import React from 'react';

class App extends React.Component {

constructor(props) {

super(props);

this.state = {

data: 0

}

this.setNewNumber = this.setNewNumber.bind(this)

};

setNewNumber() {

this.setState({data: this.state.data + 1})

}

render() {

return (

<div>

<button onClick = {this.setNewNumber}>INCREMENT</button>

<Content myNumber = {this.state.data}></Content>

</div>

);

}

}

class Content extends React.Component {

componentWillMount() {

console.log('Component WILL MOUNT!')

}

componentDidMount() {

console.log('Component DID MOUNT!')

}

componentWillReceiveProps(newProps) {

console.log('Component WILL RECIEVE PROPS!')

}

shouldComponentUpdate(newProps, newState) {

return true;

}

componentWillUpdate(nextProps, nextState) {

console.log('Component WILL UPDATE!');

}

componentDidUpdate(prevProps, prevState) {

console.log('Component DID UPDATE!')

}

componentWillUnmount() {

console.log('Component WILL UNMOUNT!')

}

render() {

return (

<div>

<h3>{this.props.myNumber}</h3>

</div>

);

}

}

export default App;

main.js

import React from 'react';

import ReactDOM from 'react-dom';

import App from './App.jsx';

ReactDOM.render(<App/>, document.getElementById('app'));

setTimeout(() => {

ReactDOM.unmountComponentAtNode(document.getElementById('app'));}, 10000);

Only **componentWillMount** and **componentDidMount** will be logged in console since we didn't update anything yet.

React Component Lifecycle Initial Log

When we click **INCREMENT** button, the update will occur and other lifecycle methods will be triggered.

React Component Lifecycle Change Log

After ten seconds, the component will unmount and the last event will be logged in console.