Intro to Hooks

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Outline

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- Using State Hook
- What does Calling useState do?
- Declaring Multiple State Variables
- Props vs State
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- Understanding useState
- Array Destructuring
- Best Practices
- Adding Items to UI
- Q&A

Intro to Hooks

Outline

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- Example - useState
- Flipping State
- Complex State Object
- Passing data to Components
- Issues and Solution
- Q&A

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Intro to Hooks

- **Hooks** are a new addition in **React 16.8.**
- They let you use **state** and other **React** features (without writing a class).
- At React Conf 2018, Sophie Alpert and Dan Abramov introduced Hooks, followed by Ryan Florence demonstrating how to refactor an application to use them.
  - https://youtu.be/dpw9EHDh2bM
- Classes confuse both people and machines
- Hooks let you use more of React's features without classes.

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What is a Hook?

- A **Hook** is a **special function** that lets you “hook into” React features.
- For example, **useState** is a Hook that lets you add **React state** to function components.

When would I use a Hook??

- If you write a function component and realize **you need to add some state** to it.
  - Previously you had to convert it to a class.
- Now you can use a Hook inside the existing function component.

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Using the State Hook

```
import React, { useState } from 'react';

function Example() {
  // Declare a new state variable, which we'll call "count"
  const [count, setCount] = useState(0);

  return (
    <div>
      <p>You clicked {count} times</p>
      <button onClick={() => setCount(count + 1)}>
        Click me
      </button>
    </div>
  );
}
```

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What does calling useState do?

- It declares a "**state variable**". Our variable is called **count**
- This is a way to "**preserve**" some values between the function calls.
- Normally, variables "**disappear**" when the function exits but state variables are preserved by React.
- The **only argument** to the **useState()** Hook is the **initial state**.
- It **returns a pair of values**: the **current state** and a **function** that updates it.

Hook names ***always*** start with **use**

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Declaring multiple state variables

- You can use the State Hook more than once in a single component

```
function ExampleWithManyStates() {
  // Declare multiple state variables!
  const [age, setAge] = useState(42);
  const [fruit, setFruit] = useState('banana');
  const [todos, setTodos] = useState([{ text: 'Learn Hooks' }]);
```

- In the above component, we have **age**, **fruit**, and **todos** as local variables, and we can update them individually.

```
function handleOrangeClick() {
  // Similar to this.setState({ fruit: 'orange' })
  setFruit('orange');
}
```

Hook names ***always*** start with **use**

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Props vs State

> **"Props"** refers to the properties being *passed into a component* in order for it to work correctly, similar to how a function receives parameters: "from above." A component receiving props is not allowed to modify those props. (I.e. they are "immutable.")

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Props vs State

> **"State"** refers to values that are *managed by the component*, similar to variables declared *inside* a function. Any time you have changing values that should be saved/displayed, you'll likely be using state.

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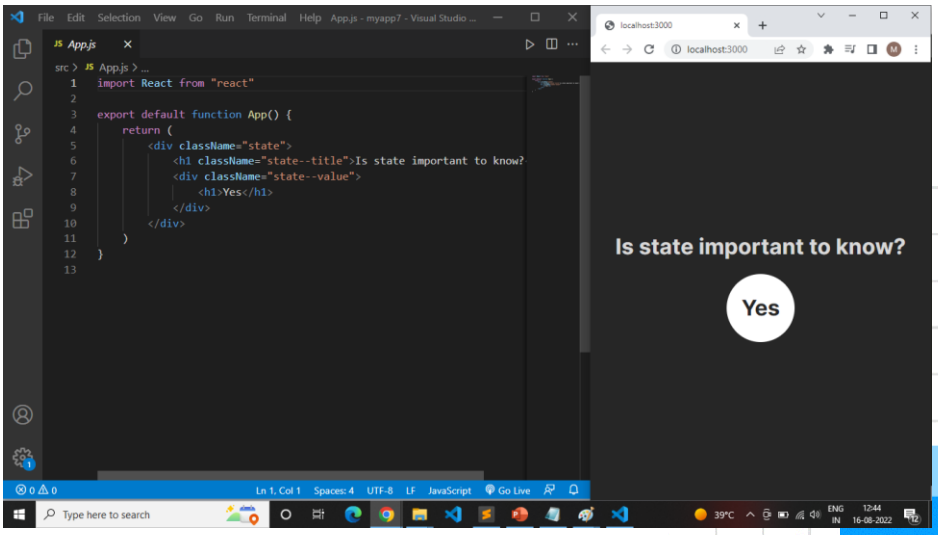
Understanding useState



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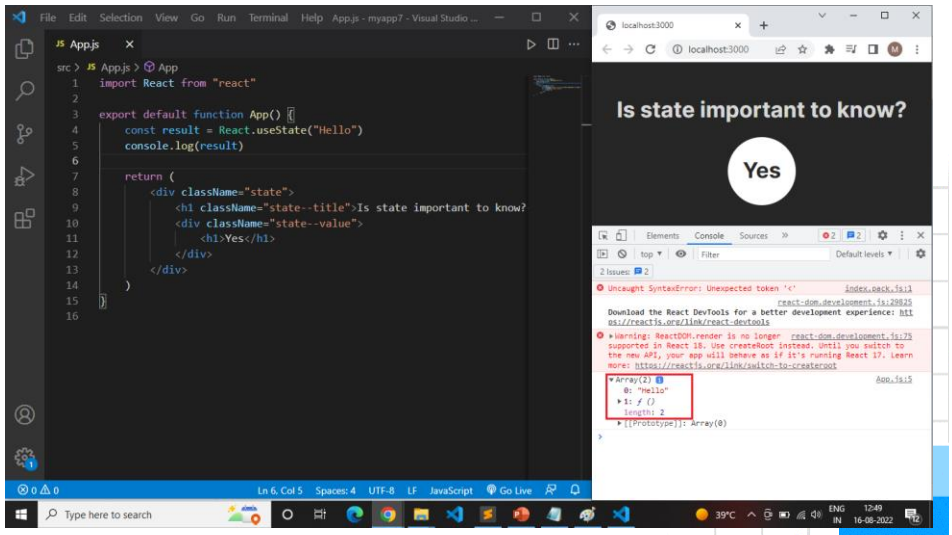
Understanding useState



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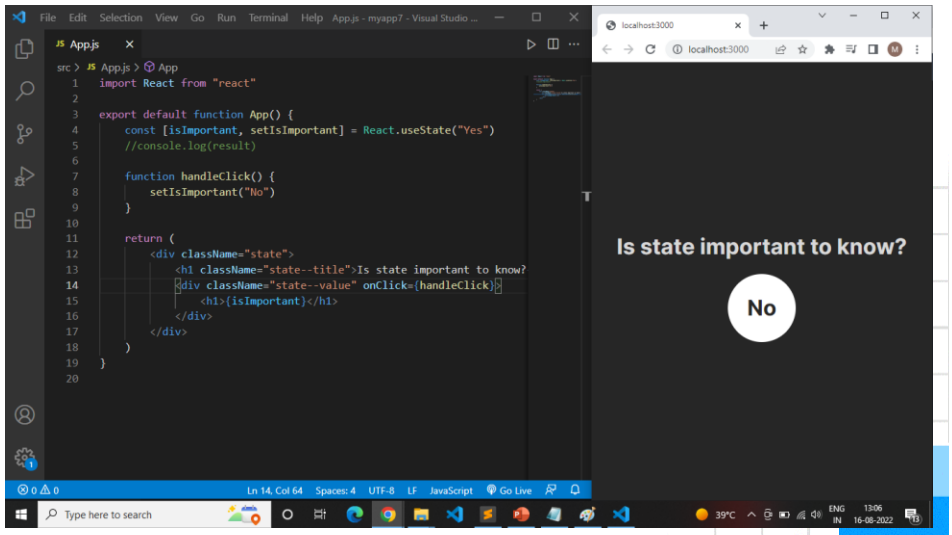
useState – Array Destructuring



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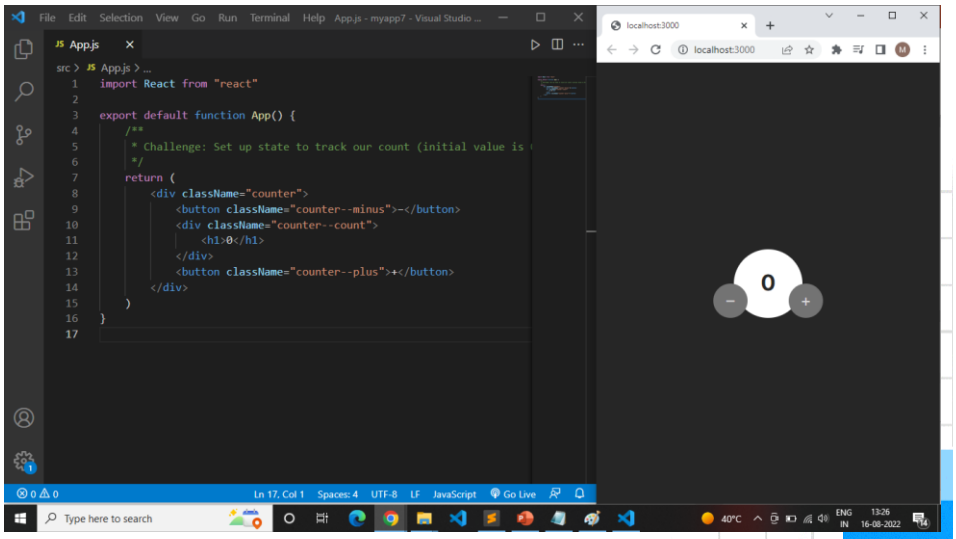
useState – Array Destructuring



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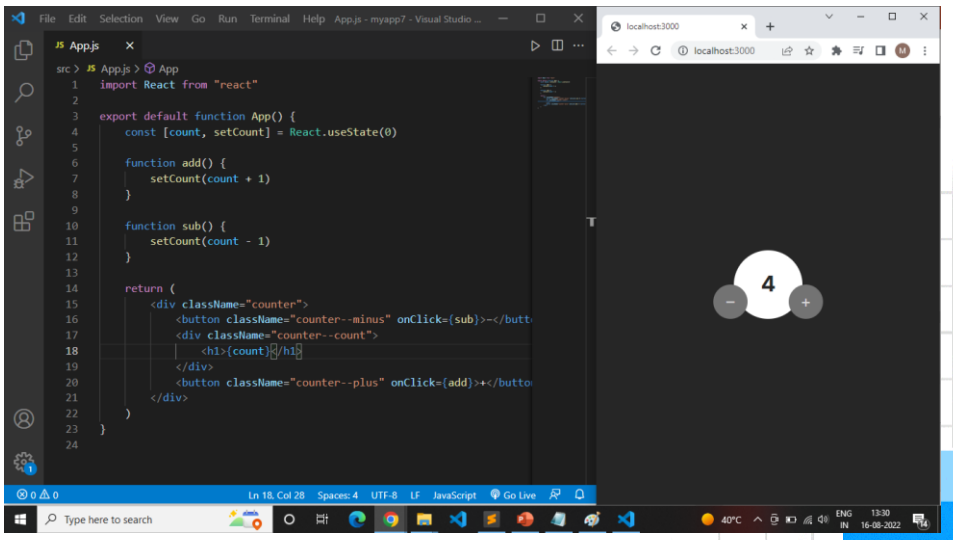
useState – Array Destructuring



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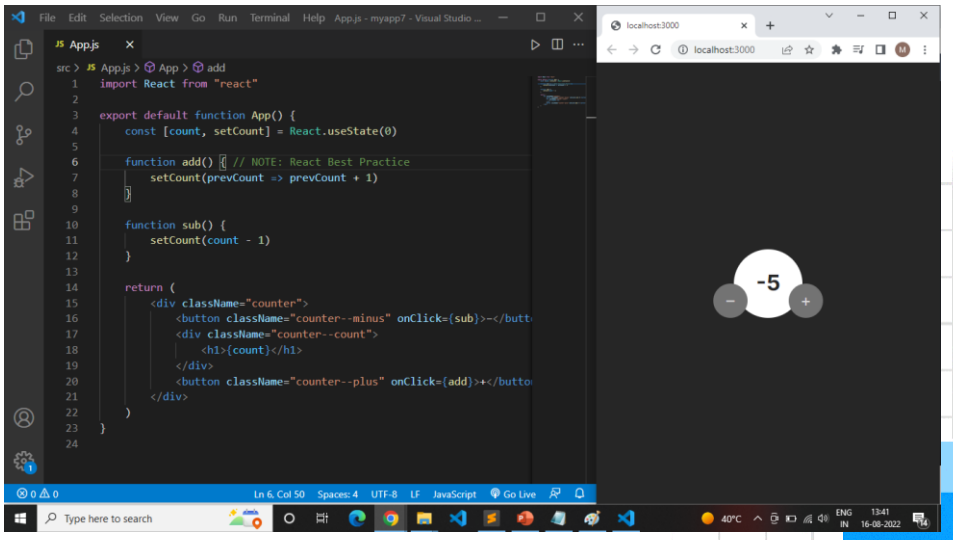
useState – Best Practice



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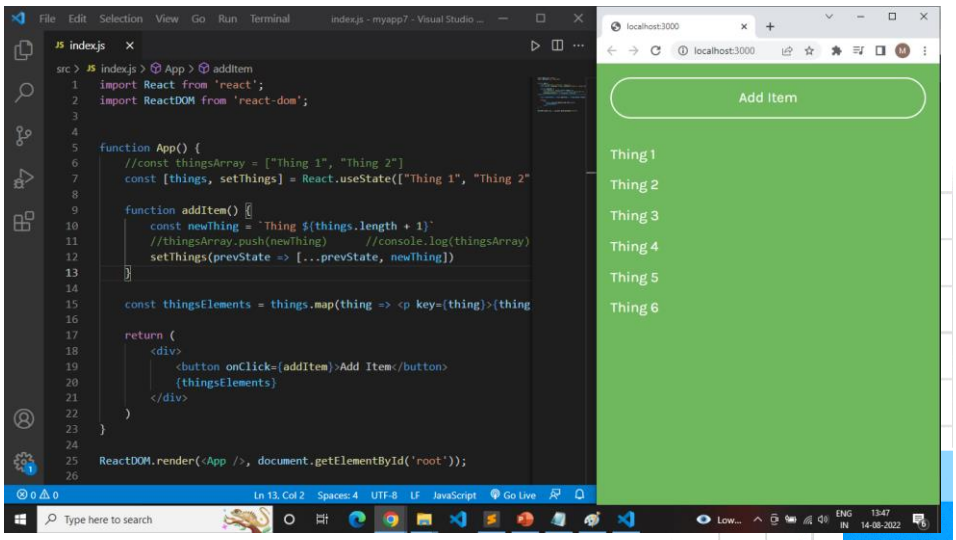
Add Item to UI



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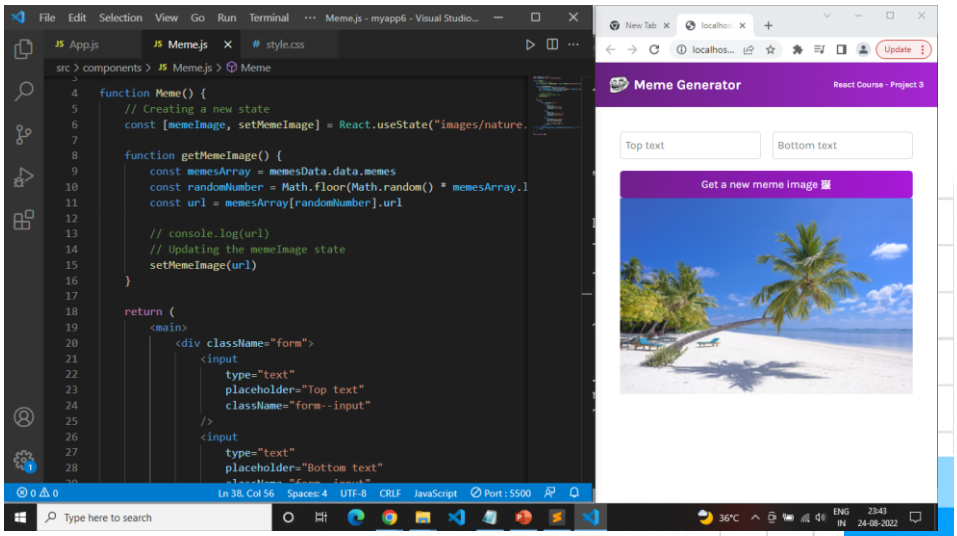
Add Image to Meme Generator



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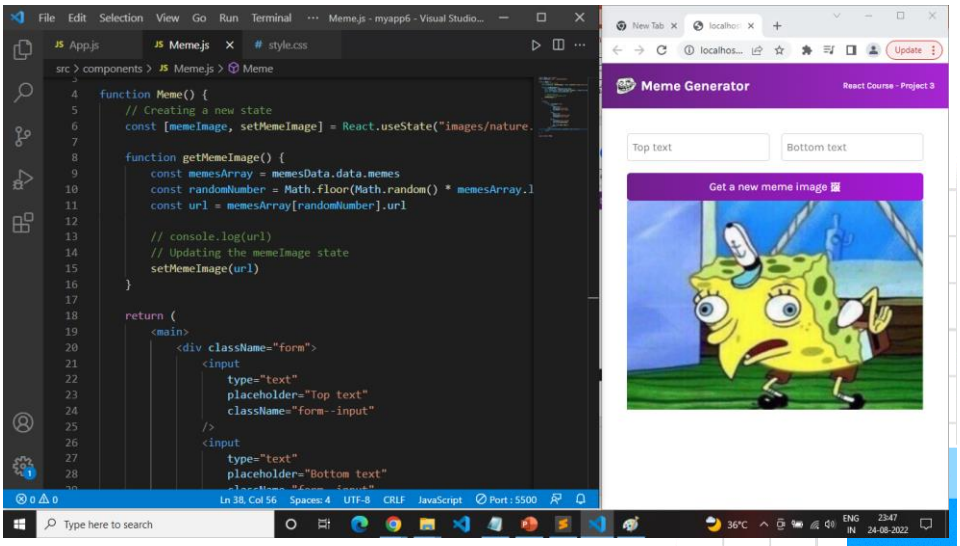
Add Image to Meme Generator



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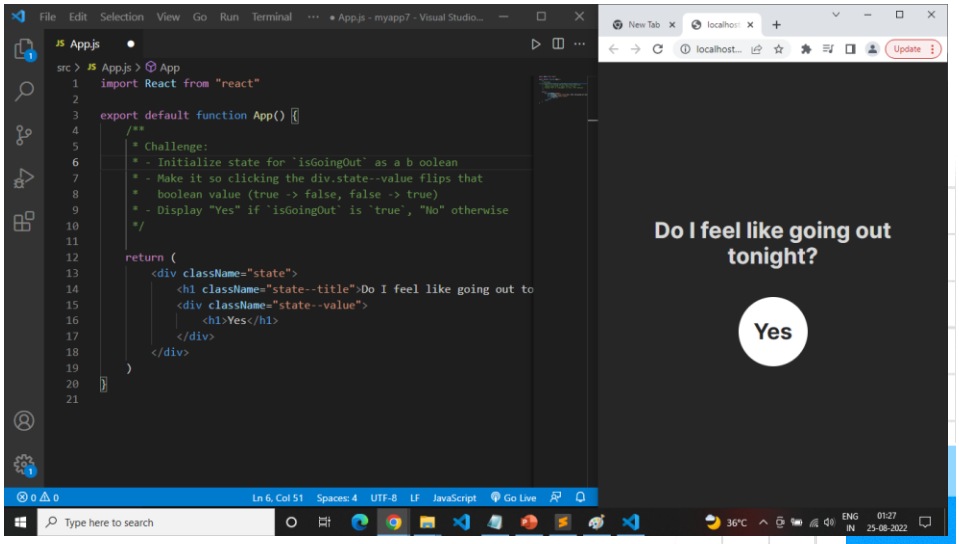
Example - useState



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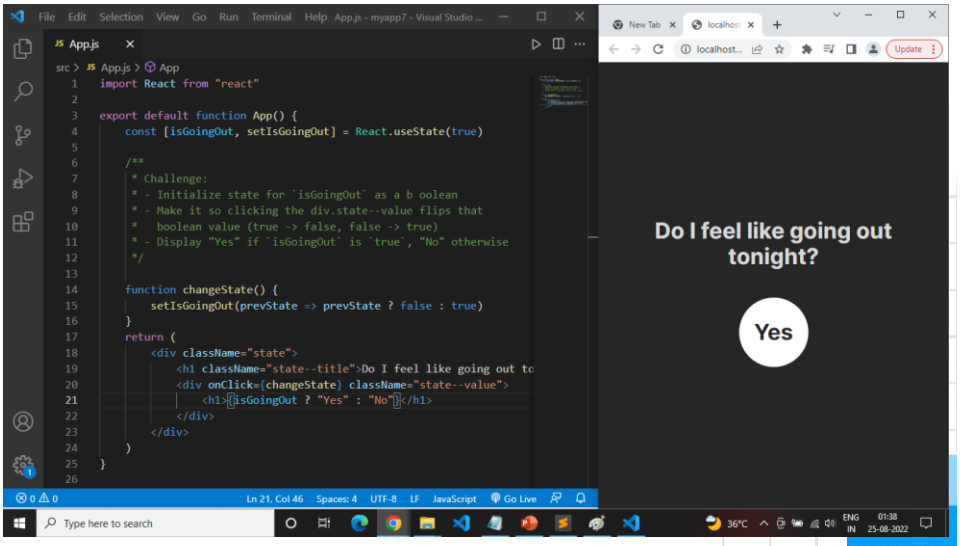
Flipping State



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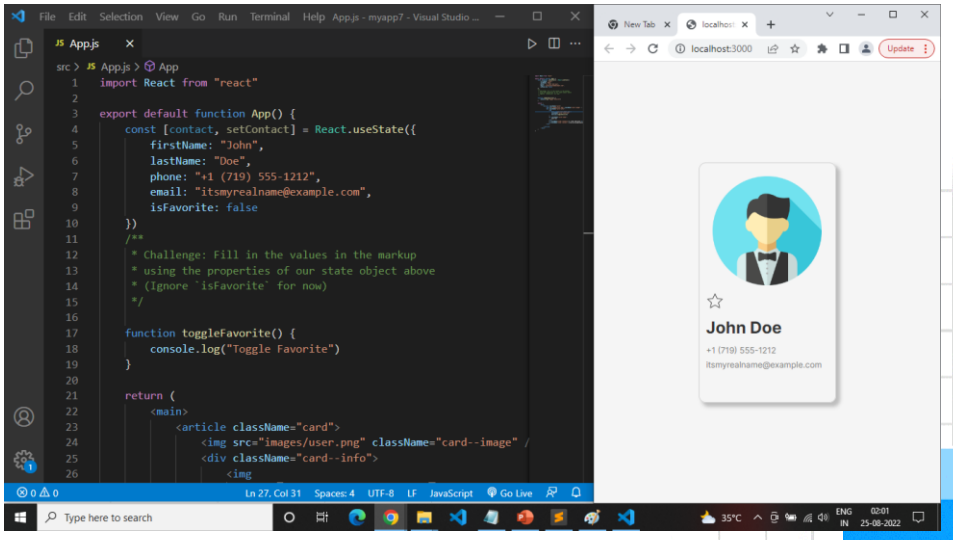
Complex State - Object



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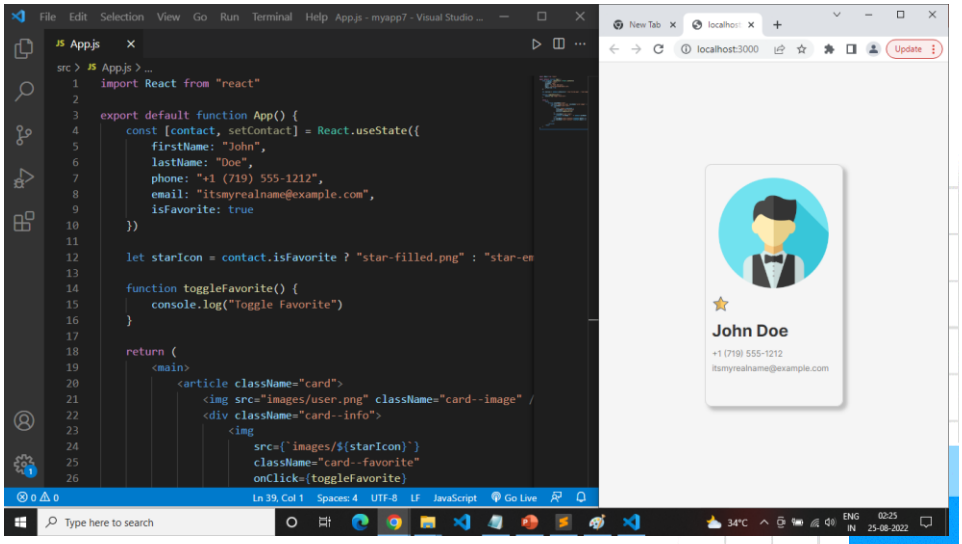
Complex State - Object



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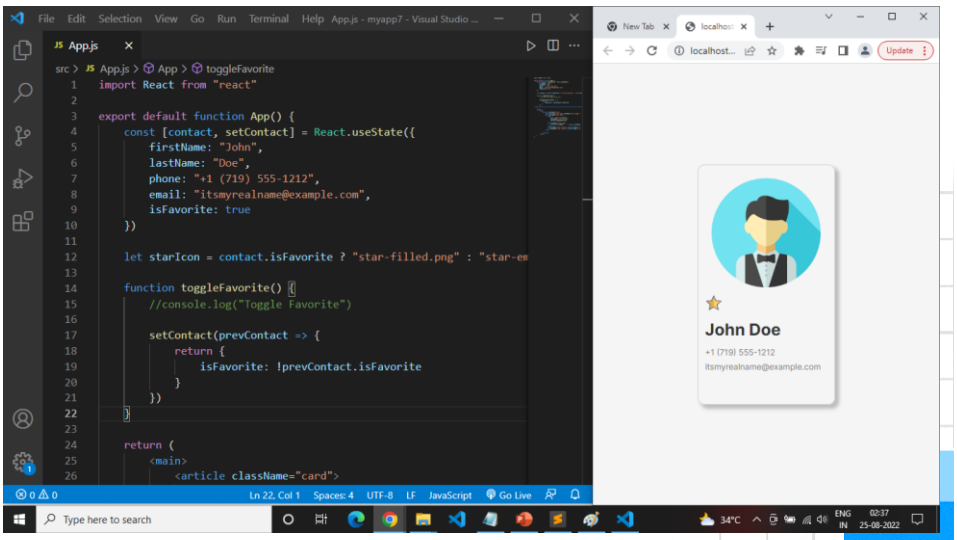
Complex State - Object



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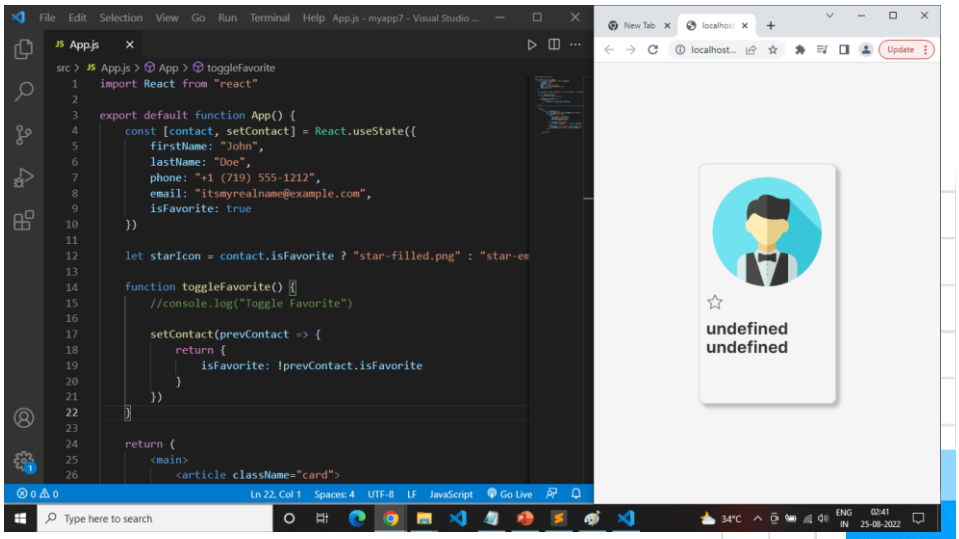
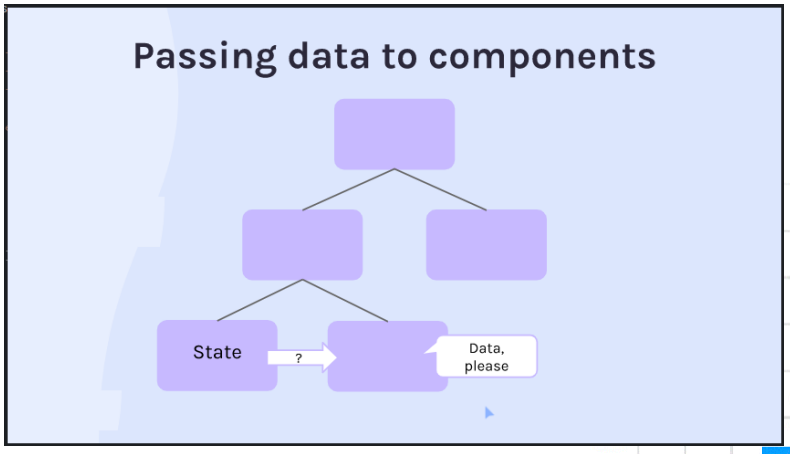
Complex State - Object



Passing Data to Components

- High-Level look at how data is passed to components.



- There is parent-child relationship between these components

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Passing Data to Components

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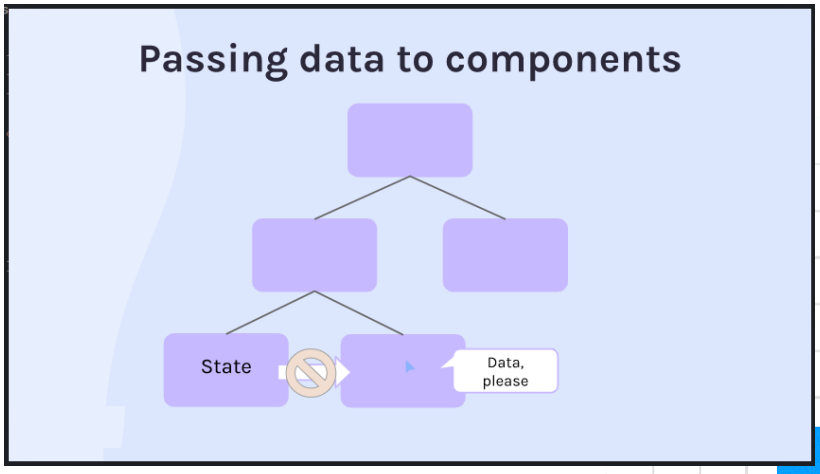

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Passing Data to Components

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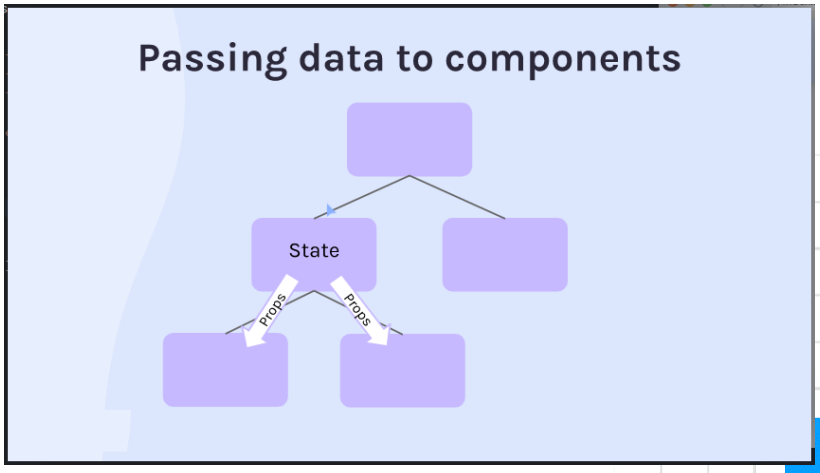

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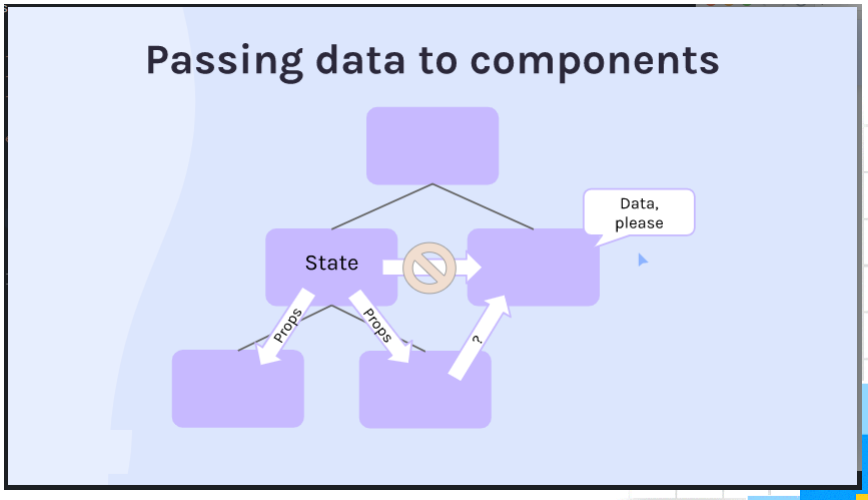

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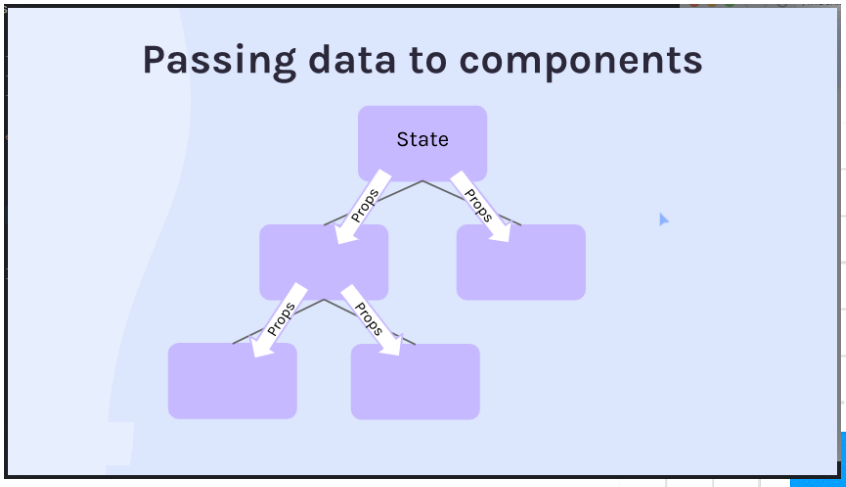

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Issues & Solution

- Over time this can get very tedious
- Specially when our app raises up multiple-levels
- Solution
  - Context
  - Third-Party State Management - Redox
- Beyond the scope of this course to discuss
- Rule of thumb – Keep state as local as you can.

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