

**NILS HARTMANN**

<https://nilshartmann.net>

**One Year**

# React Hooks

**A (Critical) Review**

Slides: <https://nils.buzz/react-meetup-hooks>

# NILS HARTMANN

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**Developer, Architect, Trainer from Hamburg (Freelancer)**

JavaScript, TypeScript  
React  
GraphQL  
Java

Trainings, Workshops and  
Coachings



2nd edition out in dec!

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**Anyone NOT knowing what React Hooks are?**

# Anyone NOT knowing what React Hooks are?

(My assumption: almost noone)

# REACT HOOKS

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## **Hooks 2 Minute intro**

- add State, Lifecycle, Sideeffects in functional components  
(almost no need for class components anylonger)

# REACT HOOKS

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## Hooks 2 Minute intro

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(almost no need for class components anylonger)
- "Hooks into your components lifecycle"

# REACT HOOKS

**Anyone NOT knowing what React Hooks are?**

## Hooks 2 Minute intro

- add State, Lifecycle, Sideeffects in functional components  
(almost no need for class components anylonger)
- "Hooks into your components lifecycle"
- Regular JavaScript functions...
  - ...but must start with 'use'
  - ...but must not be used in conditionals, for/loops, Class components
  - ...but behaviour is tied to React

# REACT HOOKS

## Hooks example

```
import React, { useState } from "react";

export default function SettingsForm(props) {

  const [favColor, setFavColor] = useState("blue");

  return <•••>
    <input value={favColor}
          onChange={e => setFavColor(e.target.value)} />
  <•••>
}
```

- **useState** returns value and setter-function
- When state changes, component re-renders
  - component function will run again

One Year  
**React Hooks**

# REACT HOOKS

## One Year of Hooks...

There are some built-in Hooks, like

- **useState**
- **useReducer** handle state in a Redux-like way but only for one component
- **useEffect** for sideeffects (replaces lifecycle methods in classes)
- **useContext** to receive a Context object
- **useCallback/useMemo/useRef**: solve problems that arise due to using... Hooks

# REACT HOOKS

**One Year of Hooks...**

**Libraries ship with Hooks**, like

- **Redux** (useSelector, useDispatch, useStore)
- **Router** (useHistory, useParams, useLocation)
- **Apollo Client** (useQuery, useMutation)
- **React Intl** (useIntl)
- **React i18n** (useTranslation)

# REACT HOOKS

## One Year of Hooks...

**Libraries ship with Hooks**, like

- **Redux** (useSelector, useDispatch, useStore)
- **Router** (useHistory, useParams, useLocation)
- **Apollo Client** (useQuery, useMutation)
- **React Intl** (useIntl)
- **React i18n** (useTranslation)

**Community has them too**,

- <https://usehooks.com>
- <https://nikgraf.github.io/react-hooks/>
- <https://www.hooks.guide/>

# REACT HOOKS

**One Year of Hooks...**

**...it seems, Hooks are *the new way* to go for React Apps**  
(Vue has them now, too btw)

But...

# React Hooks

**Good or Evil?**

**GOOD OR EVIL?**

**Who likes Hooks?**

**GOOD OR EVIL?**

## **Who likes Hooks?**

(My assumption: almost everyone)

**GOOD OR EVIL?**

## **Who likes Hooks?**

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## **Who dislikes Hooks?**

## GOOD OR EVIL?

### Who likes Hooks?

(My assumption: almost everyone)

### Who dislikes Hooks?

(My assumption: almost noone)

**GOOD OR EVIL?**

**Let's hear some more...**



Philipp Spiess  
@PhilippSpiess

React Hooks are awesome! 😍

I made: 📦 `useSubstate` - A lightweight hook to subscribe to your single app state



Works with your existing Redux store



.Concurrent React ready (avoids rendering stale state)



Avoids unnecessary re-renders

Check it out: [github.com/philipp-spiess...](https://github.com/philipp-spiess/useSubstate)

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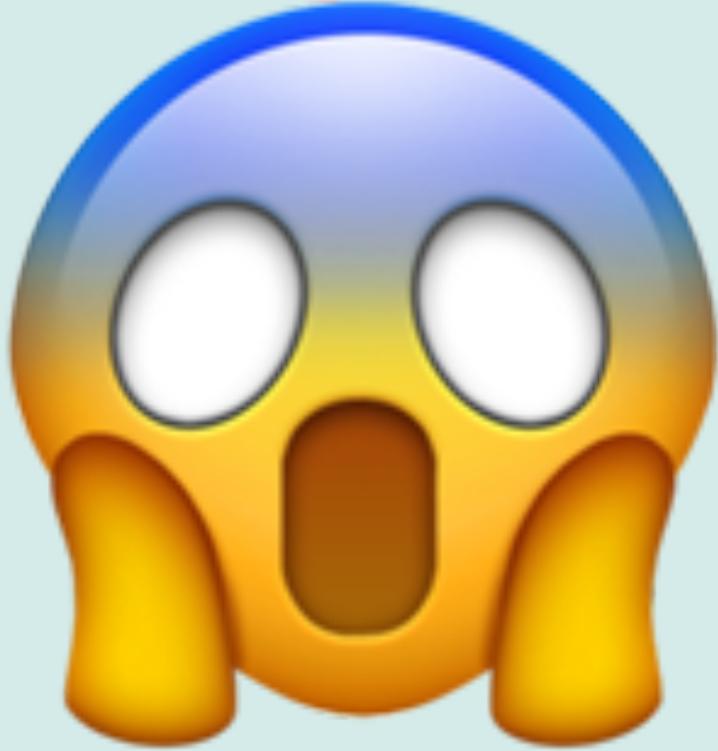
---

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<https://twitter.com/philippspiess/status/1056981916489015296>



*"With Hooks,  
React loses its innocence  
and becomes Angular"*

*Attendee of one of my workshops*



**Dan Abramov**  
@dan\_abramov



# Hooks are weird

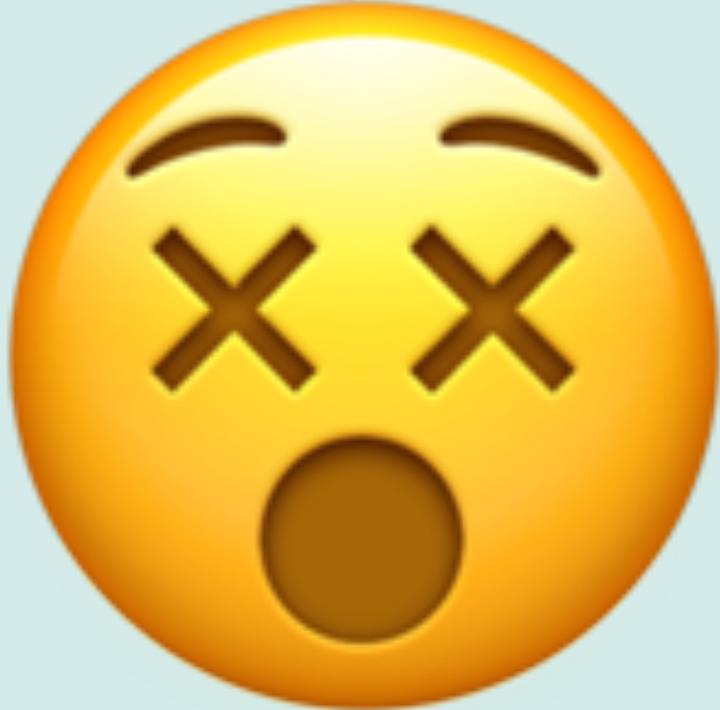
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*"Unsure..."*

*Me*



**Tom Dale**  
@tomdale



My feelings about React hooks are mixed, but I do feel strongly about one thing: there's no way React would have gained its current popularity if this was the starting place.

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12:04 vorm. · 7. Sep. 2019 · [Twitter Web App](#)

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<https://twitter.com/tomdale/status/1170095532066430977>



**Tom Dale**  
@tomdale



Old React was simple and fun and “just JavaScript.” New React is more powerful and more correct and better all around

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<https://twitter.com/tomdale/status/1170095532922064901>



**Tom Dale**  
@tomdale



Old React was simple and fun and “just JavaScript.” New React is more powerful and more correct and better all around—at the expense of becoming a weird magical meta-language on top of JavaScript.

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---

<https://twitter.com/tomdale/status/1170095532922064901>

*"awesome"*

*"weird"*

*"mixed feelings"*

*"angular"*

**WHY?**

# A LOOK AT THE API

REACT HOOKS

## A LOOK AT THE API

**useContext to access React Context in your functional component**

```
export default function SettingsForm(props) {  
  const contextValue = React.useContext(ThemeContext);  
  
  return <p>Your context color: {contextValue.color}</p>  
}
```

## A LOOK AT THE API

### useContext to access React Context in your functional component

```
export default function SettingsForm(props) {  
  const contextValue = React.useContext(ThemeContext);  
  
  return <p>Your context color: {contextValue.color}</p>  
}
```

- **Noteable:** This is probably easy to understand:  
*I want to use context "ThemeContext" here in my component*

## A LOOK AT THE API

### useContext to access React Context in your functional component

```
export default function SettingsForm(props) {  
  const contextValue = React.useContext(ThemeContext);  
  
  return <p>Your context color: {contextValue.color}</p>  
}
```

- **Noteable:** This is probably easy to understand:  
*I want to use context "ThemeContext" here in my component*
- **But:** if context changes, SettingsForm will automatically be re-executed!  
Why? Because it's a ... Hook ("weird magical meta-language")  
"Something" happens in the background to make that work  
There is no indicator that this will happen. Syntactically "only" JavaScript

## A LOOK AT THE API

### useState for local State in your functional component

```
export default function SettingsForm(props) {  
  const [ favColor, setFavColor ] = useState("red");  
  
  return <input value={favColor}  
            onChange={e => setFavColor(e.target.value)} />  
}
```

# A LOOK AT THE API

## useState for local State in your functional component

```
export default function SettingsForm(props) {  
  const [ favColor, setFavColor ] = React.useState("red");  
  
  return <input value={favColor}  
            onChange={e => setFavColor(e.target.value)} />  
}
```

- **Noteable:** Return Value
  - what is this? Tuple! (btw: I think Tuples will make it to JavaScript)
  - unusual (yet), but elegant, allows to name my variables as I want them to

# A LOOK AT THE API

## useState for local State in your functional component

```
export default function SettingsForm(props) {  
  const [ favColor, setFavColor ] = React.useState("red");  
  
  return <input value={favColor}  
            onChange={e => setFavColor(e.target.value)} />  
}
```

- **Noteable:** Return Value
  - what is this? Tuple! (btw: I think Tuples will make it to JavaScript)
  - unusual (yet), but elegant, allows to name my variables as I want them to
- **Noteable:** initial value, used only once even if this function is run on each render  
Why? Because it's a ... Hook ("weird magical meta-language")

# A LOOK AT THE API

## useState for local State in your functional component

```
export default function SettingsForm(props) {  
  const [ favColor, setFavColor ] = React.useState("red");  
  
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```

- **Noteable:** Return Value
  - what is this? Tuple! (btw: I think Tuples will make it to JavaScript)
  - unusual (yet), but elegant, allows to name my variables as I want them to
- **Noteable:** initial value, used only once even if this method is run on each render
  - Why? Because it's a ... Hook ("weird magical meta-language")
- **Noteable:** setter-Function leads to re-render
  - Why? Because it's a ... Hook ("weird magical meta-language")

# A LOOK AT THE API

## useEffect for sideeffects

```
export default function SettingsForm(props) {  
  useEffect( () => {  
    start();  
    return () => stop()  
  }, []  
);  
  
  return <...>  
}
```

- **Noteable:** Everything
  - what is a sideeffect? API call, DOM API, console.log?
  - what is the return value?
  - what is 2nd argument ("dependency array")?
    - unusual way to "limit" call to functions
    - btw: what does [] semantically mean?  
Let's call the experts!

# A LOOK AT THE API

## useEffect for sideeffects



Andrew Clark @acdlite · 27. Nov. 2018

Intentionally underspecifying dependencies passed to `useEffect`/`useMemo` is the `any` of React Hooks.

You think you're being clever by passing an empty array, but you're probably wrong.

5

10

59



<https://twitter.com/acdlite/status/1067541310377123840>

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tom @tomjfinney · 27. Nov. 2018

Why does the react docs for hooks then mention passing an empty array if you desire the effect to only be ran on mount and cleanup

2



2



# A LOOK AT THE API

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Why does the react docs for hooks then mention passing an empty array if you desire the effect to only be ran on mount and cleanup

2

10

2

↑



**Andrew Clark** @acdlite · 27. Nov. 2018

Where do the docs say that? If they do, then they're wrong :(

1

10

1

↑



**tom** @tomjfinney · 27. Nov. 2018

[reactjs.org/docs/hooks-ref...](https://reactjs.org/docs/hooks-reference.html#the-last-bit-of-that-block) the last bit of that block

# A LOOK AT THE API

## useEffect for sideeffects



Dan Abramov  
@dan\_abramov

Antwort an @albertgao @mpcock1 und 2 weitere

Sorry, I don't think we have a broad agreement on the team about it either, and that's why our messaging is inconsistent. There is also some temptation to see Hooks+Suspense as one package, and ignore shortcomings of "fetch in effect" scenario that's common today. We'll fix.

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## useEffect for sideeffects



Dan Abramov

Working on it.

@dan\_abramov · 29. Nov. 2018



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- end of thread -

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[https://twitter.com/dan\\_abramov/status/1067917403709943808?s=20](https://twitter.com/dan_abramov/status/1067917403709943808?s=20)

- end of thread -

(to be fair: they added the [] also to the API reference now, so everything is fine now)

# CONSEQUENCES

**useRef:** for fixing problems introduced by Hooks

```
export default function App() {
  const [running, setRunning] = useState(false);

  useEffect(() => {
    const id = setTimeout(() => setRunning(false), 2000);

    setRunning(true);
    return () => clearTimeout(id);
  }, []);

  return <button onClick={cancel}>Running: {running.toString()}</button>;
}
```

# CONSEQUENCES

**useRef:** for fixing problems introduced by Hooks

- We want to cancel the running timeout
- Somehow need to get access to the cleanup function or the id

```
export default function App() {
  const [running, setRunning] = useState(false);

  function cancel() { 🤔 }

  useEffect(() => {
    const id = setTimeout(() => setRunning(false), 2000);

    setRunning(true);
    return () => clearTimeout(id);
  }, []);

  return <button onClick={cancel}>Running: {running.toString()}</button>;
}
```

The diagram illustrates the flow of state and effect cleanup. It starts with the declaration of `running` and `setRunning` using `useState`. Below it, a `useEffect` hook is defined with an empty dependency array. Inside the effect, a `const id` variable is assigned the result of `setTimeout`, which calls `setRunning(false)` after 2 seconds. Following this, `setRunning(true)` is executed. Finally, a cleanup function is returned from the effect, which calls `clearTimeout(id)`. A purple box highlights the `id` variable, and a purple arrow points from this box to the `clearTimeout` call, indicating that the cleanup function has access to the specific timeout ID.

# CONSEQUENCES

## useRef: Remember Class Components?



Dan Abramov (on a vacation)  
@dan\_abramov

Hooks tip: something.current (a ref value) is just like  
this.something in a class (an instance field).

```
/* in a function */  
const X = useRef()  
X.current // can read or write
```



"weird magical meta-language"

```
/* in a class */  
this.X // can read or write
```



JavaScript Standard

Hope that helps your mental model for mutable values!

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4:18 vorm. · 6. Mai 2019 · [Twitter Web App](#)

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# CONSEQUENCES

**useRef:** for fixing problems introduced by Hooks

- We want to cancel the running timeout
- Somehow need to get access to the cleanup function or the id

```
export default function App() {  
  const [running, setRunning] = useState(false);  
  const timerRef = useRef();  
  function cancel() { clearTimeout(timerRef.current); }
```

```
useEffect(() => {  
  const id = setTimeout(() => setRunning(false), 2000);  
  timerRef.current = id;  
  setRunning(true);  
  return () => clearTimeout(id);  
}, []);
```

```
return <button onClick={cancel}>Running: {running.toString()}</button>;  
}
```

# USING HOOKS

HOW DOES IT LOOK TO USE HOOKS?

# USING HOOKS

Using Hooks: this is simple...

```
import React, { useState } from "react";

export default function SettingsForm(props) {

  const [ favColor, setFavColor ] = useState("blue");
  return <input value={favColor} onChange={...} />
}
```

# USING HOOKS

## Using Hooks: let's add context...

```
import React, { useState, useContext } from "react";

export default function SettingsForm(props) {

  const login = useContext(LoginContext);

  const [ favColor, setFavColor ] = useState("blue");
  return <input value={favColor} onChange={...} />
}
```

# USING HOOKS

## Using Hooks: and now... boom!

```
import React, { useState, useContext } from "react";

export default function SettingsForm(props) {

  const login = useContext(LoginContext);

  if (!login.loggedIn) {
    return <Redirect to="/login" />
  }

  const [ favColor, setFavColor ] = useState("blue");
  return <input value={favColor} onChange={...} />
}
```



**Why?** Because it's a ... Hook ("weird magical meta-language")  
Hooks must always be called in the same order

# USING HOOKS

...and another one: useHistory from React Router

```
import { useHistory } from "react-router-dom";\n\nexport default function SettingsForm(props) {\n\n    function saveAndRedirect() {\n        saveSettings().then(\n            () => useHistory().push("/home")\n        );\n    }\n\n    return <•••><button onClick={saveAndRedirect}>Save</button><•••>\n}
```



# USING HOOKS

...this works

```
import { useHistory } from "react-router-dom";

export default function SettingsForm(props) {
  const history = useHistory();
  function saveAndRedirect() {
    saveSettings().then(
      () => history.push("/home") ←—————
    );
  }
}

return <•••><button onClick={saveAndRedirect}>Save</button><•••>
}
```



Might not be big difference, but...

## USING HOOKS

**Might not be a big difference, but...**

- you have to know where you can use Hooks
- forces you to structure your code in exactly this way
- it's not "standard javascript"
- we even have/need a linter for Rules of Hooks

## USING HOOKS

**Might not be a big difference, but...**

- you have to know where you can use Hooks
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**Do you remember why React doesn't add a template language?**

## USING HOOKS

**Might not be a big difference, but...**

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**Do you remember why React doesn't add a template language?**

- To enable us to use our "favorite" language: JavaScript
  - no need to learn a new language...

## USING HOOKS

**Might not be a big difference, but...**

- you have to know where you can use Hooks
- forces you to structure your code in exactly this way
- it's not "standard javascript"
- we even have/need a linter for Rules of Hooks

**Do you remember why React doesn't add a template language?**

- To enable us to use our "favorite" language: JavaScript
  - no need to learn a new language...

**Does that mean Hooks (or React) are evil?**

- No, but... they have their "price" (as classes have)
- It's "rethinking" again

# Consequences

OF USING HOOKS

# CONSEQUENCES

## Can Custom Hooks replace existing patterns?

- Custom Hooks are another way for reusable logic
  - Replacement for HOCs?
  - Replacement for Render Properties?
- **But...**

# CONSEQUENCES

**Example:** "old" React Router (with **render prop**)

```
// App.js
<Route path="/settings/:id"
      render={({match}) => <SettingsForm settingsId={match.params.id} />}
```

# CONSEQUENCES

**Example:** "old" React Router (with **render prop**)

```
// App.js
<Route path="/settings/:id"
      render={({match}) => <SettingsForm settingsId={match.params.id} />}
```

```
// SettingsForm.js
export default function SettingsForm( {settingsId} ) {

  // do something with settingsId
  return ...;
}
```

## Noteable:

- SettingsForm does not know anything about Router
- Routing "Logic" (Params, Routes, ...) are at *one* place (good imho)

# CONSEQUENCES

**Example:** React Router with *new Route API* and **useParams**

```
// App.js
<Route path="/settings/:id"><SettingsForm /></Route>
```

← new Router  
5.2 API  
**no render prop anymore!**

# CONSEQUENCES

**Example:** React Router with *new Route API* and **useParams**

```
// App.js
<Route path="/settings/:id"><SettingsForm /></Route> ← new Router  
5.2 API  
no render-Prop anymore

// SettingsForm.js
import { useParams } from "react-router-dom";

export default function SettingsForm( ) {
  const { settingsId } = useParams();

  // do something with settingsId
  return •••;
}
```

## Noteable:

- SettingsForm knows about Router API and Routing "Logic" (which Params)
- What about "Colocation"?

# CONSEQUENCES

What about this one?

(from: <https://twitter.com/Wolverineks/status/1177818104048472065>)

```
function RouterContext({ children }) {  
  return children({  
    history: useHistory(),  
    params: useParams(),  
    ...  
  });  
}
```

# CONSEQUENCES

What about this one?

(from: <https://twitter.com/Wolverineks/status/1177818104048472065>)

```
function RouterContext({ children }) {  
  return children({  
    history: useHistory(),  
    params: useParams(),  
    ...  
  });  
}  
  
<Route path="/settings/:id">  
  <RouterContext>  
    {({ params }) => <SettingsForm settingsId={params.id} />}  
  </RouterContext>  
</Route>
```

Noteable: welcome back, render properties!



But at least SettingsForm is Router-free

## CONSEQUENCES

### Example: Redux `useDispatch` and `useSelector` instead of `connect`

```
import { useDispatch, useSelector } from "react-redux";

export default function SettingsForm(props) {
  const favColor = useSelector(state => state.theme.favColor);
  const dispatch = useDispatch();

  const setNewColor = (r,g,b) => dispatch(actions.setNewColor(r,g,b));

  return <•••><ColorPicker onSet={setNewColor}/><•••>
}
```

# CONSEQUENCES

## Example: Redux `useDispatch` and `useSelector` instead of `connect`

```
import { useDispatch, useSelector } from "react-redux";

export default function SettingsForm(props) {
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  return <•••><ColorPicker onSet={setNewColor}><•••>
}
```

- **Consequences:**

- We now have only one component, have seen that already
- the component is bound to Redux, have seen that already

# CONSEQUENCES

## Example: Redux `useDispatch` and `useSelector` instead of `connect`

```
import { useDispatch, useSelector } from "react-redux";

export default function SettingsForm(props) {
  const favColor = useSelector(state => state.theme.favColor);
  const dispatch = useDispatch();
    might "force" re-rendering of the ColorPicker component
  const setNewColor = (r,g,b) => dispatch(actions.setNewColor(r,g,b));
}

return <•••><ColorPicker onSet={setNewColor}/><•••>
}
```

- **Consequences:**
  - We now have only one component, have seen that already
  - the component is bound to Redux, have seen that already
  - **But:** it also has different rendering behaviour (compared to connect)

# CONSEQUENCES

We can fix this:

```
import { useDispatch, useSelector } from "react-redux";

export default function SettingsForm(props) {
  const favColor = useSelector(state => state.theme.favColor);
  const dispatch = useDispatch();

  const setNewColor = React.useCallback(
    (r,g,b) => dispatch(actions.setNewColor(r,g,b)),
    [ dispatch ]
  );

  return <•••><ColorPicker onSet={setNewColor}/><•••>
}
```

# CONSEQUENCES

We can fix this:

```
import { useDispatch, useSelector } from "react-redux";

export default function SettingsForm(props) {
  const favColor = useSelector(state => state.theme.favColor);
  const dispatch = useDispatch();

  const setNewColor = React.useCallback(
    (r,g,b) => dispatch(actions.setNewColor(r,g,b)),
    [ dispatch ] ← remember the dependency array? 🤝
  );

  return <•••><ColorPicker onSet={setNewColor}/><•••>
}
```

- "Nice!" (Fortunately we only have *one* callback function here...)

## CONSEQUENCES

### Is this really a problem?

- This problem is not related to Redux only
- In most cases not as performance might be good enough to re-render all the time, so useCallback (and useMemo) is not a must
- But this is – esp. for beginners – not easy to understand (call me a beginner)
- BTW: I wonder how many CPU engery is wasted due to billions of unnecessary function executions in React Apps world wide 😎

# One Year React Hooks

## Summary

# ONE YEAR REACT HOOKS

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  - They will stay. It's the "New React". Classes will lose their relevance.
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  - We will see how Hooks-based architectures evolve

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- **However:**
  - While technically standard JavaScript functions, their usage is not
  - They are more like an own "magical meta-language" for React
  - Selling point "you only have to know JavaScript to learn React" is not valid anymore (if it has ever been)

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- **However:**
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  - They are more like an own "magical meta-language" for React
  - Selling point "you only have to know JavaScript to learn React" is not valid anymore (if it has ever been)
- **For people not familiar with React/new to React**
  - Hooks might scare people
  - As React becomes a little less "JS Standard", People might consider alternatives, like Web Components (Standard!)
  - We're still far away from "React Best Practices"

## NOTE!

### Disclaimer on all what I told you today



**gaearon** commented on 24 Oct 2018

Member



...

@nilshartmann

In the following example I would expect Title to be visible immediately, Spinner after 1000ms and UserData after ~2000ms (as "loading" the data for that component takes 2000ms).

I do think you're a bit confused

about what `mutation` does. It's a new mental model but we haven't had time to document this yet. So it'll keep being confusing for a while until concurrent mode is in a stable release.



4

<https://github.com/facebook/react/issues/13206#issuecomment-432489986>



**Thanks a lot!**  
**What do you think?**

Slides: <https://nils.buzz/react-meetup-hooks>