React Basics III

useEffect

Objectives

- Become familiar with the syntax of useEffect
- Describe the purpose of the dependency array

The old way

```
export class CopyBox extends React.PureComponent {
   /** Constructor */
    constructor(props) {
        super(props);
        this.myRef = React.createRef();
    /** React lifecycle method */
    componentDidMount() {
       if (this.props.inputType) {
           new Clipboard(this.myRef.current);
   /** Render */
    render() { return {/**JSX Here */}}
```

- Class components used lifecycle methods
- componentDidMount,componentDidUpdate,componentWillUnmount, etc.
- Groups logic arbitrarily since there can only be one declared lifecycle method.

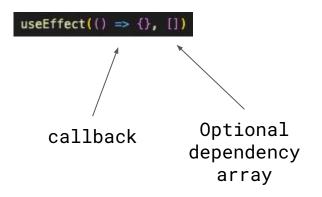
Enter useEffect

- Use effect lets you run side effects based on things that change in your component
- They're popularly used for HTTP requests
- Unlike lifecycle methods they can be broken up by concerns

useEffect Syntax

```
import React from 'react'
React.useEffect()

import React, {useEffect} from 'react'
useEffect()
```



- Callback should handle any side effect you intend
- The dependency array determines when the callback should be run

useEffect in Action

```
import React from 'react'
const saveLocally = val => {
    localStorage.setItem('name', val)
const Input = () => {
    const [state, setState] = React.useState('')
   React.useEffect()
    return (
        <label>
           Name:
            <input
                type="text"
                value={value}
                onChange={e => setState(e.target.value)} />
        </label>
```

- What callback should we provide?
- Do we need a dependency array?

https://codepen.io/DMKite/pen/mdRrPdX?editors=1111

The dependency Array

```
React.useEffect(doSideEffect, []) // Depends on everything; runs everytime the component changes

React.useEffect(doSideEffect, []) // Depends on nothing; runs when the component mounts

React.useEffect(doSideEffect, [var1, var2]) // Depends on var1 and var2; runs when they change
```

- If your side effect callback is using a variable, it should probably be added to the dependency array