

# Lifecycle Hooks

Lifecycle Diagram – [more information](#)

Edit file Block.vue

Block.vue

```
<template>
  <div class="block">
    Click Me
  </div>
</template>
```

```
<script>
export default {
  props: ['delay'],
```

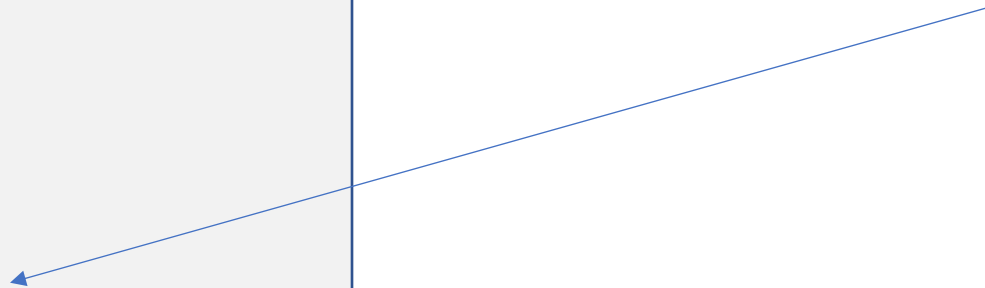
```
    data(){
      return{
        showBlock: false
      }
    },
    mounted() {
      console.log('component mounted')
    },
    updated(){

    }
  }
}
```

```
</script>
```

```
<style>
...
</style>
```

Add  
code



# My Reaction Timer

Play

Click Me

Console

top Filter Default le

[HMR] Waiting for update signal from WDS... [log.js?1afd:24](#)

2131.8222948576895 [App.vue?3dfd:29](#)

component mounted [Block.vue?2efe:16](#)

Edit file Block.vue

Block.vue

Add  
code

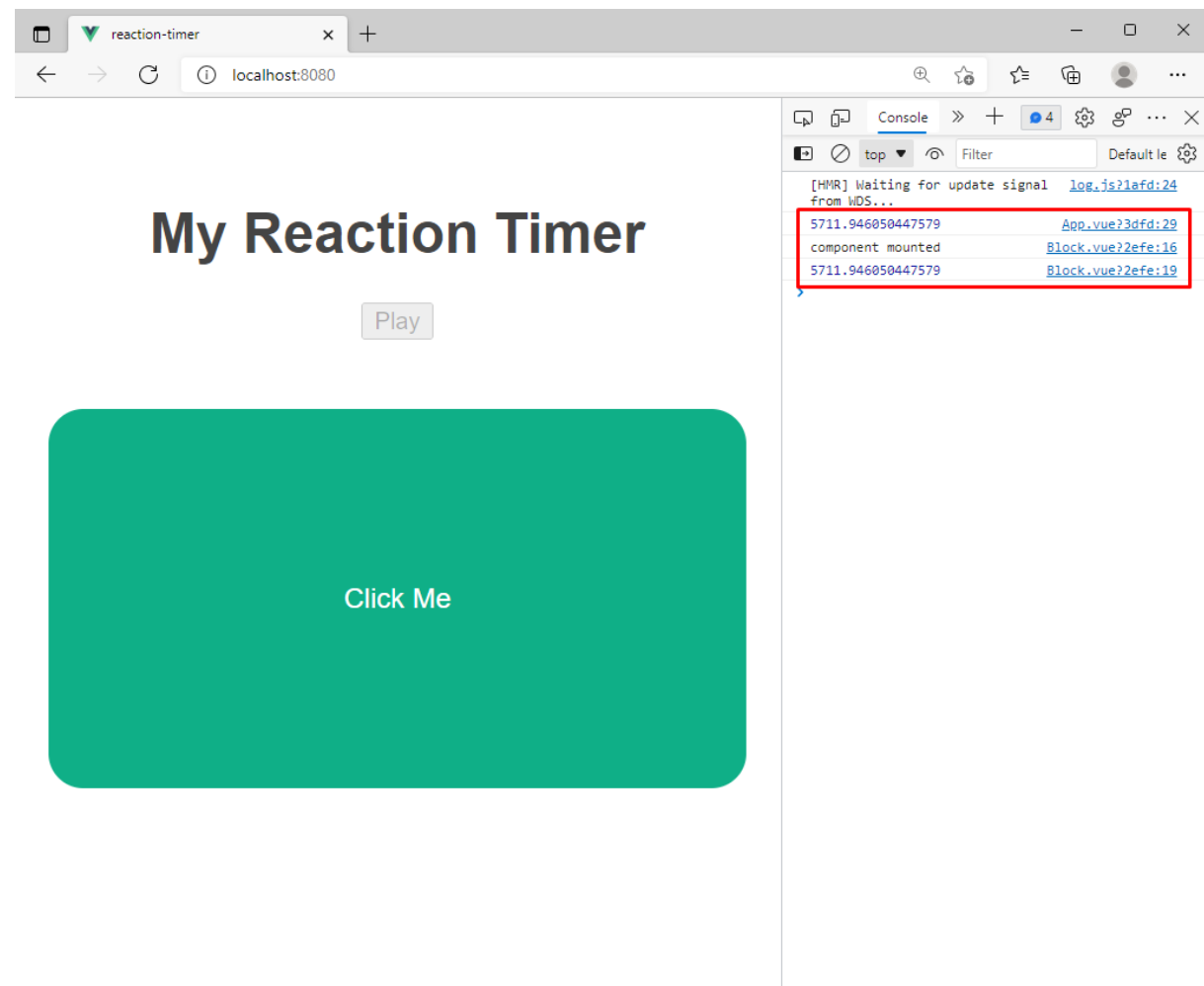
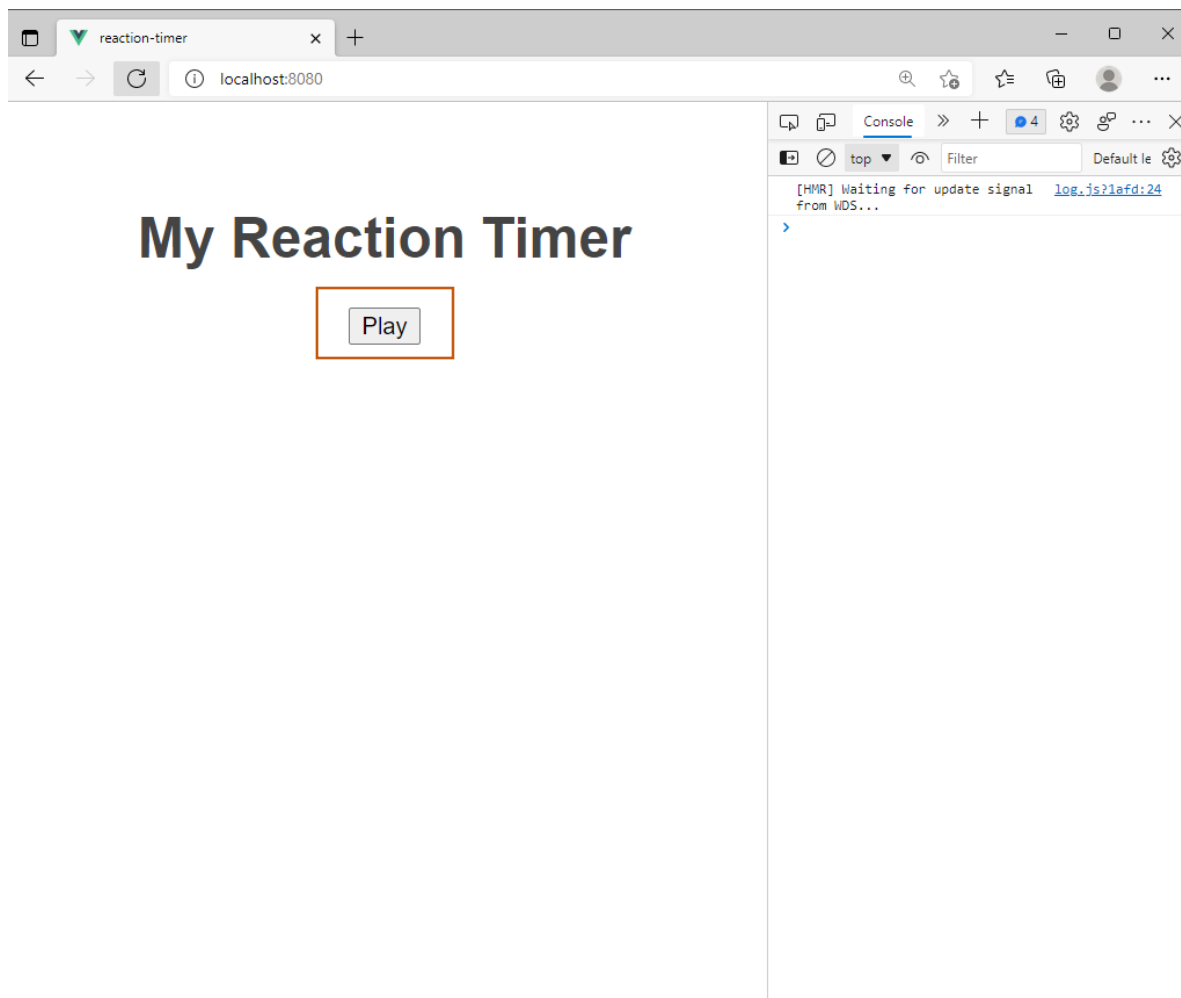
```
<template>
  <div class="block" v-if="showBlock" >
    Click Me
  </div>
</template>
```

```
<script>
export default {
  props: ['delay'],
  data(){
    return{
      showBlock: false
    }
  },
  mounted() {
    console.log('component mounted')
```

```
    setTimeout(() => {
      this.showBlock = true
      console.log(this.delay)
    }, this.delay)
```

```
  },
  updated(){
  }
}
</script>

<style>
...
</style>
```



Edit file Block.vue

Block.vue

```
<template>
  <div class="block" v-show="showBlock">
    click me
  </div>
</template>
```

```
<script>
export default {
  props: ['delay'],
  data() {
    return {
      showBlock: false,
    }
  },
  mounted() {
    console.log('component mounted')
    setTimeout(() => {
      this.showBlock = true
      console.log(this.delay)
    }, this.delay)
  },
  updated() {
    console.log('component updated')
  },
}
</script>
```

```
<style>
...
</style>
```

Add  
code



reaction-timer

localhost:8080

# My Reaction Timer

Play

click me

Console

4

top

Filter

Default le

[HMR] Waiting for update signal from WDS...  
log.js?1afd:24  
5078.3477711251035 App.vue?3dfd:29  
component mounted Block.vue?2efe:16  
5078.3477711251035 Block.vue?2efe:19  
component updated Block.vue?2efe:23

Edit file Block.vue

Block.vue

```
<template>
  <div class="block" v-show="showBlock">
    click me
  </div>
</template>
```

```
<script>
export default {
  props: ['delay'],
  data() {
    return {
      showBlock: false,
    }
  },
  mounted() {
    console.log('component mounted')
    setTimeout(() => {
      this.showBlock = true
      console.log(this.delay)
    }, this.delay)
  },
  updated() {
    console.log('component updated')
  },
  unmounted() {
    console.log('component unmounted')
  }
}
</script>
```

```
<style>...</style>
```

Add  
code





reaction-timer

localhost:8080

My Reaction Timer

Play

click me

Console

4

top

Filter

Default

[HMR] Waiting for update signal from WDS...

3346.4538729736564App.vue?3dfd:29

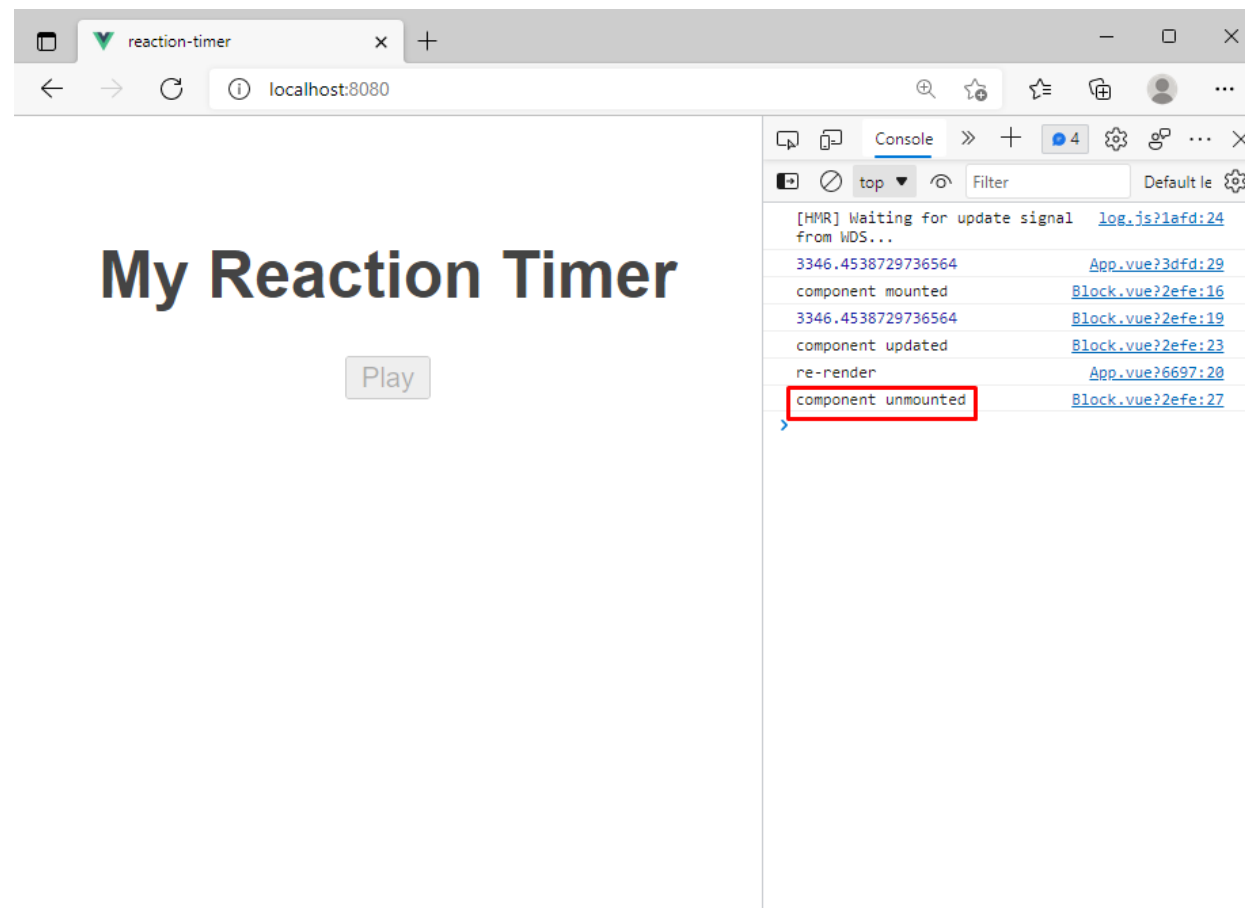
component mountedBlock.vue?2efe:16

3346.4538729736564Block.vue?2efe:19

component updatedBlock.vue?2efe:23

```
Get Started  Block.vue M Results.vue App.vue M x
src > App.vue > {} "App.vue" > script > default > methods > start
1 <template>
2   <h1>My Reaction Timer</h1>
3
4   <button @click="start" :disabled = "isPlaying" >Play</button>
5
6   <!-- <Block v-if="isPlaying" :delay = "delay" /> -->
7
8 </template>
9
10 <script>
11
12 import Block from './components/Block.vue'
13
14 export default {
15   name: 'App',
16
17   components: { Block },
18
19   data() {
20     return {
21       isPlaying: false,
22       delay: null,
23     }
24   },
25   methods: {
26     start() {
27       this.delay = 2000 + Math.random() * 5000

```



```
<template>
  <div class="block" v-show="showBlock">
    click me
  </div>
</template>
```

```
<script>
export default {
  props: ['delay'],
  data() {
    return {
      showBlock: false,
    }
  },
  mounted() {
```

```
    console.log('component mounted')
```

```
    setTimeout(() => {
      this.showBlock = true
```

```
    console.log(this.delay)
```

```
    }, this.delay)
  },
```

```
  updated() {
    console.log('component updated')
  },
  unmounted() {
    console.log('component unmounted')
  }
}
```

```
</script>
<style>...</style>
```

Remove  
code

