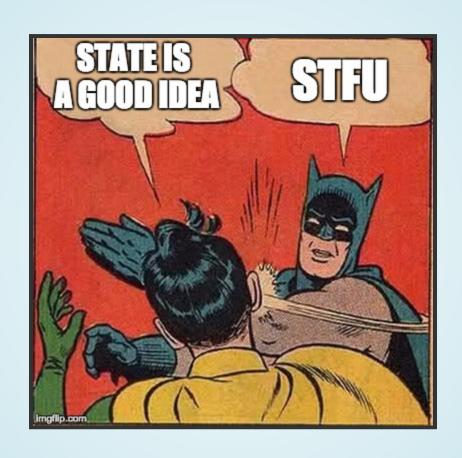


AGENDA

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







... 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 PureRenderMixin but we can easily build one ourselves
- called before component rerender and if it returns false will cancel render
- can use this oppurtunity 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 retrive it's OWN data..
- This is a good time to use state. On xhr completion we can update state and let the component rerender