






1. Explain the Need and Benefits of Component Life Cycle

Need:

- In modern UI frameworks like React or Angular, components go through various **stages** from creation to destruction.
- Managing behavior during these stages ensures **predictability, reusability, and performance optimization**.

Benefits:

-  **Efficient Resource Management:** Initialize or clean up resources like event listeners, timers, or network requests.
 -  **Dynamic UI Updates:** Perform actions (e.g., data fetching) at the right time—before or after rendering.
 -  **Debugging Made Easier:** Know when and why a component is behaving in a certain way.
 -  **Reusability and Maintainability:** Lifecycle methods make components modular and easier to update or reuse.
 -  **Performance Optimization:** Avoid unnecessary renders or DOM manipulations by controlling component updates.
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2. Identify Various Life Cycle Hook Methods

Here are common **lifecycle methods** for **React (Class Components)** and **React (Functional Components with Hooks)**:

React Class Component Lifecycle Hooks:

1. **Mounting (component is being created and inserted)**
 - constructor()
 - static getDerivedStateFromProps()
 - render()
 - componentDidMount()
2. **Updating (props or state change)**
 - static getDerivedStateFromProps()
 - shouldComponentUpdate()
 - render()
 - getSnapshotBeforeUpdate()
 - componentDidUpdate()
3. **Unmounting (component is removed)**

- `componentWillUnmount()`

4. Error Handling

- `componentDidCatch()`
- `getDerivedStateFromError()`

React Functional Component Lifecycle Equivalents (with Hooks):

- `useEffect()` – runs after render, can mimic `componentDidMount`, `componentDidUpdate`, and `componentWillUnmount` by using dependencies.
 - `useLayoutEffect()` – similar to `useEffect` but fires **before** the browser paints.
 - `useRef()` – for persisting values across renders (like instance variables).
 - `useState()` – for managing state in functional components.
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3. List the Sequence of Steps in Rendering a Component

Here's the typical rendering flow in **React Class Components**:

Mounting Phase (Initial Render):

1. `constructor()`
2. `getDerivedStateFromProps()`
3. `render()`
4. `componentDidMount()`

Updating Phase (Re-render):

1. `getDerivedStateFromProps()`
2. `shouldComponentUpdate()`
3. `render()`
4. `getSnapshotBeforeUpdate()`
5. `componentDidUpdate()`

Unmounting Phase:

- `componentWillUnmount()`