

WELCOME TO DAY 3 OF REACTJS BOOTCAMP

# AGENDA

- Component State
- Manipulating States
- Methods of storing data for components

**THEY SAID STORE THE SHARED DATA**



**I USED STATE**



Batman Begins

@HOLBT  
BRI@NHO.LT

state is bad lol

# ... BUT SERIOUSLY

- State isn't that awful but you should be mindful of it while designing your components
- Favor "dumb" stateless components getting data from "smart" parent components

# COMPONENT STATE

- Keep state as simple as possible including keeping simple data types
- Only place something on state if the component 100% owns it
- Leave complex calculations on render if possible
- `this.state` is immutable so use ``this.setState({})``
- Less on state means easier testing

# MANIPULATING STATE

- Set state is an async function
- Props aren't available during `getInitialState`
- Can not manipulate state during render lifecycle
- State changes trigger a rerender -> think state changes with dom events
- `shouldComponentUpdate` can be used for "pure" rendering



## SHOULDCOMPONENTUPDATE

```
boolean shouldComponentUpdate(object nextProps, object nextState)
```

- React has a PureComponentMixin but we can easily build one ourselves
- called before component rerender and if it returns false will cancel render
- can use this opportunity to check new state and props against old ones
- default returns true
- great to modify for performance

# STORING DATA ON COMPONENTS

- If we think of a component that needs an ajax call to retrieve it's OWN data..
- This is a good time to use state. On xhr completion we can update state and let the component rerender