React Class vs Func Components

```
    class Bus extends React.Component {
        render() {
            return <h2>This is a bus.</h2>;
        }
    }

    function Bus() { //function based component is popular return <h2>This is a bus.</h2>;
    }

    root.render(<Bus />);
```

useContext(child can access var)

```
import { useState, createContext, useContext } from "react"
import Child from "./Child";
export const UserContext = createContext();
export default function App13() {
const [user, setUser] = useState("John");
 const [email, setEmail] = useState("john@gmail.com")
 return (
  <UserContext.Provider value={{user, email}}>
   <h2>Hello {user} from App13 component</h2>
   <Child />
  </UserContext.Provider>
  </>
import {UserContext} from "./App13"
import { useContext } from "react";
export default function Child() {
 const {user, email} = useContext(UserContext);
 return (
   <h2>Hello {user} from Child component</h2>
```

Components Life Cycle

• Mounting, unmounting and updating comment strictmode to prevent rerender twice

```
• useEffect(() => {
    console.log("Component: Mounting");
    return () => {
        console.log("Component: Unmounting");
    };
    },[cnt,result]);

function Result(props) {
    const r = props.r;
    if (r) {
        return <Pass/>;
    }
    return <Fail/>;
}
```

useNavigate (react-router-dom)

```
import React from 'react'
import { useNavigate } from 'react-router-dom'
export default function Post() {
  const Navigate = useNavigate()
  const goToFeeds = () => {
    Navigate('/')
  }
  return (
    <div>Post
    <button onClick={goToFeeds}>Go to Feeds</button>
    </div>
  )
}
```

React Memo

```
import React from 'react' / will not rerender if count is same or support to be supported to b
```

useMemo

React Styling – Style Object

```
const Header = () => {
  const myStyle = {
    color: "red",
    backgroundColor: "Blue",
    padding: "12px",
    fontFamily: "Sans-Serif"
  };
  return (
    <>
        <h1 style={myStyle}>Hello World!</h1>
        Heading
        </>);
};
```

Using Children Props

Adding Custom Env Variables

Create .env file in the root folder of the project

Every variable you define should start with REACT_APP_

Example : REACT_APP_PATH=/ecomm-react

Now you can use the variable in any of your components as shown below

const PATH = process.env.REACT_APP_PATH

Restart the local server by running npm start

<title>%REACT_APP_NAME%</title>

useRef (storing previous value)

```
    import { useState, useEffect, useRef } from "react"; import ReactDOM from "react-dom/client"; function App() {
        const [name, setName] = useState("");
        const prevName = useRef(0);
        useEffect(() => {
            prevName.current = name;
        });

    return (
        <>
            <input
                type="text"
                value={name}
                onChange={(e) => setName(e.target.value)}
                />
                <h1>Current Name: {name}</h1>
                <h1>Previous Name: {prevName.current}</h1>
                </>);
                </>);
```

useRef (instead id / no rerender)

Fetch API (.then example)

Fetch API (async/await example)

```
• export default function App28() {
    const [data, setdata] = useState([]);
    const url = "https://jsonplaceholder.typicode.com/users";
    const fetchData = async (url) => {
        try {
            const response = await fetch(url);
            const result = await response.json();
            setdata(result);
        } catch (err) {
            console.log(err);
        }
    };
    useEffect(() => {
        fetchData(url);
    }, []);
    return (
        <div>
            {data && data.map((elem) => <div key={elem.id}>{elem.name}</div>)}
        </div>
        );
    }
}
```

customHook – useFetch - parent

useFetch.js – fetch.then

```
export const useFetch = (url) => {
const [data, setData] = useState([]);
useEffect(() => {
fetch(url)
.then((res) => res.json())
.then((data) => setData(data));
}, [url]);
return [data];
};
```

Facebook-react

- project to use fetch function
- Accept userid thru a form