Component

Agenda

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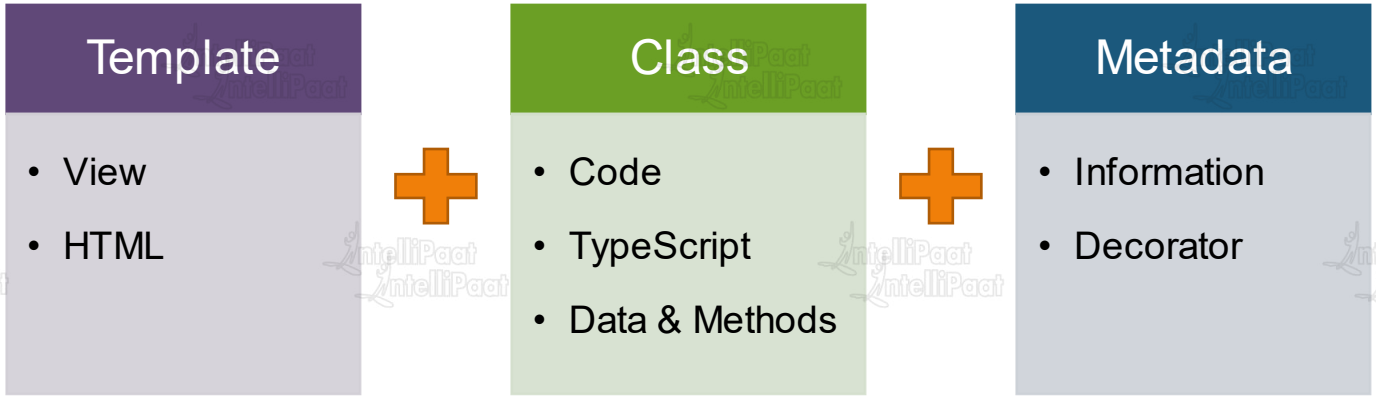
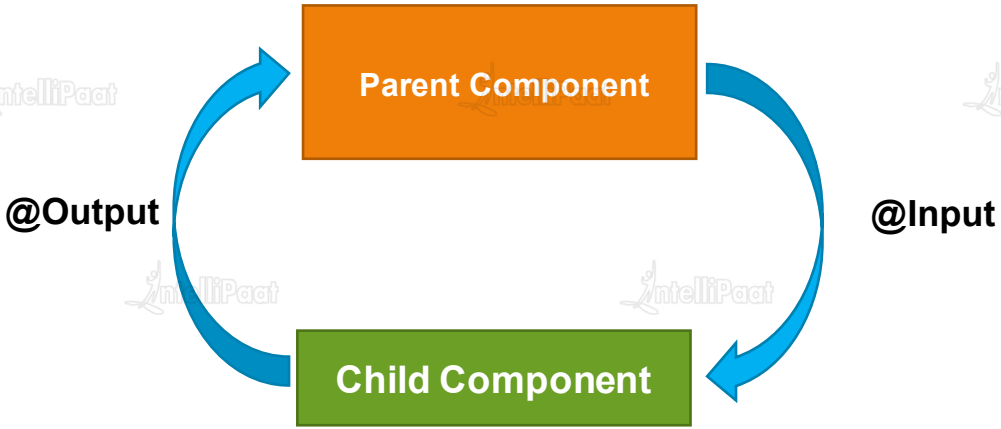
05 Component Lifecycle

Component



Component Interaction

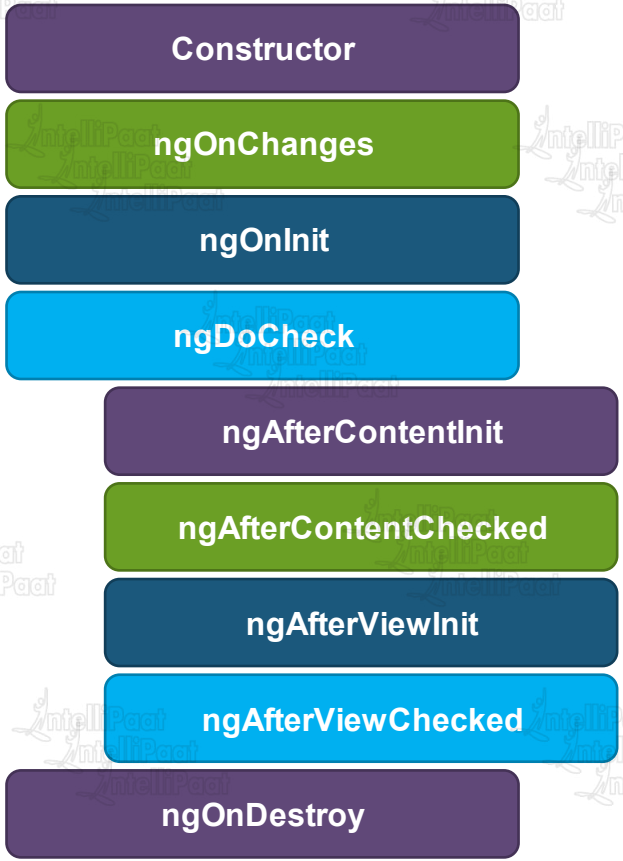
Component Interaction



Component LifeCycle

Component LifeCycle

- A component in Angular has a life-cycle, a number of different phases it goes through from birth to death and we call those methods *hooks*.
- The hooks are executed in this order.
- These phases are broadly split up into phases that are linked to the component itself and phases that are linked to the *children* of that component.
- Using life-cycle hooks we can fine tune the behavior of our components during creation, update and destruction.



Hooks for the Component

Constructor

- This is invoked when Angular creates a component or directive by calling new on the class.

ngOnChanges

- Used in pretty much any component that has an input.
- Called whenever an input value changes
- Is called the first time before ngOnInit

ngOnInit

- Added to every component by default by the Angular CLI.
- Called only once
- Invoked when given component has been initialized.This hook is only called once after the first ngOnChanges

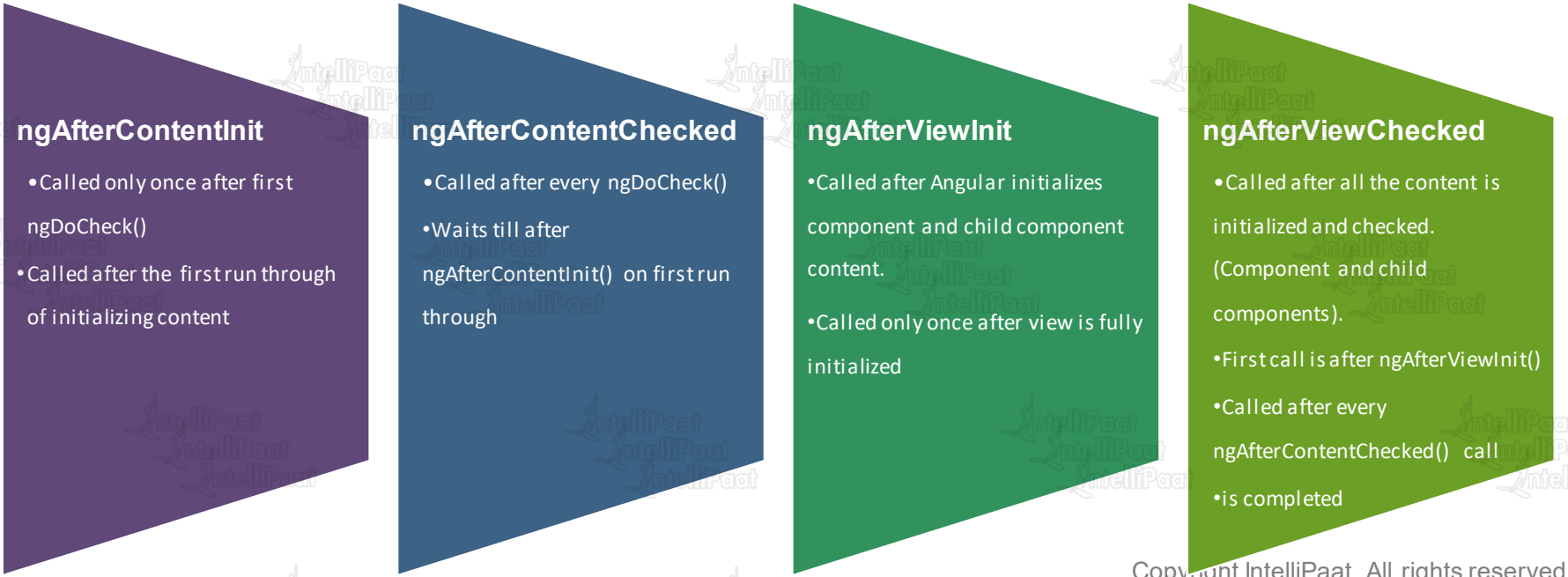
ngDoCheck

- Invoked when the change detector of the given component is invoked. It allows us to implement our own change detection algorithm for the given component.

ngOnDestroy

- This method will be invoked just before Angular destroys the component.
- Used to clean up any necessary code when a component is removed from the DOM.

Hooks for the Component children



Demo

Summary

- Using life-cycle hooks we can fine tune the behaviour of our components during creation, update and destruction.
- We use the ngOnInit hook most often, this is where we place any initialisation logic for our component. It's preferred over initialising via the constructor since in the constructor we don't yet have access to the input properties whereas by the time ngOnInit is called they have been bound to and are available to use.
- ngOnChanges is the second most common hook, this is where we can find out details about which input properties have changed and how they have changed.
- The third most common hook is ngOnDestroy which is where we place any cleanup logic for our component.

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