

What are Hooks?

Hooks are special functions that let you 'hook into' React features. In a sense, a hook "listens" for changes in order to trigger a response. Hooks give us the ability to use state, manage side-effects and use other features within functional components.

State

State is a variable where one can store and preserve property values that are pertinent to the application between function calls or for function components between re-renders.

Two kinds of state:

- 1. Component state (useState)
- 2. Global State (Context, Redux)

State does not persist after re-loading the page.

Side-effects

A "side effect" is anything that affects something outside the scope of the function being executed

To manage these side-effects we will use the useEffect hook

Why Use Hooks

- Wasn't built into React originally
- Originally used Classes and Lifecycles
- Hard to reuse certain logic between components
- Complex components hard to understand
- Classes are confusing

useState Hook syntax

useState hook is a function that takes an optional default value as an argument and returns an array with two indexes

```
1 const [title, setTitle] = useState('React Hooks')
```

- First index: current state
- Second index: function to update the state

By convention we destructure these two values when defining our useState Hook.

useEffect Hook

function that handles asynchronous operations

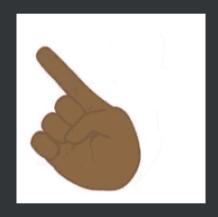
Syntax: useEffect(func, array)

```
1 useEffect(
2 ()=>{
3   /* logic */
4  },
5  [/*dependancy array*/]
6 )
```

Great for data fetching, handling subscriptions and manually changing the DOM, & updating based on state or props

useContext Hook

Gives us a way to consume have global state from the Context API without using Redux.



NOT A REPLACEMENT FOR REDUX

Hook Rules

- 1. Only Call Hooks from React Function Components
- 2. Hooks must always be called in the same order
- 3. Don't call Hooks inside loops, conditions, or nested functions.
- 4. useEffect Hook MUST return a function
- 5. no async before the useEffect callback function