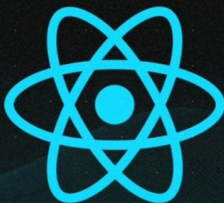




# New hook: 'useOptimistic'

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## REACT 19

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## Purpose

The `useOptimistic` hook enhances user experience by **enabling immediate UI updates based on anticipated results**, even before the server confirms the action.

This creates the **illusion** of a faster and more responsive application.



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## How it works

- 1 User Initiates Action: A **user** interaction **triggers an action**, such as submitting a form or clicking a button.
- 2 Optimistic State Creation: The `useOptimistic` hook takes the **current state as input** and returns an object containing two key parts:
  - `optimisticValue`: This represents the **anticipated state** after the action is successful.
  - `updateOptimistic`: This function allows you to **update** the `optimisticValue` based on user input or other factors.
- 3 UI Update with Optimistic State: The UI component utilizes the `optimisticValue` to **reflect the expected change** on the screen.



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- 4 Background Operation Runs: In the background, the **actual operation** (e.g., sending data to the server) is carried out.
- 5 Outcome Handling:
  - **Success:** Upon successful completion, the **optimistic state becomes the permanent state**, and the UI remains consistent.
  - **Failure:** If the operation fails, the **UI is reverted to its original state**, potentially displaying an **error message**.

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```
const { optimisticValue, updateOptimistic } = useOptimistic(count);

const handleClick = () => {
  updateOptimistic(count + 1);

  fetch('/update-count', { method: 'POST', body: JSON.stringify({
    count: count + 1 }) })
    .then(() => console.log('Count updated successfully'))
    .catch(() => console.error('Failed to update count'));
};

return (
  <div>
    <p>Count: {optimisticValue}</p>
    <button onClick={handleClick}>Increment</button>
  </div>
);
```

Diagram illustrating the sequence of events in the code:

1. Initial state (count) is passed to `useOptimistic`.
2. `handleClick` is called, triggering `updateOptimistic(count + 1)`.
3. UI is updated with the new optimistic value.
4. Data is sent to the server via `fetch`.
5. Server response is handled (success or error).





## Real life Applications

**E-commerce Shopping Carts:** Update cart totals immediately after adding or removing items, providing a smooth shopping experience.



**Messaging Applications:** Display messages as "sent" right away, even before server confirmation, enhancing the feeling of real-time chat interaction.



**Social Media Likes:** Show a like animation and update the like count instantly upon clicking the "Like" button, creating a more engaging user experience.

♥ 1,36,982 likes

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