleChange }
}

function Counter() {
  const { count, increment, decrement, handleChange } = useCounter()
  return (
    <>
      <h1>{count}</h1>
      <div className="input-group">
        <button onClick={decrement}>-1</button>
        <input type="number" value={count} onChange={handleChange} />
        <button onClick={increment}>+1</button>
      </div>
    </>
  )
}

render(Counter)

function counter(state = 0, action) {
  const { type, payload } = action
  switch (type) {
    case 'INCREMENT':
      return state + 1
    case 'DECREMENT':
      return state - 1
    case 'SET_COUNT':
      return payload
    default:
      return state
  }
}
```

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0

| -1 | 0 | +1 |

```jsx
const CounterContext = createContext()

class Parent extends Component {
  dispatch = action =>
    this.setState(({ count }) => ({ count: counter(count, action) }))

  increment = () => this.dispatch({ type: 'INCREMENT' })
  decrement = () => this.dispatch({ type: 'DECREMENT' })
  setCount = value => this.dispatch({ type: 'SET_COUNT', payload: value })

  handleChange = event => this.setCount(parseInt(event.target.value))

  state = {
    count: 0,
    increment: this.increment,
    decrement: this.decrement,
    handleChange: this.handleChange,
  }

  render() {
    return (
      <CounterContext.Provider value={this.state}>
        <Child />
      </CounterContext.Provider>
    )
  }
}

function Child() {
  const { count, increment, decrement, handleChange } = useContext(
    CounterContext,
  )
  return (
    <>
      <h1>{count}</h1>
      <div className="input-group">
        <button onClick={decrement}>-1</button>
        <input type="number" value={count} onChange={handleChange} />
        <button onClick={increment}>+1</button>
      </div>
    </>
  )
}

render(Parent)

function counter(state = 0, action) {
  const { type, payload } = action
```

0

| -1 | 0 | +1 |

```jsx
const CounterContext = createContext()

function Parent() {
  const counter = useCounter()

  return (
    <CounterContext.Provider value={counter}>
      <Child />
    </CounterContext.Provider>
  )
}

function Child() {
  const { count, increment, decrement, handleChange } = useContext(
    CounterContext,
  )
  return (
    <>
      <h1>{count}</h1>
      <div className="input-group">
        <button onClick={decrement}>-1</button>
        <input type="number" value={count} onChange={handleChange} />
        <button onClick={increment}>+1</button>
      </div>
    </>
  )
}

render(Parent)

function counter(state = 0, action) {
  const { type, payload } = action
  switch (type) {
    case 'INCREMENT':
      return state + 1
    case 'DECREMENT':
      return state - 1
    case 'SET_COUNT':
      return payload
    default:
      return state
  }
}

function useCounter() {
  const [count, dispatch] = useReducer(counter, 0)
  const increment = () => dispatch({ type: 'INCREMENT' })
  const decrement = () => dispatch({ type: 'DECREMENT' })
```

Hooks:

- Simplify and organize code
- Are composable
- Will give performance gains
- Are subject to rules
- Are still completely optional
- Will not replace everything else

Thank you.

Questions?

html | pdf | source