

## React

Lift state up: Move state upward so it lives with the parent component. The parent can pass state back down to the children via props. This way, children components are in sync with each other and with the parent component

Controlled components: The parent component keeps the state; child components that receive its value from the parent when clicked (i.e. tic tac toe board and square - square state is controlled by board state)

Some of the most important lifecycle methods are:

- i. **componentWillMount()*** – Executed just before rendering takes place both on the client as well as server-side.
- ii. **componentDidMount()*** – Executed on the client side only after the first render.
- iii. **componentWillReceiveProps()*** – Invoked as soon as the props are received from the parent class and before another render is called.
- iv. **shouldComponentUpdate()*** – Returns true or false value based on certain conditions. If you want your component to update, return **true** else return **false**. By default, it returns false.
- v. **componentWillUpdate()*** – Called just before rendering takes place in the DOM.
- vi. **componentDidUpdate()*** – Called immediately after rendering takes place.
- vii. **componentWillUnmount()*** – Called after the component is unmounted from the DOM. It is used to clear up the memory spaces.