



Intro to Hooks



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Intro to Hooks



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Intro to Hooks



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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



```
src > App.js
1 import React from "react"
2
3 export default function App() {
4   return (
5     <div className="state">
6       <h1 className="state--title">Is state important to know?
7       <div className="state--value">
8         <h1>Yes</h1>
9       </div>
10    </div>
11  )
12 }
13
```

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Understanding useState

```

1 import React from "react"
2
3 export default function App() {
4   const result = React.useState("Hello")
5   console.log(result)
6
7   return (
8     <div className="state">
9       <h1 className="state--title">Is state important to know?
10       <div className="state--value">
11         <h1>Yes</h1>
12       </div>
13     </div>
14   )
15 }

```

Is state important to know?

Yes

Warning: ReactDOM.render is no longer supported in React 18. Use createRoot instead. Until you switch to the new API, your app will behave as if it's running React 17. Learn more: <https://reactjs.org/link/switch-to-createroot>

Array(2) [0: "Hello", 1: f(), length: 2]

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useState – Array Destructuring

```

1 import React from "react"
2
3 export default function App() {
4   const [isImportant, setIsImportant] = React.useState("Yes")
5   //console.log(result)
6
7   function handleClick() {
8     setIsImportant("No")
9   }
10
11   return (
12     <div className="state">
13       <h1 className="state--title">Is state important to know?
14       <div className="state--value" onClick={handleClick}>
15         <h1>{isImportant}</h1>
16       </div>
17     </div>
18   )
19 }
20

```

Is state important to know?

No

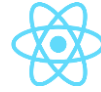
Warning: ReactDOM.render is no longer supported in React 18. Use createRoot instead. Until you switch to the new API, your app will behave as if it's running React 17. Learn more: <https://reactjs.org/link/switch-to-createroot>

Array(2) [0: "Hello", 1: f(), length: 2]

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useState – Array Destructuring



```

1 import React from "react"
2
3 export default function App() {
4   /**
5    * Challenge: Set up state to track our count (initial value is 0)
6    */
7   return (
8     <div className="counter">
9       <button className="counter--minus">-</button>
10      <div className="counter--count">
11        <h1>0</h1>
12      </div>
13      <button className="counter--plus">+</button>
14    </div>
15  )
16 }
17

```

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useState – Array Destructuring



```

1 import React from "react"
2
3 export default function App() {
4   const [count, setCount] = React.useState(0)
5
6   function add() {
7     setCount(count + 1)
8   }
9
10  function sub() {
11    setCount(count - 1)
12  }
13
14  return (
15    <div className="counter">
16      <button className="counter--minus" onClick={sub}>-</button>
17      <div className="counter--count">
18        <h1>{count}</h1>
19      </div>
20      <button className="counter--plus" onClick={add}>+</button>
21    </div>
22  )
23 }
24

```

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useState – Best Practice



```

1 import React from "react"
2
3 export default function App() {
4   const [count, setCount] = React.useState(0)
5
6   function add() { // NOTE: React Best Practice
7     setCount(prevCount => prevCount + 1)
8   }
9
10  function sub() {
11    setCount(count - 1)
12  }
13
14  return (
15    <div className="counter">
16      <button className="counter--minus" onClick={sub}>-</button>
17      <div className="counter--count">
18        <h1>{count}</h1>
19      </div>
20      <button className="counter--plus" onClick={add}>+</button>
21    </div>
22  )
23 }
24

```

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Add Item to UI



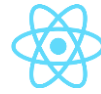
```

1 import React from 'react';
2 import ReactDOM from 'react-dom';
3
4
5 function App() {
6   //const thingsArray = ["Thing 1", "Thing 2"]
7   const [things, setThings] = React.useState(["Thing 1", "Thing 2"]
8
9   function addItem() {
10     const newThing = `Thing ${things.length + 1}`
11     //thingsArray.push(newThing) //console.log(thingsArray)
12     setThings(prevState => [...prevState, newThing])
13   }
14
15   const thingsElements = things.map(thing => <p key={thing}>{thing}
16
17   return (
18     <div>
19       <button onClick={addItem}>Add Item</button>
20       {thingsElements}
21     </div>
22   )
23 }
24
25 ReactDOM.render(<App />, document.getElementById('root'));
26

```

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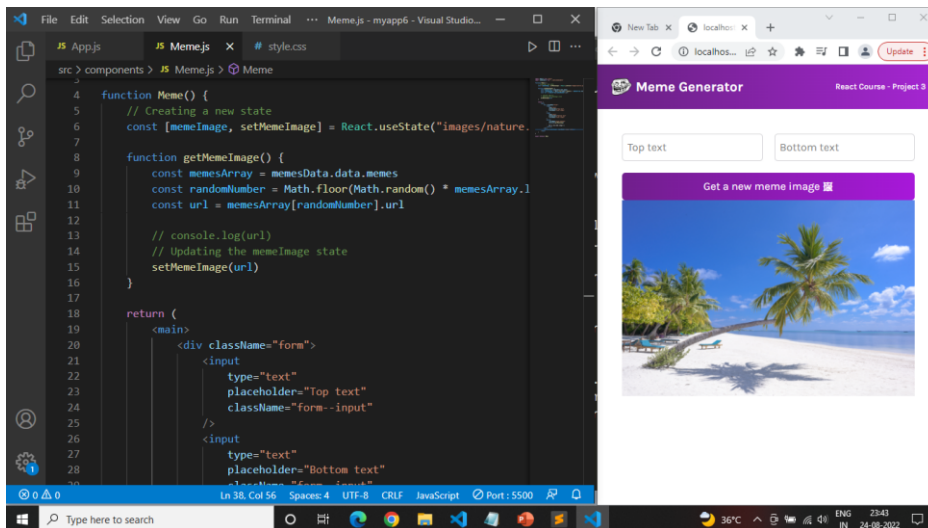
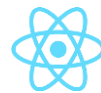


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Add Image to Meme Generator

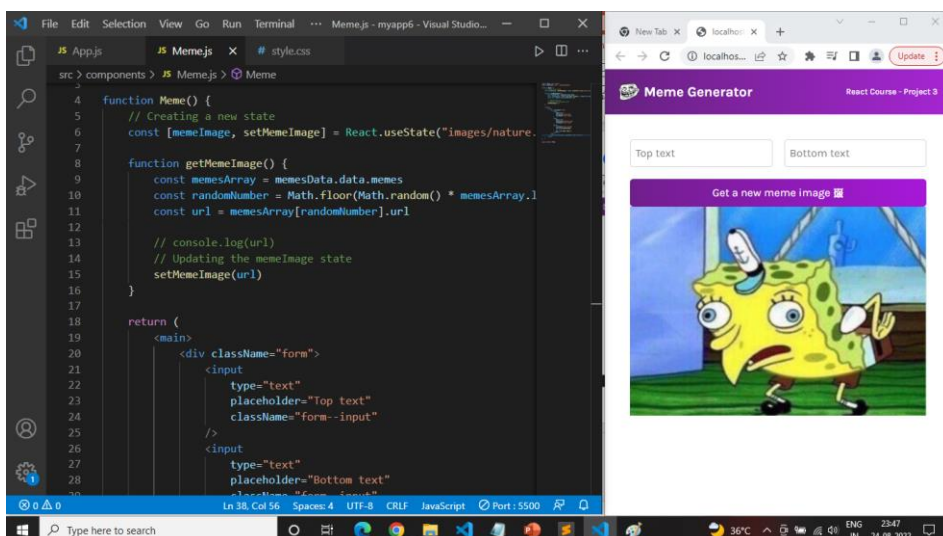


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Add Image to Meme Generator

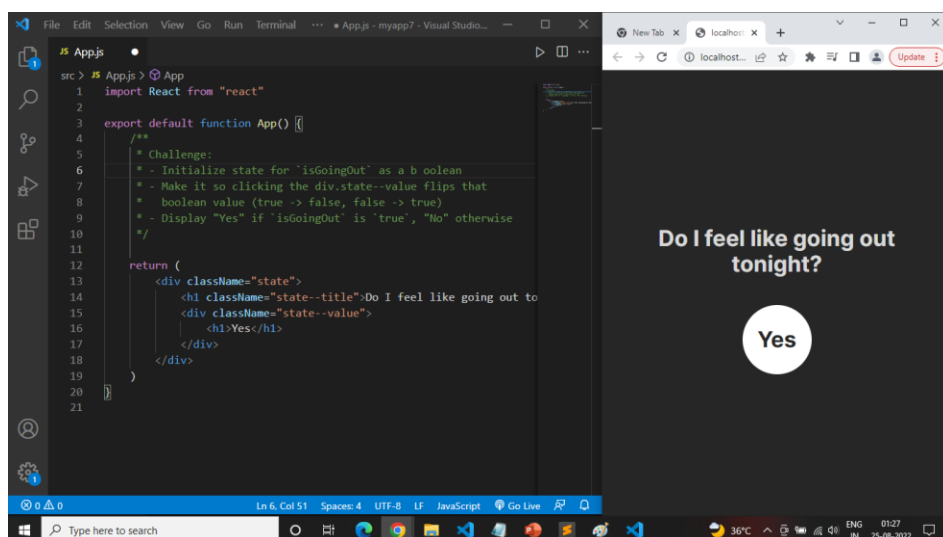


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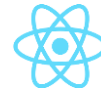


Example - useState



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Flipping State

The screenshot shows a VS Code editor with a React application. The code defines a state variable `isGoingOut` initialized to `true`. A `changeState` function toggles the state. The UI displays a question "Do I feel like going out tonight?" with a "Yes" button. The browser shows the rendered output.

```

1 import React from "react"
2
3 export default function App() {
4   const [isGoingOut, setIsGoingOut] = React.useState(true)
5
6   /**
7    * Challenge:
8    * - Initialize state for 'isGoingOut' as a boolean
9    * - Make it so clicking the div, state-value flips that
10    *   boolean value (true -> false, false -> true)
11    * - Display "Yes" if 'isGoingOut' is 'true', "No" otherwise
12    */
13
14   function changeState() {
15     setIsGoingOut(prevState => prevState ? false : true)
16   }
17
18   return (
19     <div className="state">
20       <h1 className="state--title">Do I feel like going out
21       <div onClick={changeState} className="state--value">
22         <div>
23           <div>[isGoingOut ? "Yes" : "No"]</div>
24         </div>
25       </div>
26     )
  
```

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Complex State - Object

The screenshot shows a VS Code editor with a React application. The code defines a state object `contact` with properties like `firstName`, `lastName`, `phone`, `email`, and `isFavorite`. A `toggleFavorite` function toggles the `isFavorite` property. The UI displays a user card for "John Doe". The browser shows the rendered output.

```

1 import React from "react"
2
3 export default function App() {
4   const [contact, setContact] = React.useState({
5     firstName: "John",
6     lastName: "Doe",
7     phone: "+1 (719) 555-1212",
8     email: "itsmyrealname@example.com",
9     isFavorite: false
10  })
11
12  /**
13   * Challenge: Fill in the values in the markup
14   * using the properties of our state object above
15   * (ignore 'isFavorite' for now)
16   */
17
18  function toggleFavorite() {
19    console.log("Toggle Favorite")
20  }
21
22  return (
23    <article className="card">
24      
25      <div className="card--info">
26        <img
  
```

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Complex State - Object



```

src > App.js ...
1  import React from "react"
2
3  export default function App() {
4    const [contact, setContact] = React.useState({
5      firstName: "John",
6      lastName: "Doe",
7      phone: "+1 (719) 555-1212",
8      email: "itsmyrealname@example.com",
9      isFavorite: true
10   })
11
12   let starIcon = contact.isFavorite ? "star-filled.png" : "star-ew
13
14   function toggleFavorite() {
15     console.log("Toggle Favorite")
16   }
17
18   return (
19     <main>
20       <article className="card">
21         
23           <img
24             src={`images/${starIcon}`}
25             className="card--favorite"
26             onClick={toggleFavorite}
  
```

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Complex State - Object



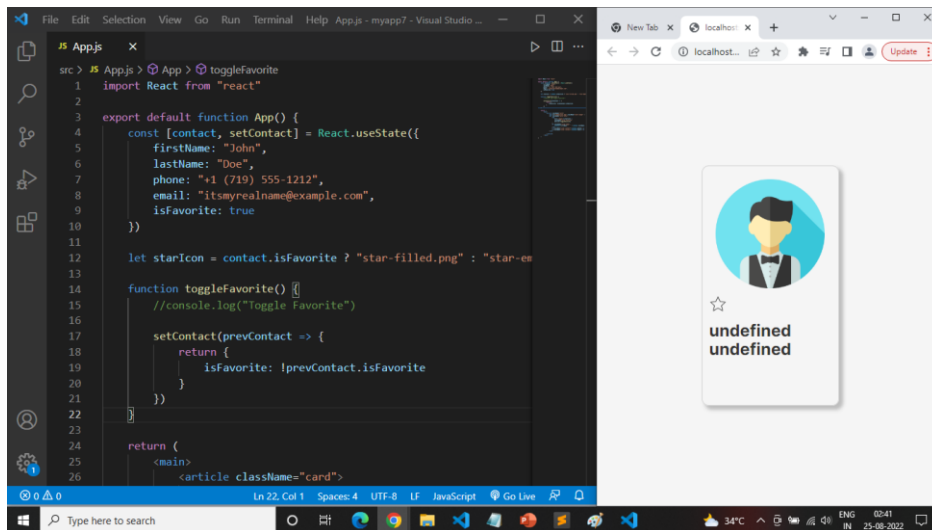
```

src > App.js > App > toggleFavorite
1  import React from "react"
2
3  export default function App() {
4    const [contact, setContact] = React.useState({
5      firstName: "John",
6      lastName: "Doe",
7      phone: "+1 (719) 555-1212",
8      email: "itsmyrealname@example.com",
9      isFavorite: true
10   })
11
12   let starIcon = contact.isFavorite ? "star-filled.png" : "star-ew
13
14   function toggleFavorite() {
15     //console.log("Toggle Favorite")
16
17     setContact(prevContact => {
18       return {
19         isFavorite: !prevContact.isFavorite
20       }
21     })
22   }
23
24   return (
25     <main>
26       <article className="card">
  
```

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Complex State - Object



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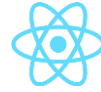
134



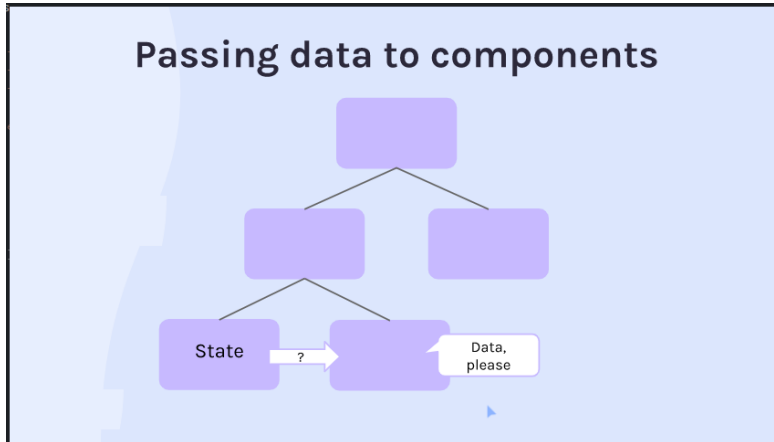
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■ Passing Data to Components



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



- There is parent-child relationship between these components

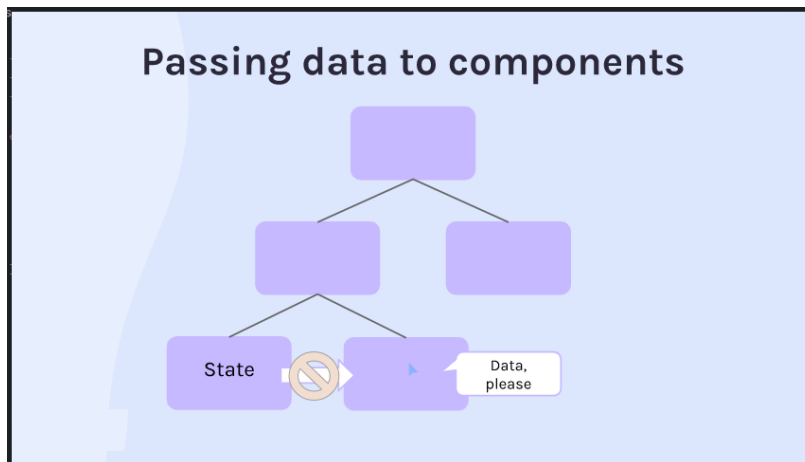
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■ Passing Data to Components



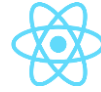
- High-Level look at how data is passed to components.



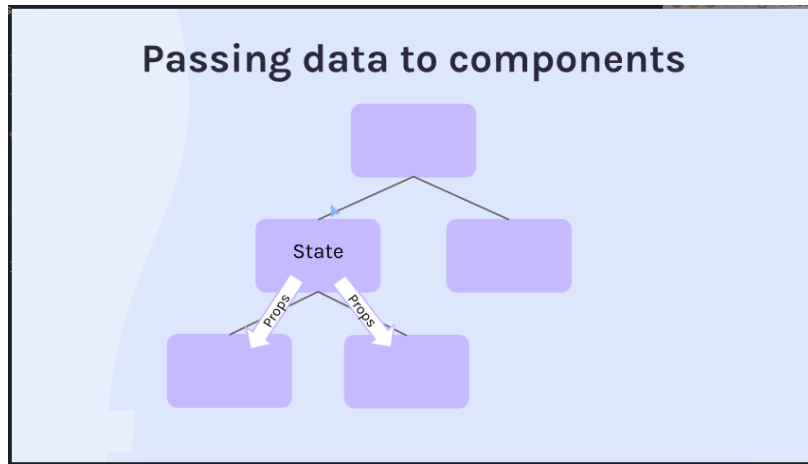
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■ Passing Data to Components



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



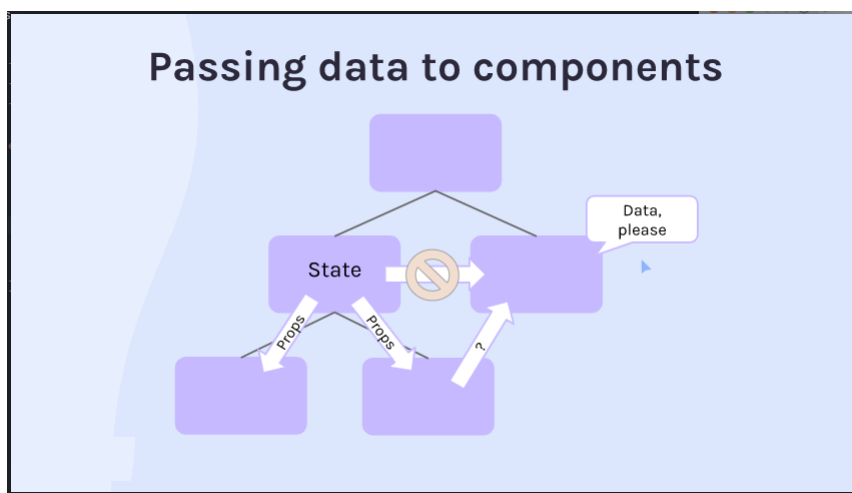
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■ Passing Data to Components



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



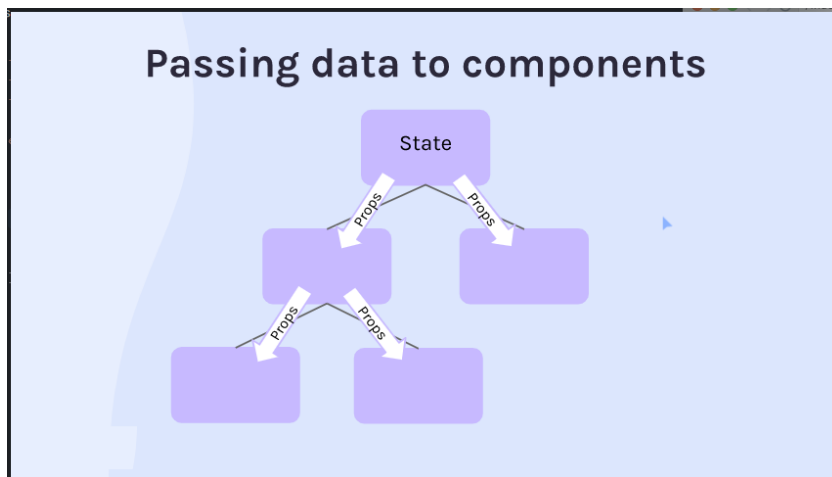
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■ Passing Data to Components



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



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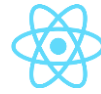
■ Issues & Solution



- 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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