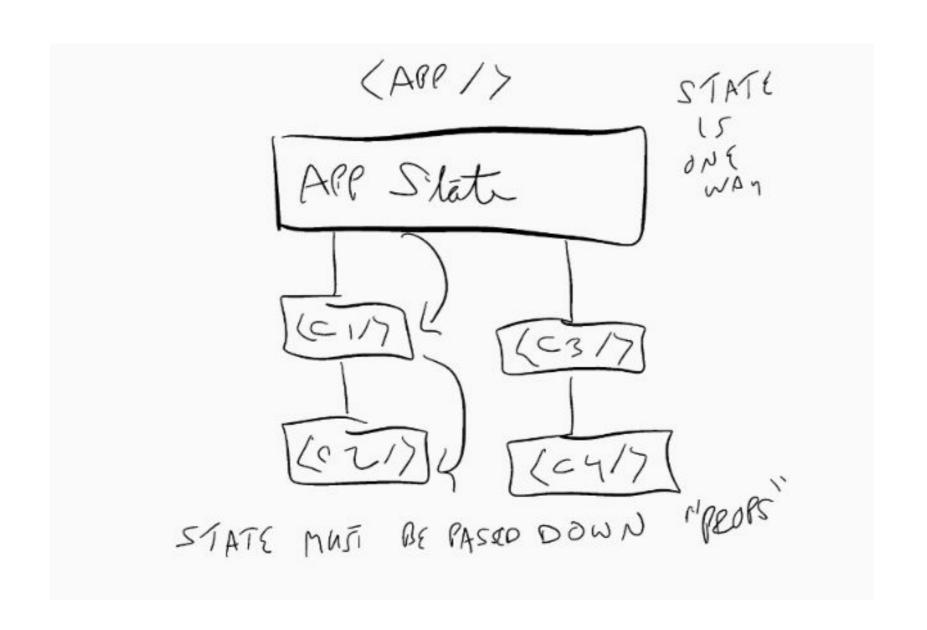


Shared State & State Management

Related to "Dynamic Components" ...

State can only be passed down, it is not bound 2 ways



Setting up a form

Take User Input

Event Handlers

Changes

Submissions

Lifecycle Hooks - Mounting

These methods are called when an instance of a component is being created and inserted into the DOM:

```
constructor()
componentWillMount()
render()
componentDidMount()
```

Lifecycle Hooks - Updating

Updating

An update can be caused by changes to props or state. These methods are called when a component is being re-rendered:

```
componentWillReceiveProps()
shouldComponentUpdate() // Returns Boolean
componentWillUpdate()
render()
```

Lifecycle Hooks - Unmounting & Errors

Unmounting

This method is called when a component is being removed from the DOM:

```
componentWillUnmount()
```

Error Handling

This method is called when there is an error during rendering, in a lifecycle method, or in the constructor of any child component.

```
componentDidCatch()
```

Forms, Props, Lifecycle Hooks

Today's Project Will Use:

- A subcomponent with a property
- Sending a static value through that property
- Sending an application (higher order) method through that property
- Conditional Rendering (trenary in a render method)