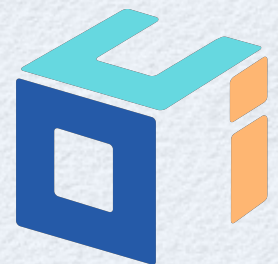


React Hooks

slides at <https://github.com/mvolkmann/talks>

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Hooks Overview

- Feature **added in React 16.7.0-alpha.0**
- **Ready** for production use **in 16.8** released in February 2019
- **Enables implementing stateful components with functions instead of classes**
- No plans to remove existing ways of implementing components
- Hooks provide a new way that most developers will find easier to understand and is backward-compatible with existing code
- Components that use hooks can be used together with class-based components
- Existing apps can gradually incorporate hooks or never use them

Hook Caveats

- Currently there are some lifecycle methods whose functionality cannot yet be implemented using hooks
 - `componentDidCatch`
 - `getSnapshotBeforeUpdate`
- These are rarely used

Hook Benefits

- Implementing components with functions removes need to
 - understand `this` keyword
 - understand `bind` and when to use it
- Easier to work with component state and context
- Easier to reuse state logic between multiple components
- Removes most needs for higher-order components and render props
 - these require increased levels of code nesting
- Can use “effects” in place of lifecycle methods
 - makes it possible to better organize related code such as adding/removing event listeners and opening/closing resources
- Easier to optimize function component code than class component code
 - refers to minifying, hot reloading, and tree shaking

Hook Function Rules

- Names should start with **use**
 - allows linting rules to check for proper use of hooks
 - provides clue that the function may access state
- Can only be called in function-based components and in custom hooks
- Cannot be called conditionally
 - means they cannot be called in **if/else** blocks, loops, or nested functions
 - ensures that for any component, the **same hooks are invoked in the same order on every render**

ESLint

- React provides ESLint rules to detect hook rule violations
 - see <https://www.npmjs.com/package/eslint-plugin-react-hooks>
- Currently a single rule named **"react-hooks/rules-of-hooks"**
 - should configure with value **"error"**
 - assumes any function whose name begins with **"use"** followed by an uppercase letter is a hook
 - verifies hooks are only called from function components (name starts uppercase) or custom hook functions
 - verifies that hooks will be called in the same order on every render

Provided Hooks

- Implemented as functions exported by `react` package
- Described on following slides, somewhat ordered based on how frequently they are expected to be used

State Hook ...

- **useState** provides a way to add state to function components
 - allows components to use state without using `this` keyword
 - takes initial value of state
 - returns array containing current value and a function to change it
- The following can appear inside a function that defines a component

```
const [petName, setPetName] = useState('Dasher');  
const [petBreed, setPetBreed] = useState('Whippet');
```

- `petName` holds current value of state
 - `setPetName` is a function that can be called to change value
- “set” functions
 - can be passed a new value, or a function that will be passed current value and returns new value
 - **calls to them trigger the component to be re-rendered if the value has changed**

... State Hook ...

- State is often a primitive value, but can also be an object or array (also an object)
- When an object is used
 - calls to corresponding set function must pass entire value
 - set functions do not merge top level properties of the object passed to them with the current value as is done by the `Component.setState` method
- `useState` calls are made every time the component is rendered
 - to obtain current value for each piece of state
 - initial values are only be applied in first render

... State Hook ...

```
import React, {useState} from 'react';

export default function Pet() {
  const [petName, setPetName] = useState('Dasher');
  const [petBreed, setPetBreed] = useState('Whippet');
  const changeBreed = e => setPetBreed(e.target.value);
  const changeName = e => setPetName(e.target.value);
  return (
    <div>
      <label htmlFor="name">
        Name
        <input id="name" onChange={changeName} value={petName} />
      </label>
      <br />
      <label htmlFor="breed">
        Breed
        <select id="breed" onChange={changeBreed} value={petBreed}>
          <option>Greyhound</option>
          <option>Italian Greyhound</option>
          <option>Whippet</option>
        </select>
      </label>
      <div>{petName} is a {petBreed}</div>
    </div>
  );
}
```


... State Hook

- Not necessary to understand how this works, but it's interesting
- State values for a component are stored in a linked list
- Each call to `useState` associates a state value with a different node in the linked list
- In previous example
 - `petName` is stored in first node
 - `petBreed` is stored in second node

top-state-hook

- But what if you wanted to share state between multiple components?
- Custom hook `useTopState` adds state outside components
 - takes state name (any string) and initial value
 - returns current value and a function for changing it, just like `useState`

```
const [petName, setPetName] = useTopState('petName', 'Dasher');
```

- Can be shared with any number of other components
 - only first component to use a given state name initializes it
- If any component changes the state, all components that use it are re-rendered
- See <https://www.npmjs.com/package/top-state-hook>

Effect Hook ...

- **useEffect** provides an alternative to some lifecycle methods in function components
 - `componentDidMount`
 - `componentDidUpdate`
 - `componentWillUnmount`
- Effects have two phases, setup and cleanup
 - think of setup as being performed when a class component would call `componentDidMount` or `componentDidUpdate`, which is after React updates the DOM
 - think of cleanup as being performed when a class component would call `componentWillUnmount`
- Example use
 - move focus to a particular input - demonstrated in "Ref Hook" section later

... Effect Hook ...

- Examples of setup functionality include
 - fetching data (ex. calling a REST service)
 - registering an event listener
 - opening a network connection
 - starting a timeout or interval
- Examples of cleanup functionality include
 - unregistering an event listener
 - closing a network connection
 - clearing a timeout or interval

... Effect Hook ...

- Function passed to **useEffect** performs setup
- If no cleanup is needed, this function returns nothing
- If cleanup is need, this function returns another that performs cleanup
- For example

```
useEffect(() => {  
  console.log('performing setup');  
  return () => {  
    console.log('performing cleanup');  
  };  
});
```

- **useEffect** can be called any number of times inside a function component
- Typically called once for each distinct kind of effect rather than combining code for multiple effects in a single call

... Effect Hook ...

- **In first render** of a component, order of execution is
 1. all code in component function
 2. setup code in all effects in order defined
- **In subsequent renders**, order of execution is
 1. all code in component function
 2. cleanup code in all effects in order defined (not reverse)
 3. setup code in all effects in order defined

... Effect Hook

- **To prevent cleanup/setup code from running in every subsequent render**
 - supply second argument to `useEffect` that is an array of variables
 - cleanup/setup code is only run again if any of these variable values have changed since last call
 - to only run on first render, pass empty array

Context Hook ...

- **useContext** provides an alternative way to consume context state in function components
- Does not change how context providers are implemented
 - still implemented by creating a class that extends from **React.Component** and renders a **Provider**
 - for details, see <https://reactjs.org/docs/context.html>
- Example
 - suppose a context provider has been implemented in component **SomeContext**
 - **useContext** can be used in another component to access its state

```
import {SomeContext} from './some-context';  
  
export default MyComponent() {  
  const context = useContext(SomeContext);  
  return <div>{context.someData}</div>;  
}
```


... Context Hook ...

- **context** variable is set to an object that provides
 - read-only access to state properties of the context
 - ability to call methods defined on it
- Directly setting properties on **context** affects the local object, but not context state
 - doing this is not flagged as an error
- Context methods can provide a way for context consumers to modify context state
- Calling **useContext** also **subscribes the component to context state updates**
 - whenever context state changes, the component is re-rendered

... Context Hook

- To avoid re-rendering the component on every context state change, wrap returned JSX in a call to **useCallback** described next
- A great use of **useContext** is in conjunction with the npm package “context-easy”
 - implements a Context API **Provider** that can manage all the state in an application
 - like a Redux store
 - highly generic, making it suitable for any application
 - can get and set state data at dot-separated paths
 - provides context methods **set**, **transform**, **delete**, **push**, **map**, **filter**, **increment**, **decrement**, and **toggle**
 - <https://www.npmjs.com/package/context-easy>

Callback Hook ...

- **useCallback** takes an expression and an array of variables that affect the result
- Returns a memoized value
- Often the input expression is a function
- Can be used to avoid recreating callback functions defined in function components every time they are rendered
- Such functions are often used as DOM event handlers

... Callback Hook ...

- For example, consider the difference between these

```
<input onChange={e => processInput(e, color, size)}>
```

```
<input onChange={useCallback(e => processInput(e, color, size), [color, size])}>
```

- These lines have the same functionality, but the second line only creates a new function for the **onChange** prop ...
 - on first render
 - on subsequent renders only if the value of **color** or **size** has changed since last render
- Avoiding creation of new callback functions allows the React reconciliation process to correctly determine whether the component needs to be re-rendered
- Provides a performance benefit

... Callback Hook ...

- If callback function does not depend on any variables, pass an empty array for second argument
 - causes `useCallback` to always return same function
- If second argument is omitted, a new function will be returned on every call which defeats the purpose

Why doesn't `useCallback` treat omitting the second argument the same as passing an empty array?

... Callback Hook

- `useCallback` can also serve as a substitute for the lifecycle method `shouldComponentUpdate` available in class components
- For example, suppose `v1` and `v2` are variables whose values come from calls to `useState` or `useContext` and these are used in the calculation of JSX to be rendered
- To only calculate new JSX if one or both of them have changed since the last render, pass the JSX as the first argument to `useCallback`
- For example

```
return useCallback(  
  <div>  
    component JSX goes here  
  </div>,  
  [v1, v2]  
);
```

Memo Hook ...

- **useMemo** takes a function and an array of variables that affect the result
- Memoizes the function and returns its current result
- For example, suppose **x** and **y** are variables whose values come from calls to **useState** or **useContext** and we need to compute a value based on these
- The following code reuses the previous result if the values of **x** and **y** have not changed

```
const hypot = useMemo(  
  () => {  
    console.log('calculating hypotenuse');  
    return Math.sqrt(x * x + y * y);  
  },  
  [x, y]  
);
```


... Memo Hook

- Only remembers result for last set of input values, not all past unique calculations
- Note difference between `useCallback` and `useMemo`
- While both provide memoization, `useCallback` returns a value (which can be a function) and `useMemo` returns the result of calling a function

React.memo Function ...

- A function, not a hook
- Added in React 16.6
- Memoizes a function component so it is only re-rendered if at least one of its **props** has changed
- Does what class components do when they extend from `PureComponent` instead of `Component`
- For example, the following defines a `Percent` component that renders the percentage a count represents of a total

```
import React from 'react';  
  
const Percent = React.memo(({count, total}) => {  
  console.log('Percent rendering'); // to verify when this happens  
  const percent = total === 0 ? 0 : (count / total) * 100;  
  return <span>{percent.toFixed(2)}%</span>;  
});  
  
export default Percent;
```

percent.js

... React.memo Function

- By default, performs a shallow compare of ALL props
- To customize comparison
 - pass a function as second argument
 - will be passed two objects containing the previous and next props
 - return `true` to skip render

```
import React from 'react';  
  
function skipRender(prevProps, nextProps) {  
  return (  
    prevProps.count === nextProps.count &&  
    prevProps.total === nextProps.total  
  );  
}  
  
const Percent = React.memo(({count, total, symbol}) => {  
  console.log('Percent rendering'); // to verify when this happens  
  const percent = total === 0 ? 0 : (count / total) * 100;  
  return <span>{percent.toFixed(2)}{symbol}</span>;  
}, skipRender);  
  
export default Percent;
```

percent.js

Reducer Hook ...



- **useReducer** supports implementing components whose state is updated by dispatching actions that are handled by a reducer function
 - patterned after Redux
 - takes reducer function and initial state
- Example
 - very simple todo app with a single component, **TodoList**
 - uses Sass for styling (nested rules)
 - calls **useReducer** to obtain **state** and **dispatch** function
 - calls **dispatch** in event handling functions
 - only re-renders if calls to **dispatch** result in a state change

Todos

☐

 foo x

☒

 bar x

☐

 baz x

... Reducer Hook ...



```

.todo-list {                                todo-list.scss
  .delete-btn {
    background-color: transparent;
    border: none;
    color: red;
    font-weight: bold;
  }

  .done-true {
    color: gray;
    text-decoration: line-through;
  }

  form {
    margin-bottom: 10px;
  }

  .todo {
    margin-bottom: 0;
  }
}
```

... Reducer Hook ...



```
import React, {useCallback, useReducer} from 'react';
import './todo-list.scss';                                todo-list.js

const initialState = {
  text: '',
  todos: []
  // objects in this have id, text, and done properties.
};

let lastId = 0;

// prevents form submit
const handleSubmit = e => e.preventDefault();
```


... Reducer Hook ...



```
function reducer(state, action) {  
  const {text, todos} = state;  
  const {payload, type} = action;  
  switch (type) {  
    case 'add-todo': { // doesn't use payload  
      const newTodos = todos.concat({id: ++lastId, text, done: false});  
      return {...state, text: '', todos: newTodos};  
    }  
    case 'change-text':  
      return {...state, text: payload};  
    case 'delete-todo': {  
      const id = payload;  
      const newTodos = todos.filter(todo => todo.id !== id);  
      return {...state, todos: newTodos};  
    }  
    case 'toggle-done': {  
      const id = payload;  
      const newTodos = todos.map(  
        todo => (todo.id === id ? {...todo, done: !todo.done} : todo)  
      );  
      return {...state, todos: newTodos};  
    }  
    default:  
      return state;  
  }  
}
```

todo-list.js

... Reducer Hook ...



```
export default function TodoList() {  
  const [state, dispatch] = useReducer(reducer, initialState);  
  
  const handleAdd = useCallback(  
    () => dispatch({type: 'add-todo'}),  
    []);  
  
  const handleDelete = useCallback(  
    id => dispatch({type: 'delete-todo', payload: id}),  
    []  
  );  
  
  const handleText = useCallback(  
    e => dispatch({type: 'change-text', payload: e.target.value}),  
    []  
  );  
  
  const handleToggleDone = useCallback(  
    id => dispatch({type: 'toggle-done', payload: id}),  
    []  
  );  
}
```

todo-list.js

want same event handling function in each render, so second argument to **useCallback** is empty array

... Reducer Hook



todo-list.js

```
return (  
  <div className="todo-list">  
    <h2>Todos</h2>  
    <form onSubmit={handleSubmit}>  
      <label htmlFor="text">  
        <input  
          placeholder="todo text"  
          onChange={handleText}  
          value={state.text}  
        />  
      </label>  
      <button onClick={handleAdd}>+</button>  
    </form>  
    {state.todos.map(todo => (  
      <div className="todo" key={todo.id}>  
        <input  
          type="checkbox"  
          checked={todo.done}  
          onChange={() => handleToggleDone(todo.id)}  
        />  
        <span className={`done-${todo.done}`}>{todo.text}</span>  
        <button className="delete-btn" onClick={() => handleDelete(todo.id)}>  
          X  
        </button>  
      </div>  
    ))}  
  </div>  
);  
}
```

Ref Hook ...

- **useRef** provides an alternative to using class component instance variables in function components
- Refs persist across renders
- Differ from capturing data with **useState** in that changes to their values do not trigger the component to re-render
- **useRef** takes an initial value and returns an object whose **current** property holds the current value
- **Common use** is to capture references to DOM nodes

... Ref Hook ...

- For example, in Todo app above we can automatically move focus to text input
- To do this

1. import `useEffect` and `useRef` hooks

```
import React, {useEffect, useRef} from 'react';
```

2. create ref inside function

```
const inputRef = useRef();
```

3. add an effect to move focus

```
useEffect(() => inputRef.current.focus(), []);
```

4. set ref using `input` element `ref` prop

```
<input  
  placeholder="todo text"  
  onChange={handleText}  
  ref={inputRef}  
  value={state.text}  
/>;
```

executes only
in first render

... Ref Hook

- Ref values are not required to be DOM nodes
- For example, suppose we wanted to log the number of todos that have been deleted every time one is deleted
- To do this
 1. create ref inside function to hold count
 2. increment ref value every time a todo is deleted
 3. log current ref value

```
const deleteCountRef = useRef(0); // initial value is zero

// Modified version of handleDelete function above.
const handleDelete = useCallback(
  id => {
    dispatch({type: 'delete-todo', payload: id});
    deleteCountRef.current++;
    console.log('You have deleted', deleteCountRef.current, 'todos. ');
  },
  [] // want same function on every render
);
```


Imperative Handle Hook



- **useImperativeHandle** modifies the instance value parent components will see if they obtain a ref to the current component
- One use is to add methods to the instance that parent components can call
- Example
 - suppose current component contains multiple inputs
 - it could use this hook to add a method to its instance value that parent components can call to move focus to a specific input

Layout Effect Hook



- **useLayoutEffect** is used to query and modify the DOM
- Similar to **useEffect**, but differs in that the function passed to it is invoked after every DOM mutation in the component
- DOM modifications are applied synchronously
- One use is to implement **animations**

Custom Hooks ...

- A function whose name begins with **"use"** and calls one more hook functions
- Typically return an array or object that contains state data and functions that can be called to modify the state
 - like provided `useState` hook
- Useful for extracting hook functionality from a function component so it can be reused in multiple function components

... Custom Hooks ...

- For example, Dan Abramov demonstrated a custom hook that watches the browser window width

```
function useWindowWidth() {  
  const [width, setWidth] = useState(window.innerWidth);  
  useEffect(() => {  
    // setup steps  
    const handleResize = () => setWidth(window.innerWidth);  
    window.addEventListener('resize', handleResize);  
    return () => {  
      // cleanup steps using using component is unmounted  
      window.removeEventListener('resize', handleResize);  
    };  
  }, []); // only runs on first render  
  return width;  
}
```

maintains this state separately for each component that calls this function

- To use this in a function component

```
const width = useWindowWidth();
```

- Using components will be re-rendered every time the window width changes and will be given the width

... Custom Hooks

- Another example Dan Abramov demonstrated simplifies associating a state value with a form input

assumes the state does not need to be maintained in an using component

```
function useFormInput(initialValue) {  
  const [value, setValue] = useState(initialValue);  
  const onChange = e => setValue(e.target.value);  
  // Returning these values in an object instead of an array  
  // allows it to be spread into the props of an HTML input.  
  return {onChange, value};  
}
```

- For example, to use this in a function component that renders an `input` element for entering a name

```
const nameProps = useFormInput('');  
// current value is in nameProps.value  
return (  
  <input {...nameProps} />  
);
```

- Removes need for custom event handling!

Use Debug Value Hook ...

- Provided hook **useDebugValue** displays a primitive value after a custom hook name in React DevTools when a component that uses the hook is selected
- Can pass a different value in each hook invocation
- Only displays last value passed
- Useful for debugging

... Use Debug Hook

- Example

```
import {useDebugValue} from 'react';

function useFormInput(initialValue) {
  const [value, setValue] = useState(initialValue);
  useDebugValue('value = ' + value);
  const onChange = e => setValue(e.target.value);
  return {onChange, value};
}
```

same as previous code
except for use of
`useDebugValue`

The screenshot shows the React DevTools component inspector. The component tree on the left shows a hierarchy: `<App>` containing a `<div className="App">` containing a `<Pet>`. The `<Pet>` component is selected, and its props are shown as an empty object. The hooks table on the right, titled "Hooks", lists the hooks used by the selected component. It shows two hooks: `FormInput` and `State`. The `FormInput` hook is associated with the value `"value = Dasher"`, and the `State` hook is associated with the value `"Whippet"`. Arrows point from the `<Pet>` component in the tree to the hooks table, and from the `FormInput` and `State` hooks to their respective values. The file path at the bottom is `/Users/Mark/Documents/programming/languages/javascript/react/hooks-demo/src/App.js:9`.

| Hook | Value |
|-----------|------------------|
| FormInput | "value = Dasher" |
| State | "Whippet" |

Third Party Hooks

- The React community is busy creating and sharing additional hooks
- Many are listed at <https://nikgraf.github.io/react-hooks>
- Mine are
 - **top-state-hook** - for sharing state between function components
 - **context-easy** - for managing all app state in a single context

Wrap Up

- Hooks are a great addition to React!
- They make implementing components much easier
- They also likely spell the end of implementing React components with classes
- Over time we will see much less use of higher-order components and render props
- Make it simpler!

Resources

- “Introducing Hooks” official docs in 8 parts
 - <https://reactjs.org/docs/hooks-intro.html>
- “React Today and Tomorrow and 90% Cleaner React” talk at React Conf 2018 by Sophie Alpert, Dan Abramov, and Ryan Florence
 - <https://www.youtube.com/watch?v=dpw9EHDh2bM&t=2792s>
- egghead.io videos by Kent Dodds
 - <https://egghead.io/lessons/react-use-the-usestate-react-hook>
- These slides
 - <https://github.com/mvolkmann/talks/blob/master/react-hooks.key.pdf>