|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  | **setState()** |  |  |
| Mounting | **ComponentWillMount** | Legacy (UNSAFE) | YES | This method is only called once in a life of a component | React docs recommend using the constructor instead. |
| It is called before render(), therefore calling setState() synchronously in this method will not trigger an extra rendering. |  |
| **render()** | | | | |
| **componentDidMount** |  | YES | Use this for any any initialization that relies on the DOM |  |
| Updating (whenever props or states changed) | **componentWillReceiveProps** (nextProps) | Legacy (UNSAFE) | YES | Called first, whenever a component receives a new set of props. | Compare this.props to nextProps to avoid setting state unnecessarily. |
| Use this as an opportunity to perform preparation before an update occurs. |
| **shouldComponentUpdate** (nextState, nextProps) |  | NO | Called whenever new props are passed to the component | Here, you could do a comparison of the **current props/state** to the **next props/state** |
| Returning false means, that React will not execute componentWillUpdate(), render() and componentDidUpdate(). |
| **componentWillUpdate** (nextProps, nextState) | Legacy (UNSAFE) | NO | Called whenever new props are passed to the component | This lifecycle method is called right before render(), so you should not do anything that relies on the DOM — it will soon be outdated |
| Use Cases: set a variable based on state changes, dispatching events, starting animations |
| **render()** | | | | |
| **componentDidUpdate** (prevProps, prevState) |  | YES | Called immediately after updating occurs | Good place to perform network requests, as long as you compare the current state/props with the previous state/props to avoid unnecessary network requests. |
| **componentWillUnmount** |  | NO | Called right before React unmounts and destroys our component | Use this hook to perform clean up action |
| Use Case: | Removing event listeners you added in componentDidMount | Invalidating timers or cancelling active network requests |