# React Hooks CheatSheet

by Ndeye Fatou Diop

# useContext hook

 useContext allows components to subscribe to React context.

```
function ThemedButton()
{
   const theme =
   useContext(ThemeContext
);
   return (<button
   style={{ background:
   theme.background }}>
        Click Me
   </button>);
}
```

## What Are Hooks?

- Hooks are special functions in React that allow you to use state and other React features without writing a class.
- Introduced in React 16.8, they enable functional components to manage state, side effects, context, and more.

## **Rules of hooks**

- You should only call hooks from within the body of a functional component or a custom hook.
- Do not call hooks conditionally (e.g. inside loops, conditions, etc.)
- Always call hooks at the top level of the component to ensure they run in the same order every time the component renders.
- Every hook name starts with "use"

## useState hook

- useState is used to add state to functional components.
- Returns an array with the current state and a function to update it.

```
const [value, setValue] = useState(initialValue);
```

#### useReducer hook

- useReducer is an alternative to useState for managing complex state logic.
- Ideal for scenarios where the state is complex and state updates depend on the previous state.

#### **Custom Hooks**

- Create your own hooks to reuse stateful logic across multiple components.
- Custom hooks follow the same rules as React hooks (start with use).

```
function useCurrentTime() {
  const [time, setTime] =
  useState(new Date());

  useEffect(() => {
    const intervalId =
  setInterval(() => {
      setTime(new Date());
    }, 1_000);
    return () =>
  clearInterval(intervalId);
  }, []);

  return time;
}
```

### useEffect hook

 useEffect lets you perform side effects (e.g., data fetching, subscriptions, manual DOM manipulation) in functional components.

# useRef hook

- useRef returns a mutable ref object that persists across rerenders.
- Can be used to access DOM elements or store values that don't need a re-render when changed.

```
const intervalIdRef = useRef();
const intervalId =
intervalIdRef.current;
  // Rest of logic...

const stopTimer = () => {
  intervalId &&
  clearInterval(intervalId);
  };
  frontendjoy.com
```