

```
tags:
- react
MOC: [[React]]
```

# useState

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## Syntaxe

```
import { useState } from "react";

const [number, setNumber] = useState(0);
// or
const [string, setString] = useState("toto");
// or
const [boolean, setBoolean] = useState(true);
// or
const [array, setArray] = useState([0, 1, 2]);
// or
const [object, setObject] = useState({
  id: 1,
  name: "toto",
  activities: ["painting", "running", "reading"]
});
// or
const [nothing, setNothing] = useState(); // -> undefined
```

## Utilisation de setState...

### ... avec des nombres

```
const [number, setNumber] = useState(0);

setNumber(previousNumber => previousNumber + 1);
// or
setNumber(number + 1);
// or
setNumber(0);
```

### ... avec des chaînes de caractères

```
const [string, setString] = useState("toto");

setString(previousString => previousString + "a");
// or
setString(string + "b");
```

```
// or  
onChange={(e) => setString(e.target.value)};
```

### ... avec des booléens

```
const [boolean, setBoolean] = useState(true);  
  
setBoolean(false);  
// or  
setBoolean(previousBoolean => !previousBoolean);  
// or  
setBoolean(!boolean);
```

### ... avec des tableaux

```
const [array, setArray] = useState([0, 1, 2]);  
  
setArray(previousArray => [...previousArray, newElement]);
```

### ...avec des objets

```
const [object, setObject] = useState({  
  id: 1,  
  name: "toto",  
  activities: ["painting", "running", "reading"]  
});  
  
setObject(newObject);  
// or  
setObject(previousObject => { ...previousObject, name: "tata" });  
// or  
setObject(previousObject => { ...previousObject, isSingle: true });  
// or  
setObject(previousObject => { ...previousObject, });
```