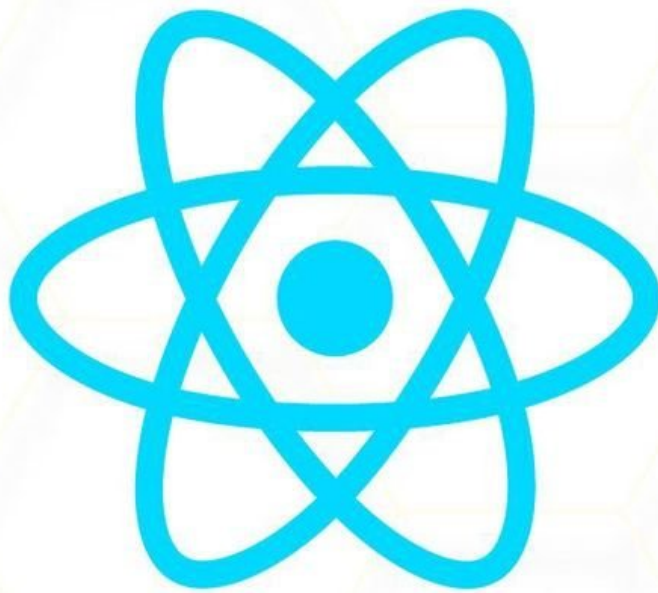


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# Profiler in React



◀ **SWIPE** ≡



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*The Profiler API is the recommended way of measuring the rendering times of our components*

The **Profiler** measures how often a React application renders and what the “**cost**” of rendering is.

Its purpose is to help identify parts of an application that are slow so that we can work on optimizing them



**Let's understand it**




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To use Profiler, Wrap a component tree in a **<Profiler>** to measure its rendering performance



```
<Profiler id="Users" onRender={onRender}>  
  <Users />  
</Profiler>
```

## Props

**id:** A string identifying the part of the UI you are measuring.

**onRender:** An onRender callback that React calls every time components within the profiled tree update. It receives information about what was rendered and how much time it took.



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## onRender callback

React will call your onRender callback with information about what was rendered.

```
function onRender(id,  
                  phase,  
                  actualDuration,  
                  baseDuration,  
                  startTime,  
                  commitTime  
                ) {  
  // Aggregate or log render timings...  
}
```



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## Profiler Component:

- If we want to have programmatic access to the performance measurements of a specific component, we can use the Profiler component.
- It wraps part or all of our app tree, and gives us metrics on how long it took for that tree to render.




```
import {Profiler} from 'react';  
import User from './User';  
function App() {  
  
  const logTimes = () => {};  
  
  return (  
    <div className="App">  
      <Profiler id="App" onRender={logTimes}>  
        <User />  
      </Profiler>  
    </div>  
  );  
}  
  
export default App;
```



# onRender callback

```
const logTimes = (id, phase, actualTime, baseTime, startTime, commitTime) => {
  console.log(`${id}'s ${phase} phase:`);
  console.log(`Actual time: ${actualTime}`);
  console.log(`Base time: ${baseTime}`);
  console.log(`Start time: ${startTime}`);
  console.log(`Commit time: ${commitTime}`);
};
```

- When User renders, the Profiler's onRender callback will be invoked with a bunch of useful information.
- 
- In our example, it'll print something like this to the console:

		top ▼		Filter
App's update phase:				
Actual time: 0.8999999985098839				
Base time: 0.3999999985098839				
Start time: 1355786.6999999993				
Commit time: 1355787.89999999985				



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## More about Profiler

- Profiling adds some additional overhead, so it is disabled in the production build.
- To opt into production profiling, React provides a special production build with profiling enabled.

 **check here**

**[fb.me/react-profiling](https://fb.me/react-profiling)**

- `<Profiler>` lets you gather measurements programmatically. If you're looking for an interactive profiler, try the Profiler tab in React Developer Tools. It exposes similar functionality as a browser extension



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