

Component Lifecycle – Mounting

Mounting

Class constructor



`componentWillMount`

Invoked once, immediately before the initial rendering occurs. It is important to note that setting the state in this phase will not trigger a re-rendering.



`render`



`componentDidMount`

Invoked once, immediately after the initial rendering occurs. At this point in the lifecycle, the component has a DOM representation that can be accessed (which is useful for data fetching operations, for example).

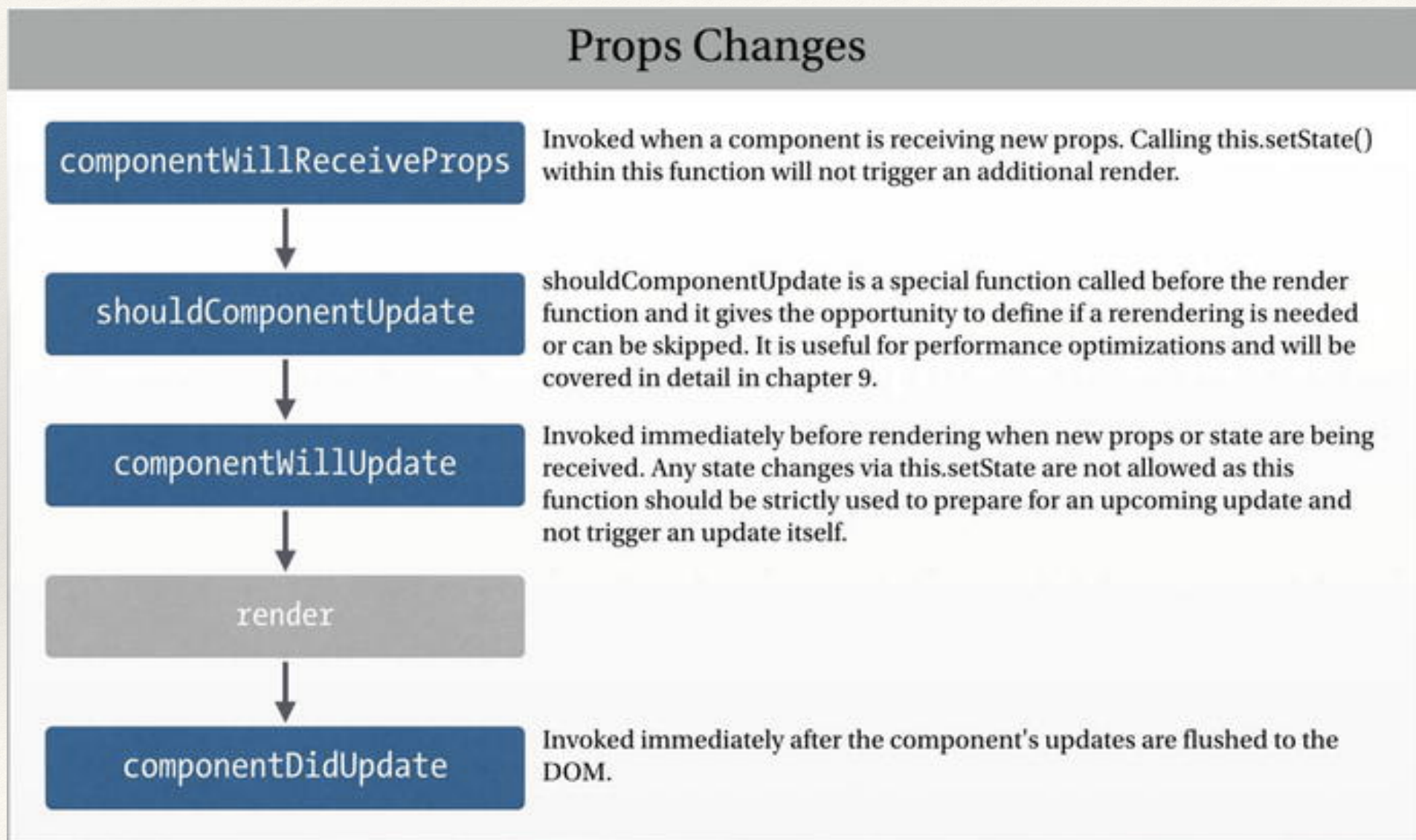
Component Lifecycle – Unmounting

Unmounting

`componentWillUnmount`

Invoked immediately before a component is unmounted from the DOM. This method can be beneficial when you need to clean up operations, for example removing any event listener's timers defined in the Mounting lifecycle

Component Lifecycle – Props Changes



Component Lifecycle – State Changes

State Changes

State changes fire almost the exact same lifecycle function sequence as prop changes, with one exception: There is no analogous method to `componentWillReceiveProps`. An incoming prop transition may cause a state change, but the opposite is not true. If you need to perform operations in response to a state change, use `componentWillUpdate`.

