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REACT HOOKS CHEATSHEET

v16.12.0



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"Hooks are a new addition in React 16.8. They let you use state and other React features without writing a class."

reactjs.org



Rules of Hooks

1. Only call hooks at the top level

- Hooks cannot be used in regular JavaScript functions.
- Hooks can only be called from React function components or custom Hooks.

2. Only call React Hooks from React functions

- Hooks cannot be used within loops, conditionals, or nested functions.

State Hook - *useState* (1/3)



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

- *useState* is a Hook that lets you add React state to function components.
- *useState* returns the current state and a function to update it.
- *useState* takes as argument the initial state value.

```
const MyComponent = (props) => {
  const [showModal, setShowModal] = useState(false);

  return (
    <div>
      <button onClick={() => setShowModal(true)}>Show</button>
      { showModal && <Modal /> }
    </div>
  );
};
```

State Hook - *useState* (2/3)



- *useState* can be used for multiple state variables.

```
const MyComponent = (props) => {
  const [name, setName] = useState("Greg");
  const [country, setCountry] = useState("France");

  return <div>Hello! I'm {name}, from {country}.</div>;
};
```

- *useState* can hold primitives, objects or arrays.

```
const [people, setPeople] = useState({
  name: "Greg",
  country: "France"
});
```

State Hook - *useState* (3/3)



- *useState* always replace the state variable when updating it instead of merging it.
- The update state function can accept a function. This function receives the previous state value, and returns an updated value.

```
const [people, setPeople] = useState({  
    name: "Greg",  
    country: "France",  
    age: 28  
});  
  
...  
  
setPeople(prevState => {  
    return { ...prevState, age: prevState.age + 1 };  
});
```

Effect Hook - *useEffect* (1/3)



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

- *useEffect* is a Hook that lets you perform "side effects" in function components, such as data fetching, manual DOM manipulation, and so on...
- *useEffect* accepts a function as argument.
- *useEffect* runs after every render.

```
const MyComponent = ({ userId }) => {
  const [user, setUser] = useState({});

  useEffect(() => {
    fetch(`http://api.example.com/v1/users/${userId}`)
      .then(res => res.json())
      .then(data => setUser(data));
  });
  ...
}
```

Effect Hook - *useEffect* (2/3)



```
...
return (
  <ul>
    { friends.map(friend => <li key={friend.id}>{friend.name}</li>) }
  </ul>
);
};
```

- *useEffect* accepts a second argument: the dependencies array. It tells React to run the effect function only if one of the dependencies has changed.
- You can pass an empty array `[]` to run it only once.

```
useEffect(() => {
  fetch(`http://api.example.com/v1/users/${userId}`)
    .then(res => res.json())
    .then(data => setUser(data));
}, [userId]);
```

Effect Hook - *useEffect* (3/3)



- *useEffect* lets you clean up any effect you have used by returning clean up function.

```
useEffect(() => {
    window.addEventListener("mousedown", eventhandler);

    return () => {
        window.removeEventListener("mousedown", eventhandler);
    };
}, []);
```



Ref Hook - *useRef*

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

- *useRef* lets you access DOM element.

```
const MyComponent = (props) => {
  const inputRef = useRef(null);

  useEffect(() => {
    inputRef.current.focus();
  });

  return (
    <form>
      <input ref={inputRef} type="text" />
    </form>
  );
};
```



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Callback Hook

useCallback (1/2)

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

- *useCallback* returns a memoized version of a callback.
- *useCallback* accepts as arguments a callback and a dependencies array.
- The callback only changes if one of the dependencies has changed.



Callback Hook

useCallback (2/2)

```
const MyComponent = ({ eventhandler }) => {
  ...
  const handleEventHandler = useCallback(
    event => {
      if (typeof eventHandler === "function") {
        eventHandler(event);
      }
    },
    [eventHandler]
  );
  ...
}
```



Context Hook - *useContext* (1/3)

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

- *useContext* lets you read the context and subscribe to its changes from a function component.
- The context still needs to be created by *React.createContext* and provided by a context *Provider* component.
- *useContext* accepts as argument the context itself created by *React.createContext*.
- It returns the current context value for that context.



Context Hook - **useContext** (2/3)

```
const UserContext = React.createContext(null);

function App() {
  const [userName, setUserName] = useState("Greg");

  return (
    <UserContext.Provider value={{ name: userName }}>
      <Main />
    </UserContext.Provider>
  );
}

const Main = (props) => (
  <>
    <Header />
    <UserInfo />
    <Footer />
  </>
);
```



Context Hook - *useContext* (3/3)

```
const UserInfo = (props) => {
  const user = useContext(UserContext);

  return <div>Hello, {user.name}!</div>;
};
```

Memoization Hook

useMemo



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

- *useMemo* helps with performance optimization by returning a memoized value of an expensive computation.
- *useMemo* accepts as arguments a function and a dependencies array.
- *useMemo* will only recompute the memoized value if one of the dependencies has changed.

```
const MyComponent = ({ a, b }) => {
  const memoizedValue = useMemo(() => expensiveComputation(a, b),
  [a, b]);
  ...
};
```



Reducer Hook

useReducer (1/2)

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

- *useReducer* lets you use reducers to manage your application state. This is an alternative to the state hook, *useState*.
- *useReducer* accepts as argument a reducer of type *(state, action) => newState*. It returns the current state and a dispatch method.

```
const initialState = { isAuthenticated: false, user: null };

function reducer(state, action) {
  switch (action.type) {
    case "login": return { isAuthenticated: true, user: action.user };
    case "logout": return { isAuthenticated: false, user: null };
    default: return state;
  }
}

...
```



Reducer Hook

useReducer (2/2)

```
function App() {
  const [state, dispatch] = useReducer(reducer, initialState);

  const handleLogin = () => dispatch({ type: 'login', user: { ... } });

  const handleLogout = () => dispatch({ type: 'logout' });

  if (state.isAuthenticated) {
    return (
      <>
        <p>Welcome, {state.user.name}!</p>
        <button onClick={handleLogout}>Logout</button>
      </>
    );
  }

  return <button onClick={handleLogin}>Login</button>;
}
```



Custom Hook

- You can create your own React hooks to extract component logic into reusable functions.

```
import { useEffect, useCallback } from "react";

// Custom React Hook
export default function useEventListener(name, handler, element) {

  const handleEventHandler = useCallback(
    event => {
      if (typeof handler === "function") {
        handler(event);
      }
    },
    [handler]
  );
  ...
}
```



Custom Hook

```
...
useEffect(
  () => {
    // Check if the element supports the addEventListener method
    const checked = element && element.addEventListener;
    // Stop here if not supported
    if (!checked) return;
    // Add event listener
    element.addEventListener(eventName, handleEventHandler);
    // Remove event listener on cleanup
    return () => {
      element.removeEventListener(name, handleEventHandler);
    };
  },
  [name, element, handleEventHandler]
);
}
```



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