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Life Cycle Methods

Life Cycle Methods

Each Class Component goes through a component life cycle with multiple phases. There are several life cycle methods that can be overridden to run code at different parts of the life cycle.

Mounting Phase Methods

The mounting phase begins when an instance of a component is created and rendered into the DOM. The following lifecycle methods occur in the order they are listed:

- `constructor(props)` - called when the component is first initialized. This method is only called once.
- `componentWillMount()` - called when a component is about to mount.
- `render()` - called when a component is rendered.
- `componentDidMount()` - called when a component has finished mounting. This is where network requests are usually made.

Updating Phase Methods

The updating phase begins when a component's properties or state changes. The following lifecycle methods occur in the order they are listed:

- `componentWillReceiveProps(nextProps)` - called when a component has updated and is receiving new props.
- `shouldComponentUpdate(nextProps, nextState)` - called after receiving props and is about to update. If this method returns false, `componentWillUpdate()`, `render()`, and `componentDidUpdate()` will not execute.
- `componentWillUpdate(nextProps, nextState)` - called when a component is about to be updated.
- `render()` - called when a component is rerendered.
- `componentDidUpdate(prevProps, prevState)` - called when a component has finished updating.

Unmounting Phase Methods

The unmounting phase begins when a component is being removed from the DOM. The following life cycle method occurs during the unmounting phase:

- `componentWillUnmount()` - called immediately before a component unmounts. This is where any cleanups are made such as cancelling timers or network requests.