- State
- Lifecycle Methods
- Sharing Non-Visual Logic

```
// Custom Hook -- to share Logic between Components
function useRepos(id) {
  const [repos, setRepos] = React.useState([]); // Local State
  const [loading, setLoading] = React.useState(true); // Local State

React.useEffect(() => { // componentDidMount & componentDidUpdate

  setLoading(true);

  fetchRepos(id).then(repos => {
    setRepos(repos);
    setLoading(false);
  });
  }, [id]);

  return [loading, repos];
}
```

## Rules of Hooks

- Only call Hooks from the top-level of a function component or a custom Hook
- can't call them anywhere that's not on the top level like inside of a loop, if statement, or event handler

```
function Counter () {
  // 🖒 from the top level function component
  const [count, setCount] = React.useState(0)
  if (count % 2 === 0) {
    // 🕏 not from the top level
    React.useEffect(() => {})
  }
  const handleIncrement = () => {
    setCount((c) \Rightarrow c + 1)
    // 🖫 not from the top level
    React.useEffect(() => {})
  }
function useAuthed () {
 // 👍 from the top level of a custom Hook
  const [authed, setAuthed] = React.useState(false)
}
class Counter extends React.Component {
  render () {
    // 🕏 from inside a Class component
    const [count, setCount] = React.useState(0)
  }
}
function getUser () {
  // 🕏 from inside a normal function
  const [user, setUser] = React.useState(null)
}
```