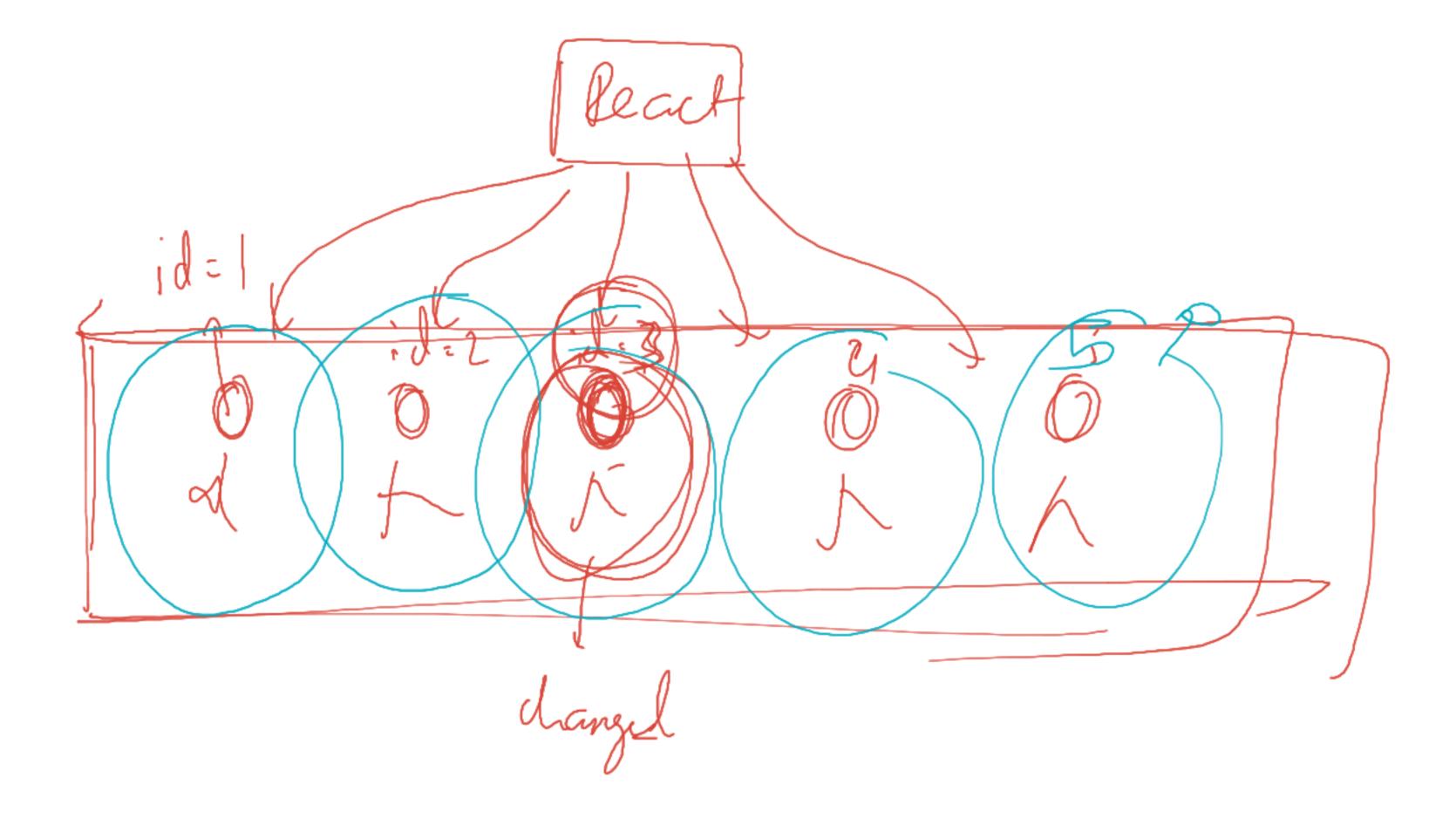
usceffet Hook Customzing meffent / Running weffert when we want. when does miffect thook is called / run? A Once (only) - [] dependency array

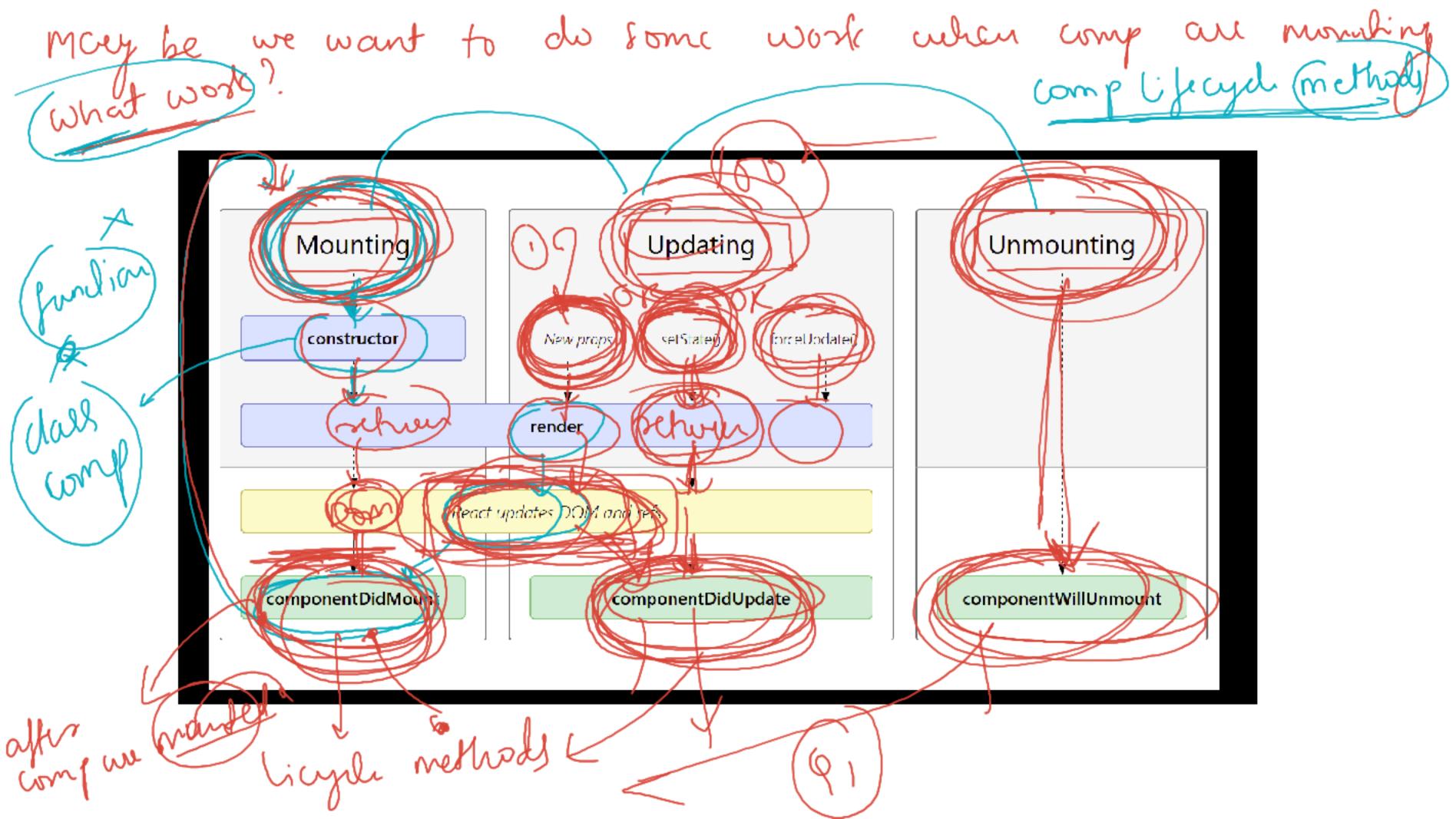
arrow for 2

arrow for 2

- Weffect (()=) L 4 [props name] 2) Oh paops change const (state, setteti) = messate 3) on stage change (3) every render exceffcet (1) =) d 4) g unmound _ mcffect (() => 1 seturu () 5



Life (yele) of (Components) (deuth) Birth (Death (- lifeCycle of Comp.



Beins nexudo chans!