

# React States

# Problems with Props

- You cannot change your props!
- Let's try to update the date on the screen and see if props will update.
  - Spoiler: props will not automatically trigger changes to the view!

# Trying to Update the DOM

```
function tick(props) {  
  return (  
    <div>  
      <h1>Hello, world!</h1>  
      <h2>It is {props.date.toLocaleTimeString()}.</h2>  
    </div>  
  );  
}  
  
ReactDOM.render(  
  <Tick date = {new Date()} />,  
  document.getElementById('root')  
);  
//setInterval(tick, 1000);
```

# Try #2

```
function tick() {  
  const element = (  
    <div>  
      <h1>Hello, world!</h1>  
      <h2>It is {new Date().toLocaleTimeString()}.</h2>  
    </div>  
  );  
  ReactDOM.render(  
    element,  
    document.getElementById('root')  
  );  
}  
  
setInterval(tick, 1000);
```

Example from: [ReactJS.org](https://reactjs.org)

# Props

## State

- Read only
- Used to pass data
- Can be used to define an initial state value
  - As long as the initial state does not require being updated

- Data that is created and managed by the component
- Renderings are updated when states are updated
- Can be updated and changed
- Works asynchronously

# State

this.state and the setState() method will actually dynamically update the view -- without us having to force the DOM to update.

By updating the view, React will see changes to the virtual DOM and update the actual DOM.

# Rules:

- Do not directly modify the state data, use `setState()`
- Changes to state are merged
- Treat changes asynchronously!

# Creating states

In your constructor use the following format:

```
this.state = {  
    data: 0  
}
```

Should look eerily similar to creating an object in JS.

# Creating states

- Make sure you create state data in the constructor.
- This should be the only place you directly modify the state data (why??)
- Any changes you make to the state will be merged with original data

# Updating State Guidelines

- Use `setState()` inside of a function
- Use arrow functions to bind to current object
  - `() => {}`
  - `(prevState, props) => {}`
- If you are trying to trigger a function (with a button for example) use arrow functions to call.

# Let's make a State example

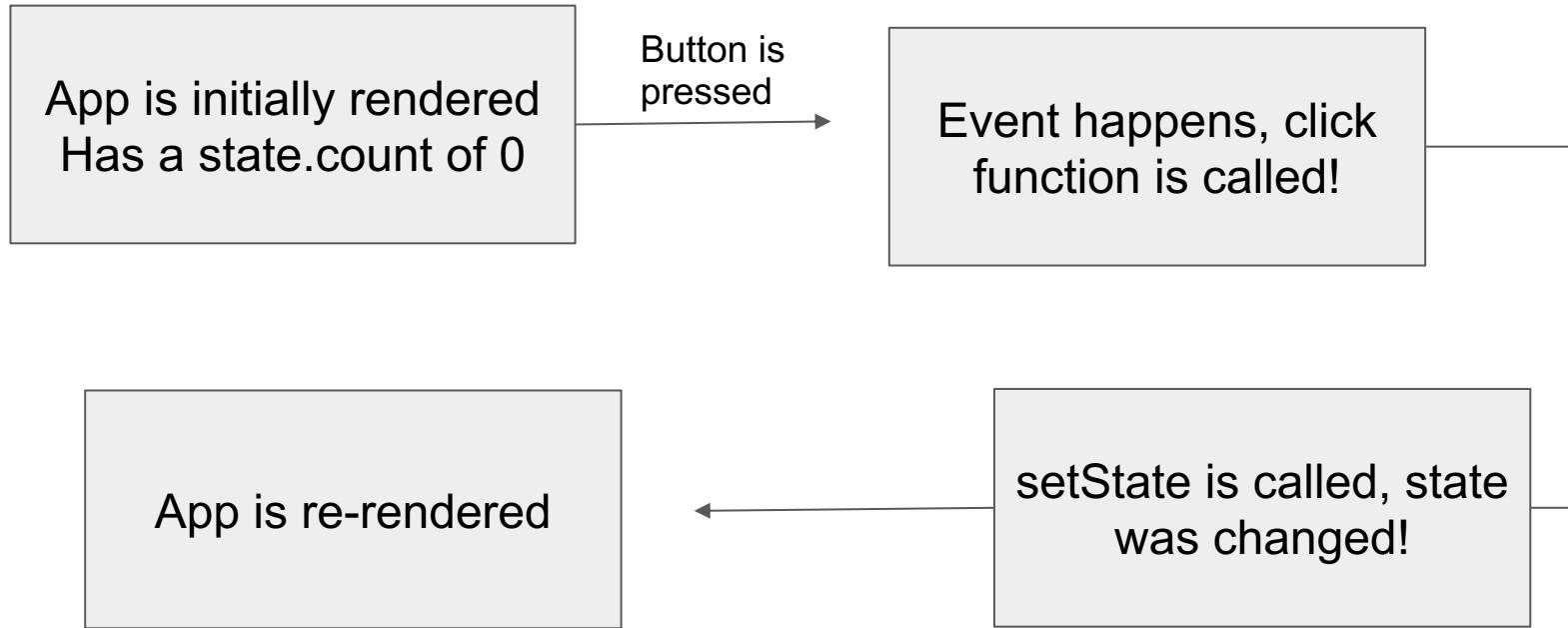
I would like to create a button that updates its state of a counter....Let's try it!

# Updating State Guidelines

Either:

- Be consistent about using arrow functions, both in:
  - `setState()`
  - When the function is called
- Use `this.funcName = this.funcName.bind(this)`

# What is really happening?



# WTWAW (What To Walk Away With)

- Create a state in a class component
- Know why we use arrow functions
- Create an app where a button triggers a state data update