

## React Hooks & Context (Intro, Rules, State, Effect Hook, Custom Hooks) (15)

31. What are the two main rules of hooks in React?
32. How does `useState` differ from setting state in class components?
33. How do you update state based on the previous value using `useState`?
34. What are some common use cases for the `useEffect` hook?
35. How do you clean up side effects in `useEffect`?
36. What happens if you forget to provide a dependency array in `useEffect`?
37. What is the difference between `useContext` and prop drilling?
38. How do you create a React Context provider and consumer using hooks?
39. How do you avoid re-renders when passing context values?
40. Give an example of a custom hook for form input handling.
41. What is the difference between `useEffect` and `useLayoutEffect`?
42. How can you create a custom hook for API fetching?
43. What is the difference between multiple `useEffect` hooks vs a single one with multiple logics?
44. Why can't hooks be used inside conditional statements?

45. How would you share logic between multiple components using hooks?

#### API Integration with Fetch & Axios (GET, POST, PUT, DELETE) (10)

46. What is the difference between Fetch API and Axios in React?

47. How do you make a GET request using Axios in useEffect?

48. How do you handle errors in Axios requests?

49. How do you send POST requests with JSON body using Axios?

50. What are the differences in default headers between Fetch and Axios?

51. How do you send a PUT request with Axios to update existing data?

52. How do you delete data from an API using Axios?

53. How do you cancel an Axios request in progress?

54. What is an Axios interceptor and why would you use it?

55. How do you handle loading states during API requests in React?

#### Pure Components (5)

56. What is a Pure Component in React?

57. How do Pure Components improve performance?

58. How is `React.memo` related to Pure Components in function components?

59. What kind of props changes will cause a Pure Component to re-render?

60. What are the limitations of Pure Components?