# 6.2 Common hooks in react

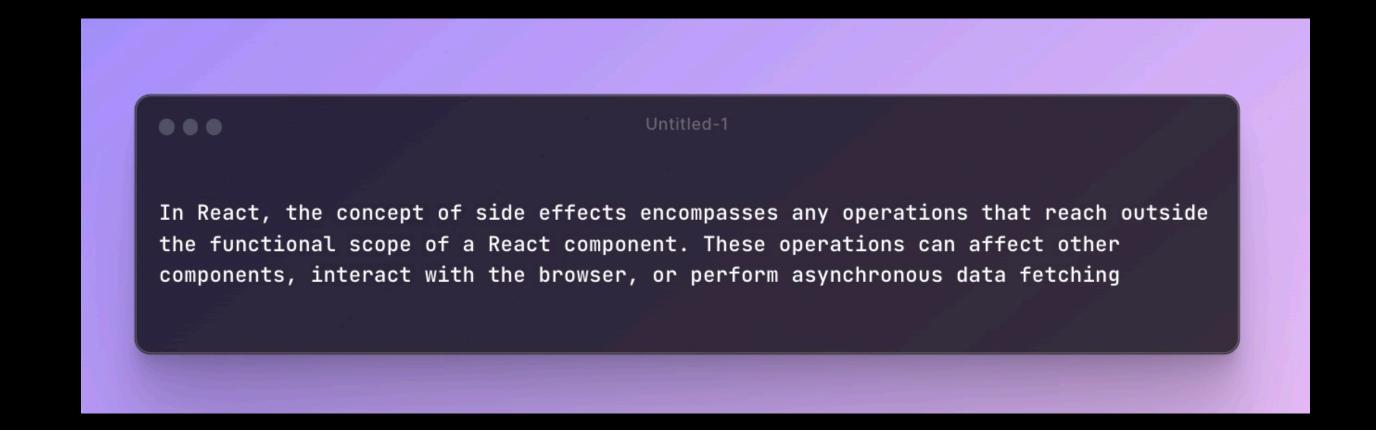
useEffect, useCallback, useMemo, custom hooks

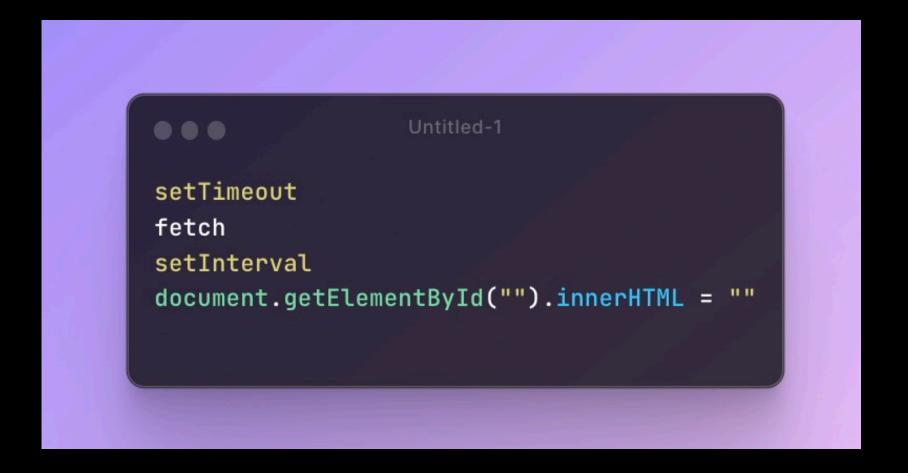
Prop drilling

- 1. Side effects
- 2. Hooks

#### 1. Side effects

#### 2. Hooks





- 1. Side effects
- 2. Hooks

Hooks are a feature introduced in React 16.8 that allow you to use state and other React features without writing a class. They enable functional components to have access to stateful logic and lifecycle features, which were previously only possible in class components. This has led to a more concise and readable way of writing components in React.

- 1. Side effects
- 2. Hooks

#### Some common hooks are

- 1. useState
- 2. useEffect
- 3. useCallback
- 4. useMemo
- 5. useRef
- 6. useContext

# useState

Let's you describe the state of your app Whenever state updates, it triggers a re-render which finally results in a DOM update

```
⇔ App.jsx > ...

 import { useState } from "react";
 function App() {
   const [count, setCount] = useState(0)
   return <div>
     <button onClick={function() {</pre>
       setCount(count + 1);
     }}>Click me {count}</button>
   </div>
 export default App;
```

```
← → C (i) localhost:5173
Click me 4
```

The `useEffect` hook is a feature in React, a popular JavaScript library for building user interfaces. It allows you to perform side effects in function components. Side effects are operations that can affect other components or can't be done during rendering, such as data fetching, subscriptions, or manually changing the DOM in React components.

The `useEffect` hook serves the same purpose as `componentDidMount`, `componentDidUpdate`, and `componentWillUnmount` in React class components, but unified into a single API.

# Lets start with an example

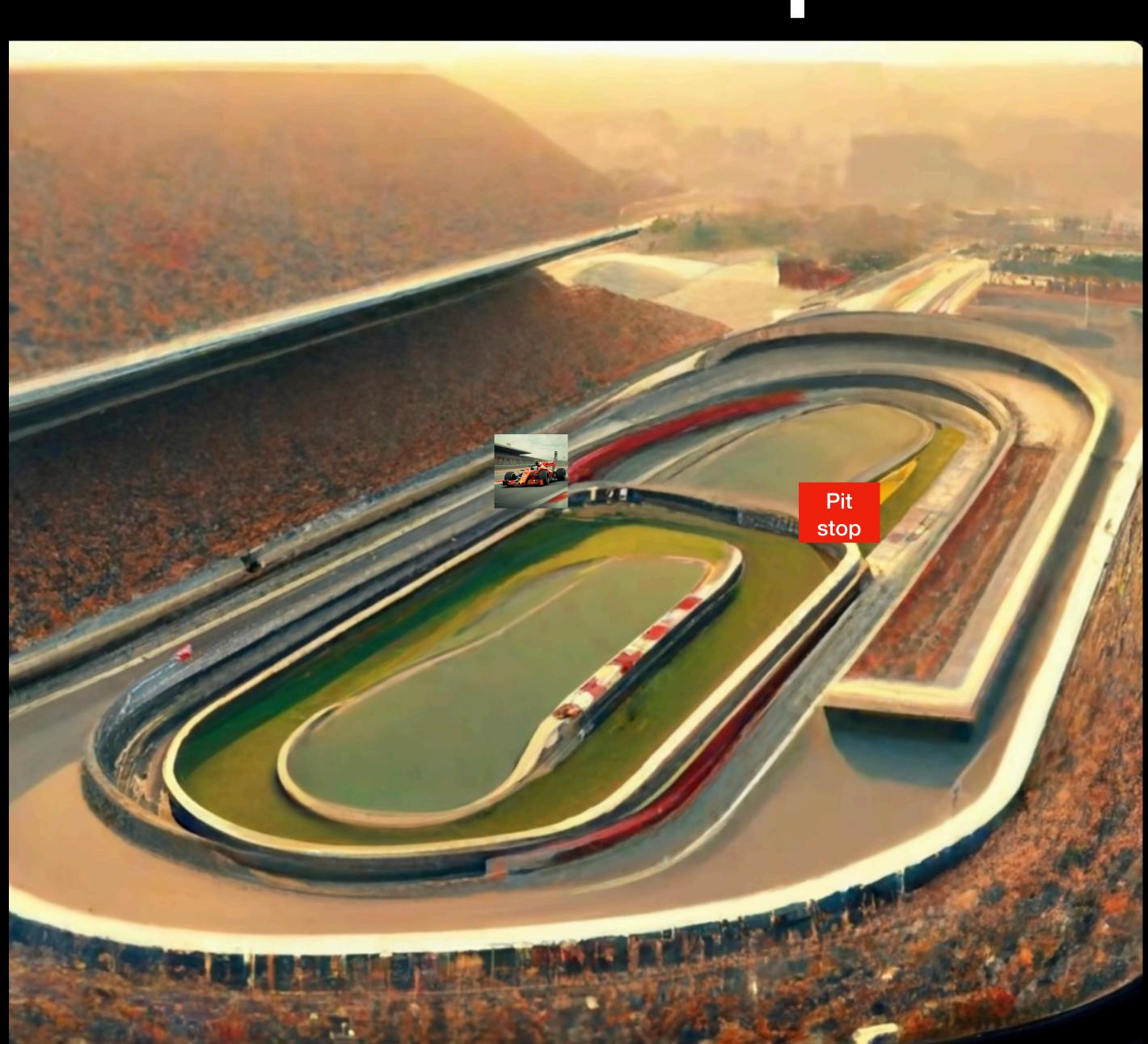


You are a car racer that has to do a 100 laps across a stadium
You are allowed to take a pit stop from time to time.
Do you take the stop in b/w every lap? Or do you take a stop after every 10 laps lets say?

# Lets start with an example

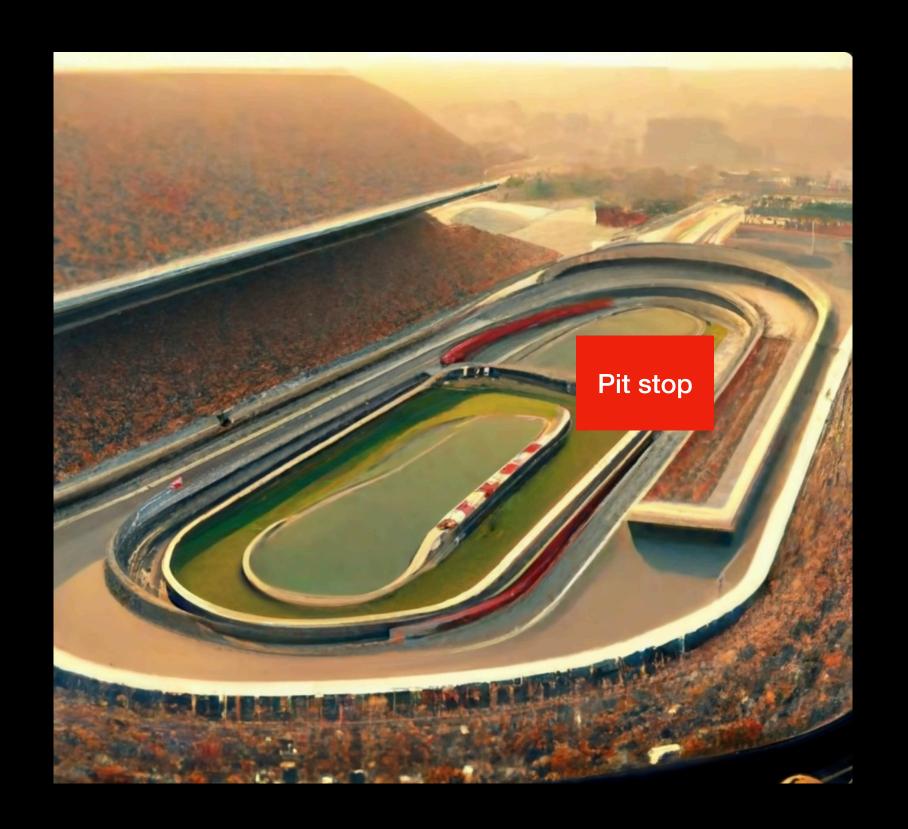
You will only make a pit stop
From time to time
(Lets say once every 20 laps)
even though you pass right in front of it
in every lap

Making a pit stop is a side effect



The `useEffect` hook is a feature in React, a popular JavaScript library for building user interfaces. It allows you to perform side effects in function components. Side effects are operations that can affect other components or can't be done during rendering, such as data fetching, subscriptions, or manually changing the DOM in React components.

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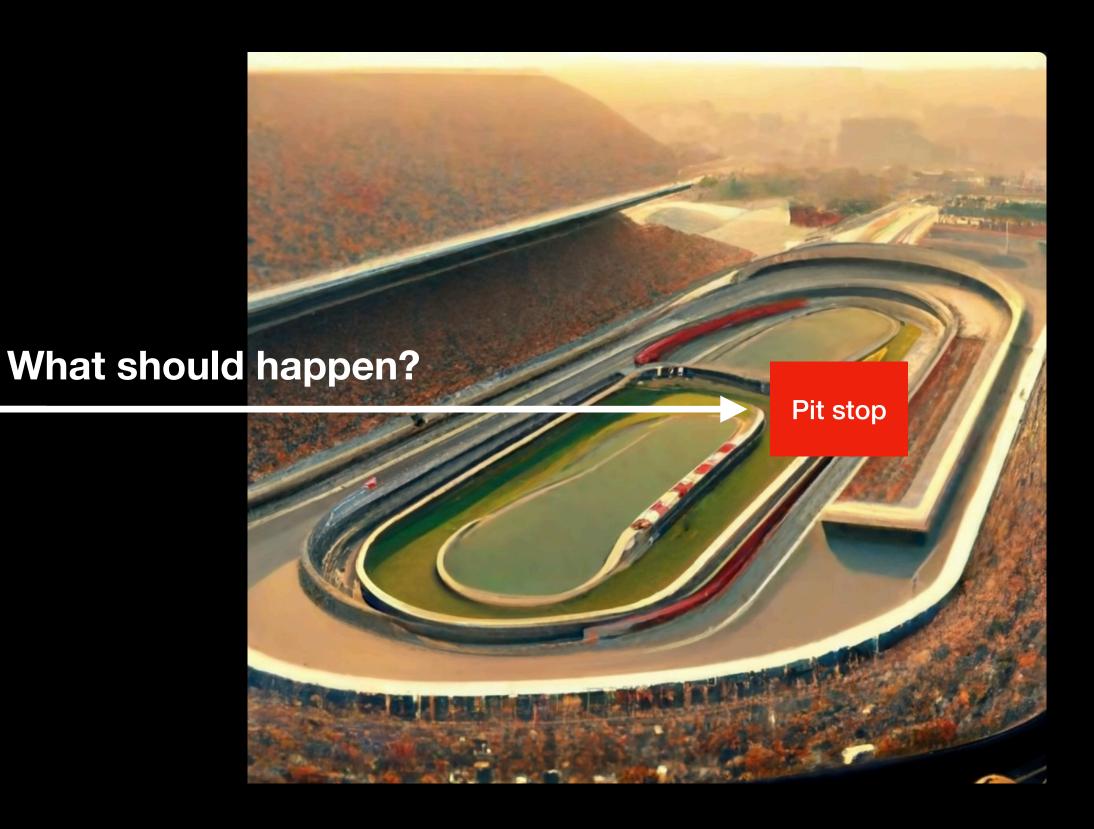


```
src > ⇔ App.jsx > ...
      import { useState } from "react";
      import { useEffect } from "react";
      function App() {
        const [todos, setTodos] = useState([])
        useEffect(() => {
          fetch("https://sum-server.100xdevs.com/todos")
            .then(async function(res) {
              const json = await res.json();
              setTodos(json.todos);
            })
12
        }, [])
13
14
        return <div>
15
          {todos.map(todo => <Todo key={todo.id} title={todo.title} description={todo.description} />)}
 16
        </div>
 17
 18
19
```

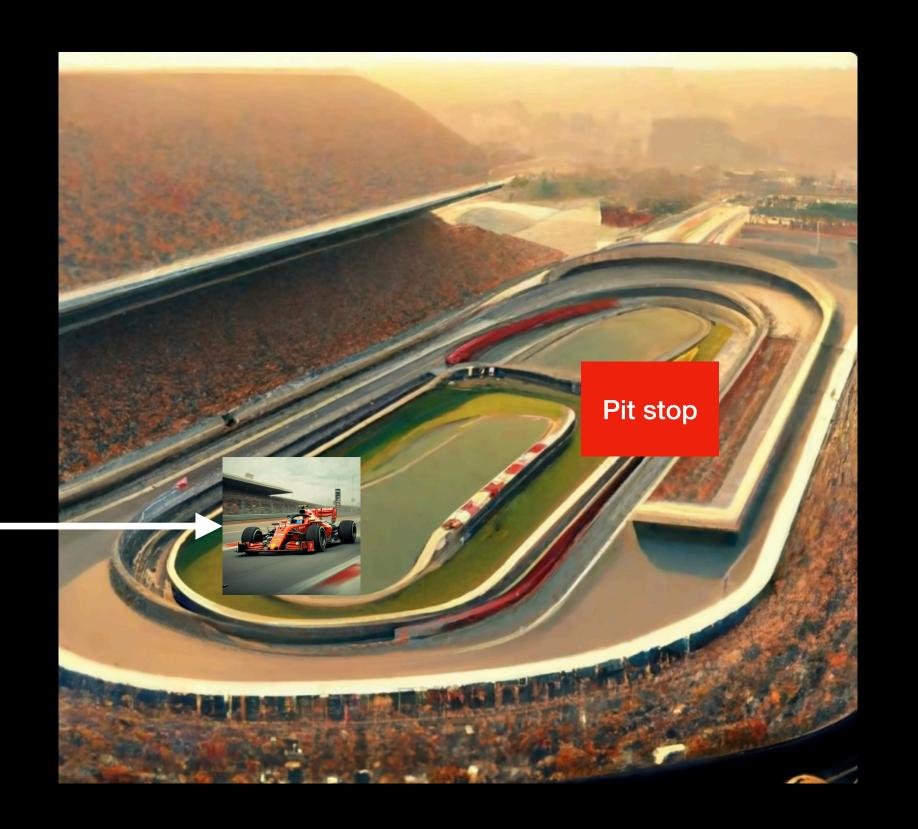


https://gist.github.com/hkirat/d3a74a1f4eff2c92f7a3c0da0c47d9c3

```
useEffect(() => {
    fetch("https://sum-server.100xdevs.com/todos")
        .then(async function(res) {
            const json = await res.json();
            setTodos(json.todos);
        })
}, [])
```



```
useEffect(() => {
    fetch("https://sum-server.100xdevs.com/todos")
    .then(async function(res) {
        const json = await res.json();
        setTodos(json.todos);
    })
}, [])
When should it happen?
```





- 1. Tyre burst
- 2. Tyre pressure is up
- 3. 10 laps have passed
- 4. Engine is making a noise
- 5. Want to change the car

```
useEffect(() => {
    fetch("https://sum-server.100xdevs.com/todos")
        .then(async function(res) {
            const json = await res.json();
            setTodos(json.todos);
        })
}, [])
```

Dependency array

When should the callback fn run

Write a component that takes a todo id as an input And fetches the data for that todo from the given endpoint And then renders it

How would the dependency array change?

https://sum-server.100xdevs.com/todo?id=1

```
src > ⇔ App.jsx > ↔ Todo
       import { useState } from "react";
      import { useEffect } from "react";
       function App() {
        return <div>
          <Todo id={1} />
        </div>
       function Todo({id}) {
        const [todo, setTodo] = useState({});
 11
 12
        // your effect here
 13
 14
 15
        return <div>
 16
          <h1>
            {todo.title}
 17
          </h1>
 18
           <h4>
 19
             {todo.description}
 20
 21
          </h4>
 22
        </div>
 23
 24
       export default App;
 26
```

#### Solution https://gist.github.com/hkirat/178abff7b3bc80af5878be7b9a3b7d69

1 2 3 4

#### Grocery Shopping

Buy milk, bread, and eggs

```
useEffect(() => {
    fetch("https://sum-server.100xdevs.com/todo?id=" + id)
        .then(async function(res) {
            const json = await res.json();
            setTodo (json.todo);
        })
    }, [id])
```

1 2 3 4

#### Grocery Shopping

Buy milk, bread, and eggs

useEffect, useMemo, useCallback, custom hooks
Prop drilling

Before we start, lets understand what memoization means

It's a mildly DSA concept

It means remembering some output given an input and not computing it again

Lets say you are the driver and you want to check how much petrol is left Would u do that in every lap? Or would u do that every 10 laps? Or every 20 minutes?



Lets say you are the driver and you want to check how much petrol is left Would u do that in every lap?

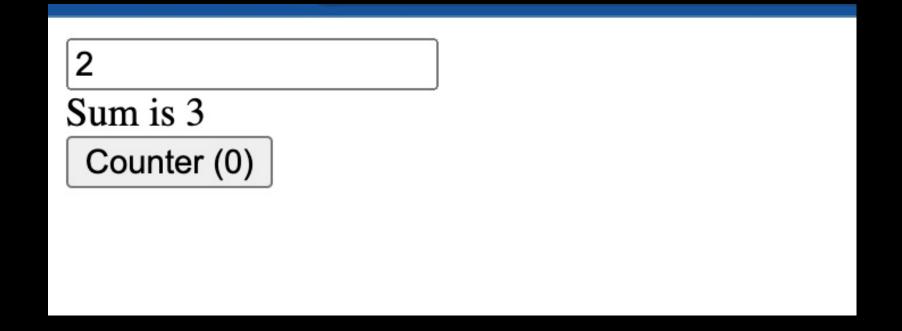
Or would u do that every 10 laps?
Or every 20 minutes?



If I ask you to create an app that does two things -

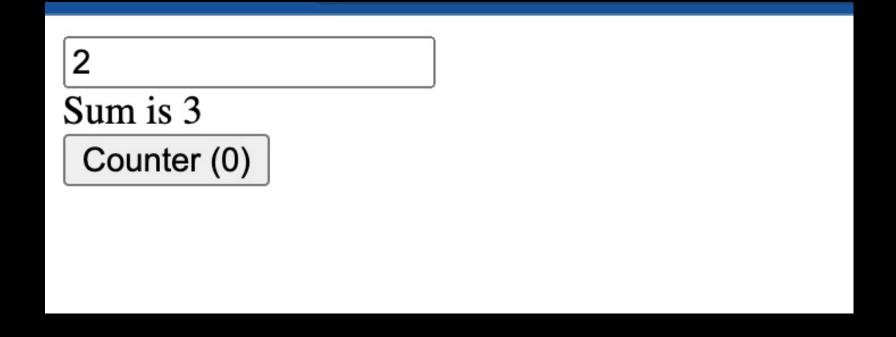
- 1. Increases a counter by 1
- 2. Lets user put a value in an input box (n) and you need to show sum from 1-n

One restriction - everything needs to be inside App



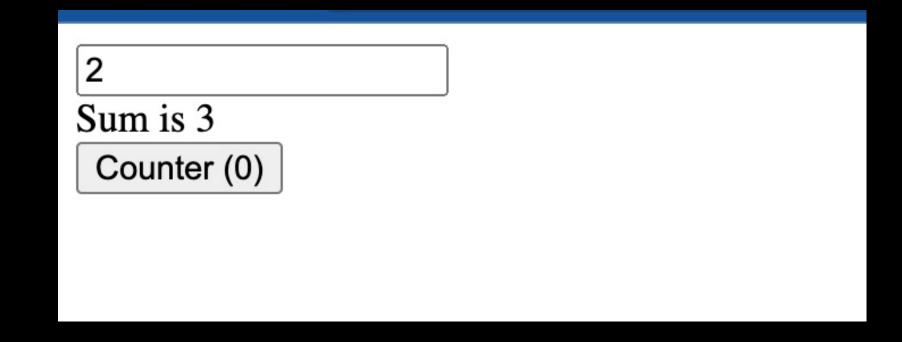
#### **Ugly solution**

```
src > ⇔ App.jsx > ♦ App
       import { useState } from "react";
       function App() {
        const [counter, setCounter] = useState(0);
        const [inputValue, setInputValue] = useState(1);
        let count = 0;
  8
         for (let i = 1; i <= inputValue; i++) {</pre>
          count = count + i;
 10
 11
 12
        return <div>
 13
           <input onChange={function(e) {</pre>
 14
             setInputValue(e.target.value);
 15
           }} placeholder={"Find sum from 1 to n"}></input>
 16
           <br />
 17
          Sum from 1 to {inputValue} is {count}
 18
           <br />
 19
           <button onClick={() => {
 20
            setCounter(counter + 1);
 21
          }}>Counter ({counter})
 22
 23
        </div>
 24
 25
       export default App;
 26
 27
```



https://gist.github.com/hkirat/30d07fc535c83ab89b7b9c58b11eff4f

Better solution - memoize the value across re-renders, only recalculate it if inputVal changes



useEffect, useMemo, useCallback, custom hooks
Prop drilling

### useCallback

`useCallback` is a hook in React, a popular JavaScript library for building user interfaces. It is used to memoize functions, which can help in optimizing the performance of your application, especially in cases involving child components that rely on reference equality to prevent unnecessary renders.

## useCallback

#### What is the problem in this code?

```
src > ∰ App.jsx > ...
       import { memo, useState } from "react";
       function App() {
         const [count, setCount] = useState(0)
  5
  6
         function onClick() {
           console.log("child clicked")
  8
  9
 10
         return <div>
 11
          <Child onClick={onClick} />
 12
          <button onClick={() => {
             setCount(count + 1);
 13
          }}>Click me {count}</button>
 14
 15
         </div>
 16
 17
       const Child = memo(({onClick}) => {
 19
         console.log("child render")
 20
         return <div>
 21
          <button onClick={onClick}>Button clicked</button>
 23
         </div>
 24
 25
       export default App;
 27
```

## useCallback

#### **Solution**

```
src > ⇔ App.jsx > ↔ App > [∅] onClick
       import { memo, useCallback, useState } from "react";
       function App() {
         const [count, setCount] = useState(0)
         const onClick = useCallback(() => {
  6
           console.log("child clicked")
         }, [])
  8
  9
 10
         return <div>
 11
           <Child onClick={onClick} />
           <button onClick={() => {
 12
             setCount(count + 1);
 13
           }}>Click me {count}</button>
 14
 15
         </div>
 16
 17
       const Child = memo(({onClick}) => {
 18
 19
         console.log("child render")
 20
         return <div>
 21
 22
          <button onClick={onClick}>Button clicked</button>
 23
        </div>
 24
       })
 25
 26
       export default App;
 27
```

useEffect, useMemo, useCallback, custom hooks
Prop drilling

## Custom hooks

Just like useState, useEffect, you can write your own hooks

Only condition is - It should start with a use (naming convention)

### Custom hooks

```
Import 1 usecifect 1 from feact ;
      function App() {
       const [todos, setTodos] = useState([])
       useEffect(() => {
         fetch("https://sum-server.100xdevs.com/todos")
           .then(async function(res) {
             const json = await res.json();
             setTodos(json.todos);
       }, [todos])
        return <div>
         {todos.map(todo => <Todo key={todo.id} title={todo.title} description={todo.description} />)}
       </div>
18
      function Todo({title, description}) {
21
        return <div>
         <h1>
           {title}
         </h1>
25
         <h4>
           {description}
         </h4>
        </div>
     export default App;
```

```
4 \sim function App() {
       const todos = useTodos();
       return <div>
         {todos.map(todo => <Todo key={todo.id} title={todo.title} description={todo.description} />)}
       </div>
10
12 ∨ function Todo({title, description}) {
       return <div>
         <h1>
15
           {title}
         </h1>
17 🗸
         <h4>
18
           {description}
19
         </h4>
       </div>
21
22
     export default App;
```

useEffect, useMemo, useCallback, custom hooks
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# Prop drilling