

lifecycle components
↳ class based components

humans
① born → ② work - live - die. ③
Butterfly
① egg - caterpillar - ② pupa - ③ Butterfly

Component
①
↳ mounted - update - unmounted ② ③
→ process in phase?
→ methods

Function Based components
↳ no lifecycle component methods are
only for class

↳ We have to achieve 3 methods
using useEffect()

① component did update
② component did mount
③ component will unmount