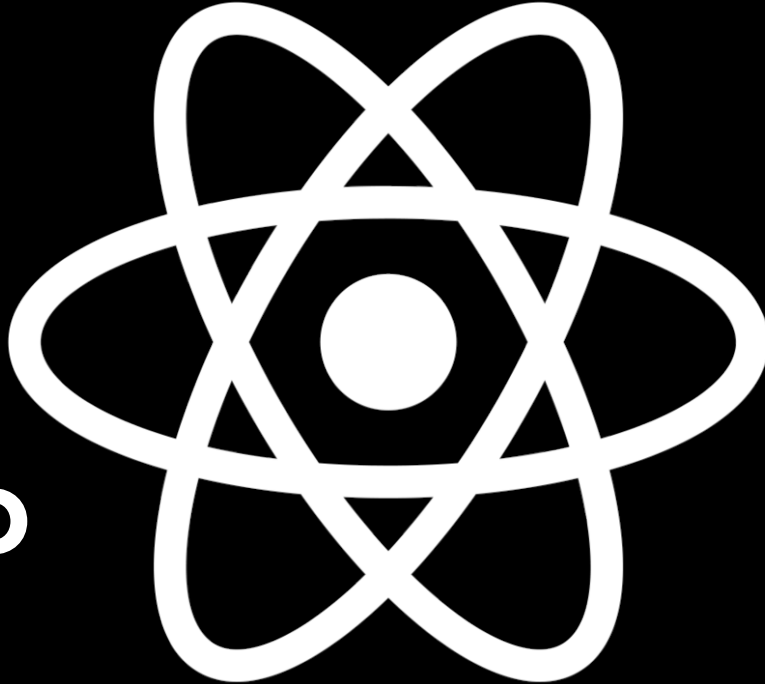


WELCOME TO



# REACT 11

LESSON 4

# STATE PT 2

WELCOME TO

# COMPONENT LIFE CYCLE AND LIFE CYCLE METHODS

FOR TODAY'S REACT 11

```
class MagicNumberComponent extends React.Component {  
  
  state = {  
    magicNumbers: [],  
    numbersGenerated: false  
  }  
  
  render (  
    // this.state.magicNumbers  
  )  
}
```

**HOW DO WE UPDATE THE  
STATE**

```
this.setState( { magicNumbers: [1, 2, 3], numbersGenerated: true } )
```

```
this.setState( { magicNumbers: [1, 2, 3], numbersGenerated: true } )
```

**Automatically refreshes your component**

```
this.setState( { magicNumbers: [1, 2, 3], numbersGenerated: true } )
```

**Automatically refreshes your component**

**Automatically calls render( ) again**



```
this.setState( { magicNumbers: [1, 2, 3], numbersGenerated: true } )
```

**Automatically refreshes your component**

**Automatically calls render( ) again**

**Asynchronous**

**BUT WHERE IN HEAVENS DO WE PUT THIS?**

```
this.setState( { magicNumbers: [1, 2, 3], numbersGenerated: true } )
```

**Automatically refreshes your component**

**Automatically calls render( ) again**

**Asynchronous**

```
class MagicNumberComponent extends React.Component {  
  
  state = {  
    magicNumbers: []  
  }  
  
  render () {  
    return (  
      // this.state.magicNumbers  
    )  
  }  
}
```

# LIFE CYCLE METHODS

# LIFE CYCLE METHODS

Methods automatically called on each **Life Cycle Event**

# LIFE CYCLE METHODS

Methods automatically called on each **Life Cycle Event**

What dis tho?

# LIFE CYCLE EVENTS



**Mount (Birth)**



**Update (Growth)**

**???**

**Unmount (Death)**

# LIFE CYCLE METHODS



# LIFE CYCLE METHODS (ESSENTIAL)

# LIFE CYCLE METHODS (ESSENTIAL)

**constructor( )**

**render( )**

**componentDidMount( )**

**componentDidUpdate( )**

**componentWillUnmount( )**

# LIFE CYCLE METHODS (ESSENTIAL)

**constructor( )**

**Birth**

**render( )**

**Birth/Growth**

**componentDidMount( )**

**Birth**

**componentDidUpdate( )**

**Growth**

**componentWillUnmount( )**

**Death**

# LIFE CYCLE METHODS (ESSENTIAL)

WHERE CAN WE UPDATE THE STATE?

**constructor( )**

**Birth**

**render( )**

**Birth/Growth**

**componentDidMount( )**

**Birth**

**componentDidUpdate( )**

**Growth**

**componentWillUnmount( )**

**Death**

# LIFE CYCLE METHODS (ESSENTIAL)

WHERE CAN WE UPDATE THE STATE?

**constructor( )**

**Birth**



**render( )**

**Birth/Growth**

**componentDidMount( )**

**Birth**

**componentDidUpdate( )**

**Growth**

**componentWillUnmount( )**

**Death**

# LIFE CYCLE METHODS (ESSENTIAL)

WHERE CAN WE UPDATE THE STATE?

**constructor( )**

**Birth**



**render( )**

**Birth/Growth**



**componentDidMount( )**

**Birth**

**componentDidUpdate( )**

**Growth**

**componentWillUnmount( )**

**Death**

# LIFE CYCLE METHODS (ESSENTIAL)

WHERE CAN WE UPDATE THE STATE?

**constructor( )**

**Birth**



**render( )**

**Birth/Growth**



**componentDidMount( )**

**Birth**



**componentDidUpdate( )**

**Growth**

**componentWillUnmount( )**

**Death**

# LIFE CYCLE METHODS (ESSENTIAL)

WHERE CAN WE UPDATE THE STATE?

**constructor( )**

**Birth**



**render( )**

**Birth/Growth**



**componentDidMount( )**

**Birth**



**componentDidUpdate( )**

**Growth**



**componentWillUnmount( )**

**Death**



# LIFE CYCLE METHODS (ESSENTIAL)

WHERE CAN WE UPDATE THE STATE?

**constructor( )**

**Birth**



**render( )**

**Birth/Growth**



**componentDidMount( )**

**Birth**



**componentDidUpdate( )**

**Growth**



**componentWillUnmount( )**

**Death**



# LIFE CYCLE METHODS (ESSENTIAL)

WHERE CAN WE UPDATE THE STATE?

**constructor( )**

**Birth**



**render( )**

**Birth/Growth**



**componentDidMount( )**

**Birth**



**componentDidUpdate( )**

**Growth**



**componentWillUnmount( )**

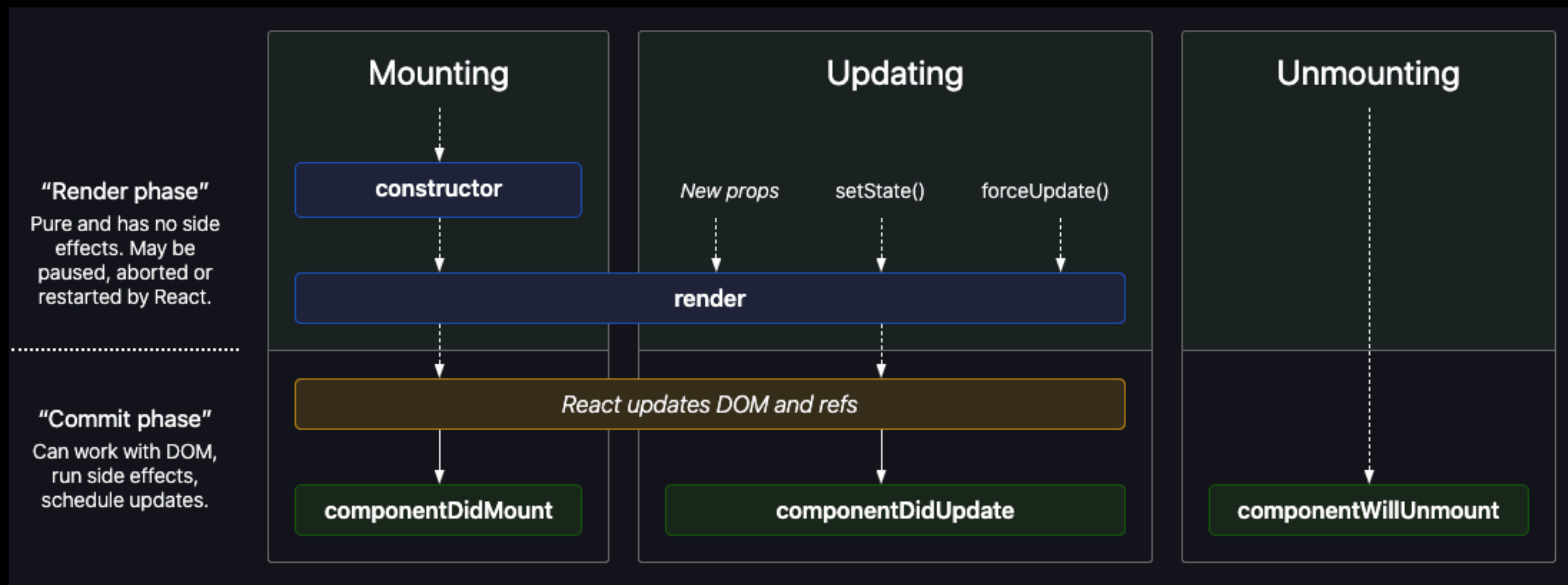
**Death**



**All your other functions (relevant in event handling)**

# COMPONENT LIFECYCLE

# COMPONENT LIFE CYCLE



```
class MagicNumberComponent extends React.Component {  
  constructor(props) {  
    super(props)  
    this.state = {  
      magicNumbers: [],  
      numbersGenerated: false  
    }  
  }  
  
  componentDidMount() {  
    // can be used for modals/tooltips/etc  
  }  
  
  componentDidUpdate( prevProps, prevState, snapshot ) {  
    // happens every update after render  
  }  
  
  componentWillUnmount() {  
    // can be used to clear timers/caches/etc  
  }  
  
  render () {  
  }  
}
```



**NEXT UP ON REACT 11**

# **EVENT HANDLING**

**POKEDEX**

# POKEDEX

## Required

Must show atleast 50 pokemon using the PokeAPI

Add in something unique

## Optional

Use React Router to show simple routing from index -> showPokemon

Deploy using a quick deploy solution (ie. heroku/github)



