Why I am hooked on the future of React

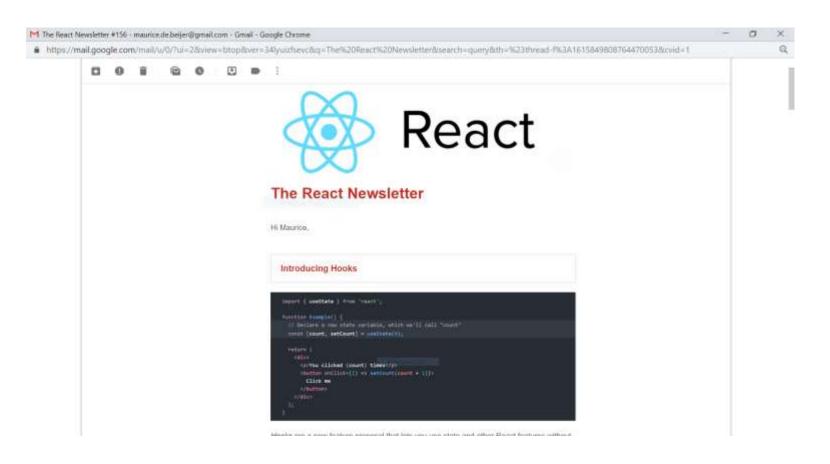
Maurice de Beijer - @mauricedb





- Maurice de Beijer
- The Problem Solver
- Microsoft MVP
- Freelance developer/instructor
- Twitter: @mauricedb
- Web: http://www.TheProblemSolver.nl
- E-mail: maurice.de.beijer@gmail.com

The React Newsletter



http://bit.ly/ReactNewsletter

History of Components



Original Component API

```
import React from 'react';

const Greeter = React.createClass({
   render: function() {
   return <div>Hello {this.props.firstName}</div>;
}

});

export default Greeter;
```

Class Components

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

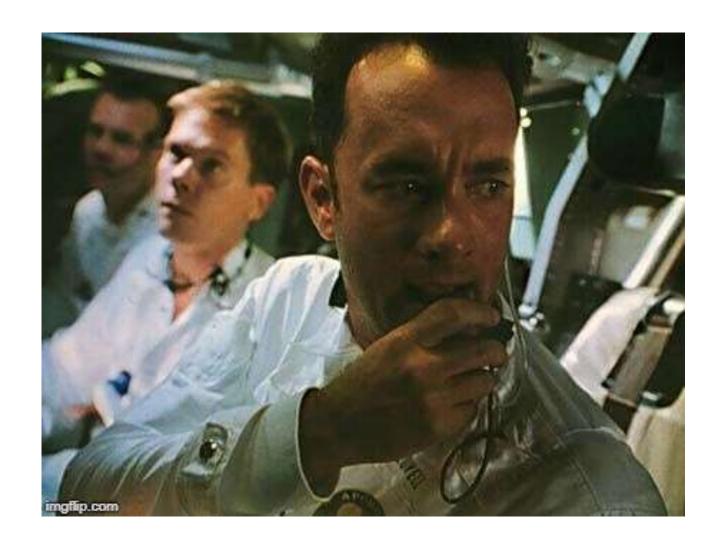
class Greeter extends Component {
   render() {
      return <div>Hello {this.props.firstName}</div>;
   }
}

export default Greeter;
```

State & Lifecycle

```
. .
1 import React, { Component } from 'react';
3 class Greeter extends Component {
    state = {
     loaded: false
    };
    componentDidMount() {
      this.setState({ loaded: true });
10
11
    render() {
12
      return <div>Hello {this.props.firstName}</div>;
13
15 }
16
17 export default Greeter;
```

The problem with classes



this

```
.
   1 class Counter extends Component {
        state = { count: 0 };
        onClick() {
          this.setState({ count: this.state.count + 1 });

▶ Uncaught TypeError: Cannot read property 'setState' of undefined

      at onClick (Counter.js:79)
      at HTMLUnknownElement.callCallback (react-dom.development.js:147)
      at Object.invokeGuardedCallbackDev (react-dom.development.js:196)
      at invokeGuardedCallback (react-dom.development.js:250)
      at invokeGuardedCallbackAndCatchFirstError (react-dom.development.js:265)
      at executeDispatch (react-dom.development.js:622)
      at executeDispatchesInOrder (react-dom.development.js:647)
             </button>
  14
  15 }
```

Fat arrow for some functions

```
. .
 1 class Counter extends Component {
     state = { count: 0 };
    onClick = () \Rightarrow {
      this.setState({ count: this.state.count + 1 });
     };
     render() {
       return (
         <button onClick={this.onClick}>
10
           Click me
         </button>
      );
14
15 }
```

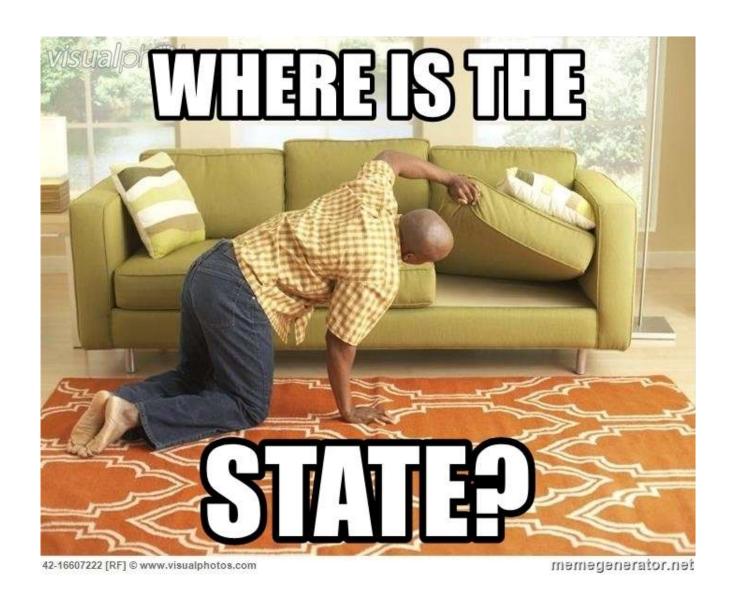
Single responsibility in multiple functions

```
. .
1 class Clock extends Component {
    state = { now: new Date().toLocaleTimeString() };
    componentDidMount() {
      this.handle = setInterval(
        () ⇒
          this.setState({
            now: new Date().toLocaleTimeString()
          }),
10
        1000
11
      );
12
    componentWillUnmount() {
      clearInterval(this.handle);
    render() {
16
      return <div>{this.state.now}</div>;
18
19 }
```

Functional Components

```
1 import React from 'react';
2
3 const Greeter = props ⇒ {
4  return <div>Hello {props.firstName}</div>;
5 };
6
7 export default Greeter;
```

The Problem



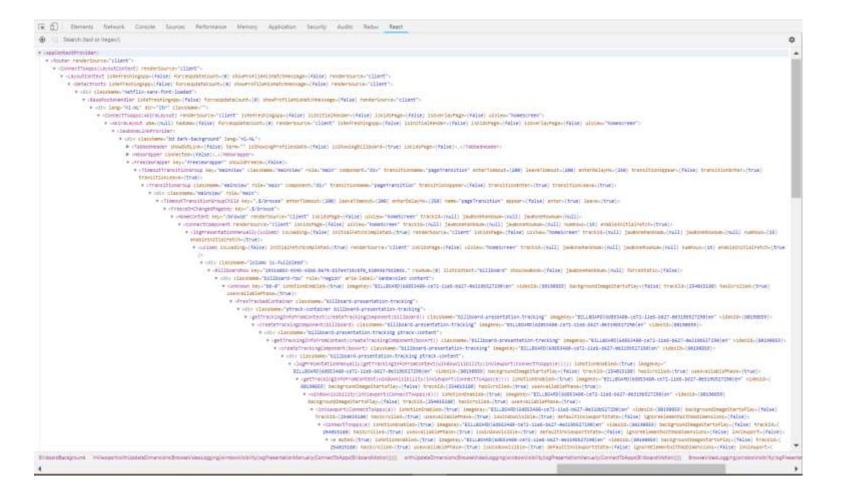
And



If your only tool ...



Deeply Nested Components



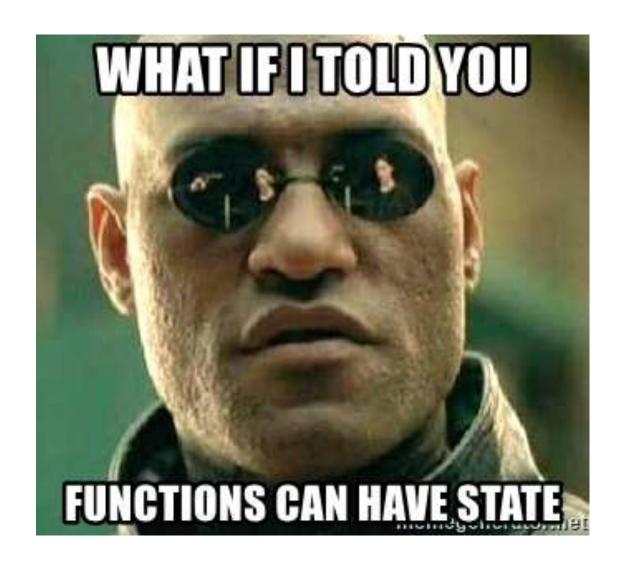
Many are wrappers to add props

```
▼ <div className="ptrack-container billboard-presentation-tracking">
     ▼ <getTrackingInfoFromContext(createTrackingComponent(billboard)) className="billboard-presentation-trac
       " videoId={80190859}>
       ▼ <createTrackingComponent(billboard) className="billboard-presentation-tracking" imageKey="BILLBOARD
          ▼ <div className="billboard-presentation-tracking ptrack-content">
            ▼ <getTrackingInfoFromContext(createTrackingComponent(boxArt)) className="billboard-presentation"
              BILLBOARD | 6d853480-ce72-11e8-b627-0e319b527290 | en" videoId={80190859}>
               ▼ <createTrackingComponent(boxArt) className="billboard-presentation-tracking" imageKey="BILLH
                  ▼ <div className="billboard-presentation-tracking ptrack-content">
                    ▼ <logPresentationManually(getTrackingInfoFromContext(windowVisibility(inViewport(Connec
                      BILLBOARD | 6d853480-ce72-11e8-b627-0e319b527290 | en" videoId={80190859} backgroundImageS
                      useAvailablePhase={true}>
                       ▼ <getTrackingInfoFromContext(windowVisibility(inViewport(ConnectToApps(e)))) isMotion
                         BILLBOARD | 6d853480-ce72-11e8-b627-0e319b527290 | en" videoId= {80190859} backgroundImag
                         useAvailablePhase={true}>
                         ▼ <windowVisibility(inViewport(ConnectToApps(e))) isMotionEnabled={true} imageKey="
                           80190859} backgroundImageStartsPlay={false} trackId={254015180} hasScrolled={true
                            ▼ <inViewport(ConnectToApps(e)) isMotionEnabled={true} imageKey="BILLBOARD|6d853
                              backgroundImageStartsPlay={false} trackId={254015180} hasScrolled={true} useAv
                              ={false} ignoreElementWithNoDimensions={false}>
                               ▼ <ConnectToApps(e) isMotionEnabled={true} imageKey="BILLBOARD|6d853480-ce72-1
                                 backgroundImageStartsPlay={false} trackId={254015180} hasScrolled={true} use
                                defaultInViewportState={false} ignoreElementWithNoDimensions={false} inViewportState
                                 ▼ <e muted={true} isMotionEnabled={true} imageKey="BILLBOARD|6d853480-ce72-
                                   backgroundImageStartsPlay={false} trackId={254015180} hasScrolled={true}
```

Render Props

```
. .
 1 import React, { Component } from 'react';
 2 import TimeContext from './TimeContext';
 3 import ThemeContext from './ThemeContext';
 4 import AnalogClock from './AnalogClock';
 6 class Clock extends Component {
     render() {
       return (
         <TimeContext.Consumer>
           \{(\{ \text{ time } \}) \Rightarrow (
              <ThemeContext.Consumer>
                \{(\{ \text{ theme } \}) \Rightarrow (
                    <AnalogClock time={time} theme={theme} />
                )}
15
             </ThemeContext.Consumer>
         </TimeContext.Consumer>
20
22 export default Clock;
```

But...



Introducing Hooks



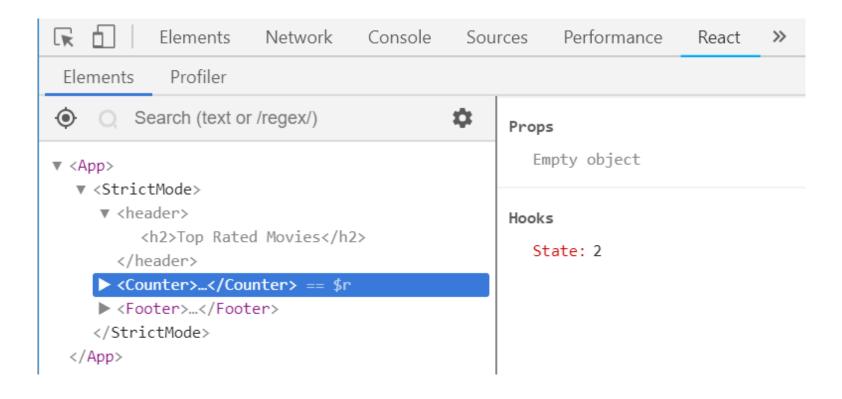
Open Mind



useState()

```
. .
 1 import React, { useState } from 'react';
 3 \text{ const Counter} = () \Rightarrow \{
     const [count, setCount] = useState(1);
     return (
       <div>
         The counter is: {count}
         <button onClick={</pre>
              () \Rightarrow setCount(count + 1)}>
10
11
           Increment
         </button>
       </div>
13
14
   );
15 };
16
17 export default Counter;
```

Just State



useEffect()

```
. .
1 import React, { useEffect, useState } from 'react';
2 import AnalogClock from './AnalogClock';
4 const Clock = ({ interval }) ⇒ {
    const [time, setTime] = useState(new Date());
    useEffect(
      () \Rightarrow \{
        const handle = setInterval(
          () ⇒ setTime(new Date()), interval);
10
11
        return () ⇒ clearInterval(handle);
12
13
      },
      [interval]
15
    );
    return <AnalogClock time={time} />;
18 };
20 export default Clock;
```

The Context

```
1 import { createContext } from 'react';
2
3 const TimeContext = createContext(new Date());
4
5 export default TimeContext;
```

Render Props

```
. .
 1 import React, { Component } from 'react';
 2 import TimeContext from './TimeContext';
 3 import ThemeContext from './ThemeContext';
 4 import AnalogClock from './AnalogClock';
 6 class Clock extends Component {
     render() {
       return (
         <TimeContext.Consumer>
           \{(\{ \text{ time } \}) \Rightarrow (
              <ThemeContext.Consumer>
                \{(\{ \text{ theme } \}) \Rightarrow (
                    <AnalogClock time={time} theme={theme} />
                )}
15
             </ThemeContext.Consumer>
         </TimeContext.Consumer>
20
22 export default Clock;
```

useContext()

```
. .
 1 import React, { useContext } from 'react';
 2 import TimeContext from './TimeContext';
 3 import ThemeContext from './ThemeContext';
 4 import AnalogClock from './AnalogClock';
 6 const Clock = () \Rightarrow {
    const time = useContext(TimeContext);
    const theme = useContext(ThemeContext);
    return <AnalogClock time={time} theme={theme}</pre>
11 /3;
12
13 export default Clock;
```

All hooks

- Basic hooks
 - useState()
 - useEffect()
 - useContext()
- Additional Hooks
 - useReducer()
 - useCallback()
 - useMemo()
 - useRef()
 - useDebugValue()
 - useLayoutEffect()
 - useImperativeHandle()
- Custom hooks

• ...

Custom Hooks

```
. .
 1 import { useEffect, useState } from 'react';
 3 \text{ const} useTime = interval ⇒ {
    const [time, setTime] = useState(new Date());
    useEffect(
      () \Rightarrow \{
         const handle = setInterval(
           () ⇒ setTime(new Date()), interval);
10
        return () ⇒ clearInterval(handle);
11
12
      },
       [interval]
13
14
    );
    return time;
16 };
18 export default useTime;
```

Using The Hook

```
1 import React from 'react';
2 import useTime from './useTime';
3 import AnalogClock from './AnalogClock';
 4
 5 const Clock = ({ interval }) \Rightarrow {
    const time = useTime(interval);
    return <AnalogClock time={time} />;
 9 };
10
11 export default Clock;
```

Abortable Fetch Hook

```
useState, useEffect, useLayoutEffect, useRef
| | from 'react';
 import fetchData from './fetchData';
6 const useAbortableFetch = url ⇒ {
  const [state, setState] = useState({
   const isMounted = useRef(false);
    return () ⇒ {
   1, []);
     () ⇒ {
      const controller = new AbortController();
       fetchData(url, controller.signal, state ⇒ {
        if (isMounted.current) {
      return () ⇒ controller.abort();
     abort: () ⇒ state.controller 86 state.controller.abort()
19 1:
```

Fetch Request

```
. .
1 const fetchData = async (url, signal, setState) ⇒ {
    try {
      const rsp = await fetch(url, { signal });
      const json = await rsp.json();
      setState(oldState ⇒ ({
         ... oldState,
        json,
        loading: false
      }));
    } catch (err) {
      const error = err.name ≠ 'AbortError' ? err.message :
13 null;
      setState(oldState ⇒ ({
         ... oldState,
        error,
        loading: false
      }));
20 };
22 export default fetchData;
```

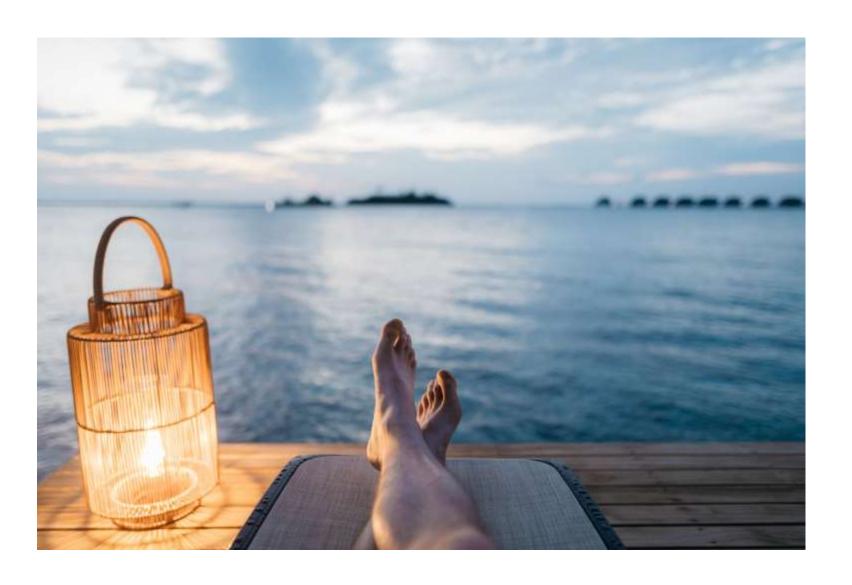
Rules of Hooks

- Hooks can only be used in functional components
 - Or in other hooks
 - Not in class based components
- Hooks must always be created in the same order
 - Must be outside loops, conditions or nested functions
- Hooks names must be prefixed with `use`
- There is an ESLint plugin to enforce these rules

Hooks are optional



Classes will keep on working



Maurice de Beijer

@mauricedb

