

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()
```

```
useEffect(() => {}, [])
```

callback

Optional
dependency
array

- 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