# React Keys CheatSheet

by Ndeye Fatou Diop

#### **What to Avoid**

- Random Keys Changing on Every Render:
  - Don't use random keys like Math.random() in render:

```
items.map((item) => {
    return <div
key={Math.random()}>{item}
</div>;
});
```

- Using Index as Key in Mutable Lists:
  - If the list order or content changes, keys based on indices can lead to bugs.

```
items.map((item, index) =>
{
   return <Item key={index}
item={item} />;
});
```

- Abusing of Keys:
  - Don't carelessly use keys to remount items since this can cause perf issues.

# What Are Keys?

- Keys are unique identifiers used by React to uniquely identify component instances (i.e. a specific, rendered versions of a React component in memory, holding its current state, props, and lifecycle methods during its existence in the app.)
- They help React efficiently update and reconcile the DOM by identifying which items have changed, added, or removed.

#### When Are Keys Required?

• Keys are required when rendering a collection of elements with .map() or other iteration methods.

```
const items = ["A", "B", "C"];

return items.map((item) => {
    return <div key={item}>{item}</
div>;
});
```

# **How Keys Work**

- React uses keys to:
  - Match elements between renders.
  - Reuse or unmount DOM nodes as efficiently as possible.
- Without keys, React falls back to inefficient re-renders of all child components.

### When to Use Keys

• **Dynamic Lists:** Use keys to help React track individual items.

```
return todos.map((todo) => {
   return <Todo key={todo.id}) todo={todo} />;
});
```

• Force ErrorBoundary Reset: Changing a key forces React to unmount and remount the component.

```
<ErrorBoundary key={userId}>
    <UserProfile userId={userId} />
</ErrorBoundary>
```

• Force Component Re-render: Change the key to reset a component's state and lifecycle.

## **How to Generate Keys**

• **Use Stable Identifiers:** Prefer stable, unique IDs from your data.

```
items.map((item) => {
  return <div key={item.id}>{item.name}</div>;
});
```

• **Generate unique keys:** You can generate keys using crypto.randomUUID(), Math.random or the uuid library.