



USEREF

REF WITH useRef

- 👉 "Box" (object) with a **mutable** `.current` property that is **persisted across renders** ("normal" variables are always reset)
- 👉 Two big use cases:
 - 1 Creating a variable that stays the same between renders (e.g. previous state, `setTimeout` id, etc.)
 - 2 Selecting and storing DOM elements
- 👉 Refs are for **data that is NOT rendered**: usually only appear in event handlers or effects, not in JSX (otherwise use state)
- 👉 Do **NOT** read write or read `.current` in render logic (like state)

```
const myRef = useRef(23);
```



We can write to and read from the ref using `.current`

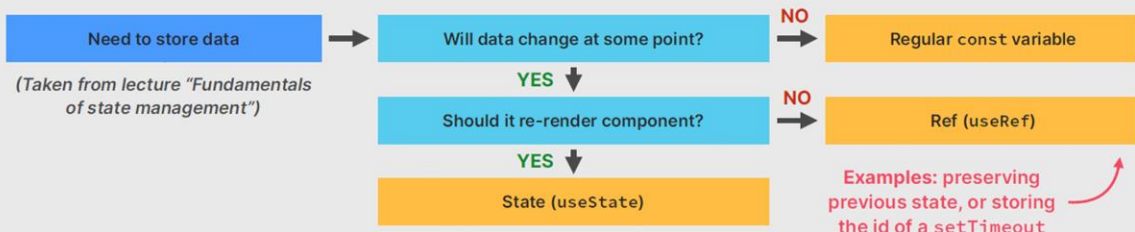
```
myRef.current = 1000;
```





STATE VS. REFS

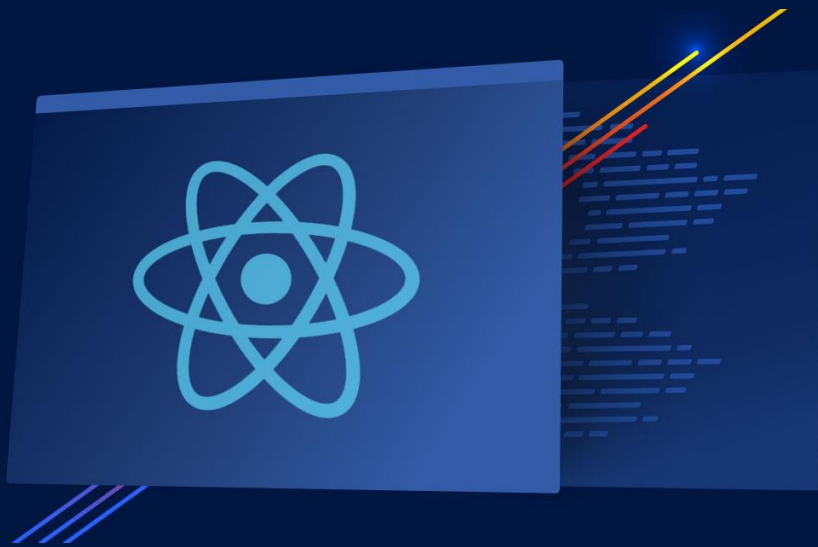
	PERSISTS ACROSS RENDERS	UPDATING CAUSES RE-RENDER	IMMUTABLE	ASYNCHRONOUS UPDATES
STATE	✓	✓	✓	✓
REFS	✓	✗	✗	✗





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