#### **Controlled Components in React**

In React, a controlled component is a component where form elements derive their value from a React state.

When a component is controlled, the value of form elements is stored in a state, and any changes made to the value are immediately reflected in the state.

To create a controlled component, you need to use the value prop to set the value of form elements and the onChange event to handle changes made to the value.

The value prop sets the initial value of a form element, while the onChange event is triggered whenever the value of a form element changes. Inside the onChange event, you need to update the state with the new value using a state update function.

#### **Changing the state Object:**

To change a value in the state object, use the this.setState() method.

When a value in the state object changes, the component will re-render, meaning that the output will change according to the new value(s).

```
class Car extends React.Component {
constructor(props) {
 super(props);
 this.state = {
  brand: "Ford",
  model: "Mustang",
  color: "red",
  year: 1964
 };
changeColor = () => {
 this.setState({color: "blue"});
render() {
 return (
  <div>
    <h1>My {this.state.brand}</h1>
    >
    It is a {this.state.color}
    {this.state.model}
```

```
from {this.state.year}.

    <button
        type="button"
        onClick={this.changeColor}
        >Change color</button>
        </div>
    );
}
```

this.state.propertyname

# My Ford

It is a red Mustang from 1964.

Change color

# My Ford

It is a blue Mustang from 1964.

Change color

Always use the setState() method to change the state object, it will ensure that the component knows its been updated and calls the render().

#### **Another example:**

```
import { useState, useEffect } from 'react';
function ExampleComponent() {
  const [count, setCount] = useState(0);
```

### **Mounting:**

## component Did Mount

The componentDidMount() method is called after the component is rendered.

This is where you run statements that requires that the component is already placed in the DOM.

```
import React from 'react';
import ReactDOM from 'react-dom/client';
class Header extends React.Component {
  constructor(props) {
    super(props);
    this.state = {favoritecolor: "red"};
}
```

```
componentDidMount() {
    setTimeout(() => {
        this.setState({favoritecolor: "yellow"})
    }, 1000)
}
render() {
    return (
        <h1>My Favorite Color is {this.state.favoritecolor}</h1>
    );
}

const root = ReactDOM.createRoot(document.getElementById('root'));
root.render(<Header />);
```

Output: After some seconds, color changed



### **Updating:**

The next phase in the lifecycle is when a component is updated.

A component is updated whenever there is a change in the component's state or props.

#### componentDidUpdate

The componentDidUpdate method is called after the component is updated in the DOM.

The example below might seem complicated, but all it does is this:

When the component is mounting it is rendered with the favorite color "red".

When the component *has been mounted,* a timer changes the state, and the color becomes "yellow".

This action triggers the *update* phase, and since this component has a componentDidUpdate method, this method is executed and writes a message in the empty DIV element:

```
import React from 'react';
import ReactDOM from 'react-dom/client';
class Header extends React.Component {
constructor(props) {
 super(props);
 this.state = {favoritecolor: "red"};
}
 componentDidMount() {
 setTimeout(() => {
  this.setState({favoritecolor: "yellow"})
 }, 1000)
}
 componentDidUpdate() {
 document.getElementById("mydiv").innerHTML =
 "The updated favorite is " + this.state.favoritecolor;
}
render() {
 return (
  <div>
  <h1>My Favorite Color is {this.state.favoritecolor}</h1>
```

```
<div id="mydiv"></div>
</div>
);
}
```

const root = ReactDOM.createRoot(document.getElementById('root'));
root.render(<Header />);



The updated favorite is yellow

These are optional methods, the only required method is render().