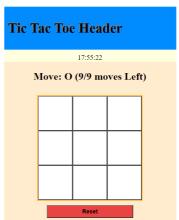
A clock component

Wednesday, March 23, 2022 5:48 PM

- We want to display a clock on our UI which can display time.
- · How do we create the component

Version #1 We can set up the UI to display current time

```
class Clock extends React.Component {
   render(){
       var date=new Date();
       var hour=date.getHours();
       var min =date.getMinutes();
       var second=date.getSeconds();
       return <div className="clock">
           <span className="hour">{hour}</span>:
           <span className="min">{min}</span>:
            <spacn className="sec">{second}</spacn>
        </div>;
                                                     • Displays the time when
                                                        component was last
                                                        rendered
export default Clock;
                                                       The time doesn't get
                                                        automatically updated
```



How do I update the time every second?

- We can subscribe to setInterval()
- We can update the state of our component on ever setInterval call
- This subscription must be started in componentDidMount
- You should cancel subscription in componentDidUnMount

```
class Clock extends React.Component {
    state={
       date:new Date()
   componentDidMount() {
        this.id=setInterval(() =>{
            this.setState({date:new Date()});
        },1000);
   componentWillUnmount() {
        if(this.id)
           clearInterval(this.id);
   render(){
        function zero(x)\{\cdots
       var date=this.state.date;
       var hour=zero(date.getHours());
        var min =zero(date.getMinutes());
        var second=zero(date.getSeconds());
        return <div className="clock">
            <span className="hour">{hour}</span>:
```

- Set up a timer subscription that can update your UI at required interval
- Remember the id of current timer. It will be required while unsubscribing
- Unsubscribe to any recurring event in compnentWillUnmount