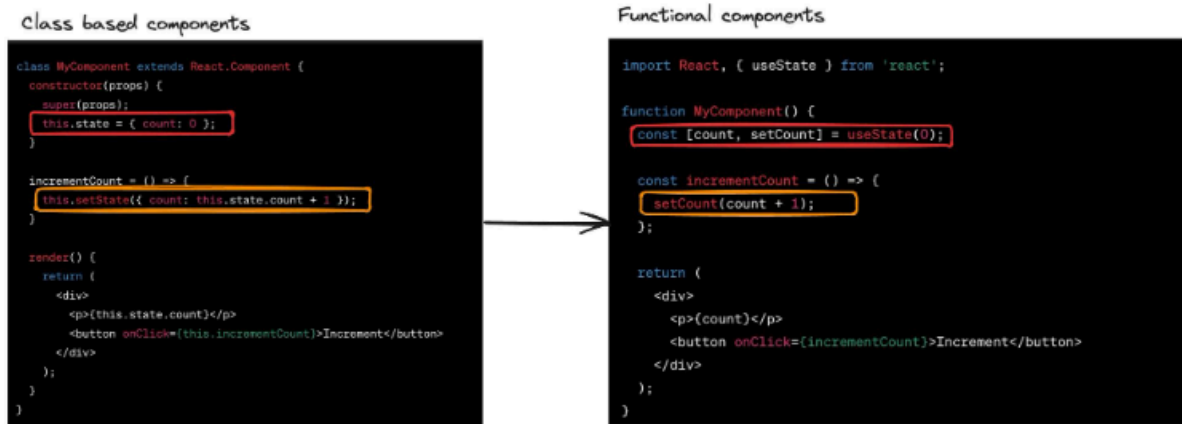


Custom Hooks

What are hooks

Hooks are a feature introduced in **React 16.8** that allow you to use state and other React features without writing a class. They are functions that let you “hook into” React state and lifecycle features from function components.

State



React is backward compatible.

Class based components

```
class MyComponent extends React.Component {
  constructor(props) {
    super(props);
    this.state = { count: 0 };
  }

  incrementCount = () => {
    this.setState({ count: this.state.count + 1 });
  }

  render() {
    return (
      <div>
        <p>{this.state.count}</p>
        <button onClick={this.incrementCount}>Increment</button>
      </div>
    );
  }
}
```

Functional components

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

function MyComponent() {
  const [count, setCount] = useState(0);

  const incrementCount = () => {
    setCount(count + 1);
  };

  return (
    <div>
      <p>{count}</p>
      <button onClick={incrementCount}>Increment</button>
    </div>
  );
}
```

Initialize a new React project

Functional Component

```
import { useState } from 'react'
import './App.css'

function App() {
  return (
    <>
      <MyComponent />
    </>
  )
}

function MyComponent() {
  const [count, setCount] = useState(0);
  // initialize a state variable using useState hook

  const incrementCount = () => {
    setCount(count + 1);
  };
}
```

```

    // button clicked count increases
  };

  return (
    <div>
      /* renders a count */
      <p>{count}</p>
      <button onClick={incrementCount}>Increment</button>
    </div>
  );
}

export default App

```

Class based component

```

import React from 'react'
import './App.css'

function App() {
  return (
    <>
      <MyComponent />
    </>
  )
}

class MyComponent extends React.Component {
  constructor(props) {
    super(props);
    this.state = {count: 0};
  }

  incrementCount = () => {
    this.setState({count: this.state.count + 1});
  }

  render() {
    return (
      <div>
        <p>{this.state.count}</p>
        <button onClick={this.incrementCount}>Increment</button>
      </div>
    );
  }
}

```

```

    </div>
  )
}
}
export default App

```

Return without any hooks

Life cycle events

Class based components

```

1
2  class MyComponent extends React.Component {
3    componentDidMount() {
4      // Perform setup or data fetching here
5    }
6
7    componentWillUnmount() {
8      // Clean up (e.g., remove event listeners or cancel subscriptions)
9    }
10
11   render() {
12     // Render UI
13   }
14 }

```

Functional Components

```

1
2  import React, { useState, useEffect } from 'react';
3
4  function MyComponent() {
5    useEffect(() => {
6      // Perform setup or data fetching here
7    });
8
9    return () => {
10     // Cleanup code (similar to componentWillUnmount)
11   };
12 }, []);
13
14 // Render UI
15 }

```

```

import React from 'react'
import { useState, useEffect } from 'react';
import './App.css'

function App() {
  return (
    <>
      <MyComponent />
    </>
  )
}

function MyComponent() {
  useEffect(() => {
    // Perform setup or data fetching here
    console.log("Component Mounted")

    return () => {
      // Cleanup code (similar to componentWillUnmount)
      console.log("component unmounted")
      // we can return a function from useEffect whenever the dependencies
      changes or component unmount, fuction from last render run first then
      line 16 code runs again
    };
  }, []);

  return <div>
    From inside my Component
  </div>
  // Render UI
}

export default App

```

I want the <MyComponent /> to be rendered for 10 seconds and then removed.(unrendered)