React Fundamentals React Hooks

DevelopIntelligence

Topics

- Introducing React Hooks
 - useState()
 - useEffect()
 - useRef()
 - useMemo()
 - useContext()
- Rebuild ToDo App / Jeopardy App using Hooks

Think, Discuss, and Share

When does the componentDidUpdate method run?

Think, Discuss, and Share

What is the difference between BrowserRouter and HashRouter?

React Hooks What are Hooks?

What are Hooks?

- Hooks are a new feature introduced to React in version 16.8 (Feb 2019)
- Hooks allow functional React components to access state and other features previously restricted to classes
- Hooks can replace all use cases of classes, but classes aren't going anywhere for the foreseeable future
- Hooks are really cool :)

React Hooks useState

useState()

- Replaces use of this.state and this.setState()
- Returns a stateful value and a setter function to update that value using "array destructuring"
- Can use one or multiple state variables initialized by useState()

```
import { useState } from 'react'
function App() {
  const [input, setInput] = useState('')
  return (
      <input
        value={input}
        onChange={(event) => setInput(event.target.value)}
      <button onClick={() => console.log(input)}>
        submit
      </button>
    </div>
export default App
```

React Hooks useEffect

useEffect()

- Replaces
 componentDidMount(),
 componentDidUpdate(),
 and
 componentWillUnmount()
- Syntax to configure different lifecycle methods can be a bit obtuse (we'll go over it!)

```
import { useEffect } from 'react'
function App() {
 useEffect(() => {
    return () => {
  return (
    </div>
export default App
```

React Hooks useRef

useRef()

- Returns a mutable ref object
- Accepts an initial value as its argument
- Can be used to access and manipulate DOM elements directly ("control uncontrolled components")
- Can be used with useEffect() to recreate componentDidUpdate() lifecycle method

```
import { useRef } from 'react'
function App() {
  const inputRef = useRef()
  const handleSubmit = () => {
    console.log(inputRef.current.value)
    inputRef.current.value = 'changed'
  return (
      <input ref={inputRef} />
      <button onClick={handleSubmit}>submit</button>
export default App
```

React Hooks useMemo

useMemo()

- Accepts a function and a dependency array as arguments, returns a "memoized" value
- Used to avoid re-running expensive operations when unnecessary

```
import { useState, useMemo } from 'react'
function Counter() {
  const [countOne, setCountOne] = useState(0)
 const [countTwo, setCountTwo] = useState(0)
  const isEven = useMemo(() => {
    let i = 0
   while (i < 2000000000) i++
    return countOne % 2 === 0
  }, [countOne]) // runs again when this value changes
  return (
        <button onClick={() => setCountOne(countOne + 1)}>
          Count One - {countOne}
        </button>
        <span>{isEven ? 'Even' : 'Odd'}</span>
      </div>
        <button onClick={() => setCountTwo(countTwo + 1)}>
          Count Two - {countTwo}
        </button>
      </div>
   </div>
```

React Hooks useContext

useContext()

- Accepts a 'context object', returns value stored in that context
- Used to store and access values without passing them through down the component tree
- Can use multiple contexts as needed

```
import { createContext } from 'react'
import NestedComponent from './NestedComponent'
const UserContext = createContext(null)
function App() {
  return (
    <UserContext.Provider</pre>
      value={{
        username: 'timk',
        firstName: 'tim',
        lastName: 'kellogg'
     }}>
      <NestedComponent />
    </UserContext.Provider>
export default App
import { useContext } from 'react'
import UserContext from './userContext'
function NestedComponent() {
  const user = useContext(UserContext)
  return (
    <div>{JSON.stringify(user)}</div>
export default NestedComponent
```

Let's try it!