

WELCOME TO DAY 3 OF REACTJS BOOTCAMP

AGENDA

- Component State
- Manipulating States
- Methods of storing data for components

THEY SAID STORE THE SHARED DATA



I USED STATE



Batman Begins

@HOLBT
BRI@NHO.LT

state is bad lol

... BUT SERIOUSLY

State isn't that awful but you should be mindful of it
while designing your components

COMPONENT STATE

- Keep state as simple as possible including keeping simple data types
- Only place something on state if the component 100% owns it
- Leave complex calculations on render if possible
- `this.state` is immutable so use `this.setState({})`
- Less on state means easier testing

MANIPULATING STATE

- Set state is an async function
- Props aren't available during `getInitialState`
- Can not manipulate state during render lifecycle
- State changes trigger a rerender -> think state changes with dom events
- `shouldComponentUpdate` can be used for "pure" rendering

SHOULDCOMPONENTUPDATE

```
boolean shouldComponentUpdate(object nextProps, object nextState)
```

- React has a PureComponentMixin but we can easily build one ourselves
- called before component rerender and if it returns false will cancel render
- can use this opportunity to check new state and props against old ones
- default returns true
- great to modify for performance

STORING DATA ON COMPONENTS

- If we think of a component that needs an ajax call to retrieve it's OWN data..
- This is a good time to use state. On xhr completion we can update state and let the component rerender