生命周期钩子

生命周期钩子函数分为三个阶段:

```
• 挂载阶段: beforeCreate、created、beforeMount、mounted;
```

• 更新阶段: beforeUpdate、updated;

• 卸载阶段: beforeDestroy、destroyed。

在 beforeDestroy 阶段,解除绑定,销毁子组件和事件监听器,清除定时器。

父子组件生命周期钩子,示例代码:

```
<!-- index.vue -->
<template>
  <div>
    <div class="name">姓名: {{ name }}</div>
    <Input :age="age" @changeName="onChangeName" />
  </div>
</template>
<script>
import Input from "./input.vue";
export default {
 name: 'LifeCycle',
  data() {
    return {
      age: 18,
      name: ''
    }
  },
  components: {
    Input,
  },
  methods: {
    onChangeName(value) {
     this.name = value;
    }
  beforeCreate() {
    console.log("index beforeCreate");
  },
  created() {
    console.log("index created");
  },
  beforeMount() {
    console.log("index beforeMount");
  },
  mounted() {
    console.log("index mounted");
```

```
},
beforeUpdate() {
   console.log("index beforeUpdate");
},
updated() {
   console.log("index update");
},
beforeDestroy() {
   console.log("index beforeDestroy");
},
destroyed() {
   console.log("index destroyed");
}
}
</script>
```

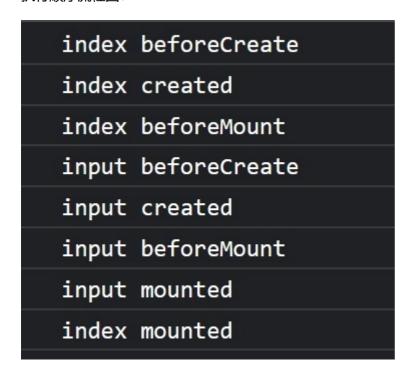
```
<!-- input.vue -->
<template>
 <div>
   <div>{{ age }}</div>
    <input type="text" v-model="name" @change="onChangeName">
  </div>
</template>
<script>
export default {
 name: 'LifeCycleInput',
 props: {
   age: {
     type: Number,
      default: 20
   }
 },
 data() {
   return {
     name: 'li'
   }
 },
 methods: {
   onChangeName() {
     this.$emit('changeName', this.name);
   }
 },
 beforeCreate() {
   console.log("input beforeCreate");
 },
  created() {
   console.log("input created");
 },
 beforeMount() {
   console.log("input beforeMount");
```

```
},
mounted() {
    console.log("input mounted");
},
beforeUpdate() {
    console.log("input beforeUpdate");
},
    updated() {
     console.log("input update");
},
beforeDestroy() {
    console.log("input beforeDestroy");
},
destroyed() {
    console.log("input destroyed");
}
}

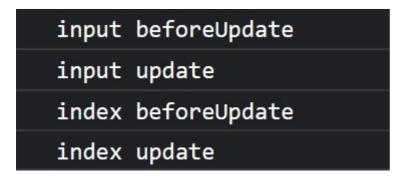
}

//script>
```

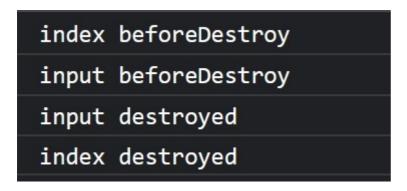
执行顺序流程图:



挂载阶段,beforeCreate、created、beforeMount 三个钩子,父组件都在子组件前面,因为只有父组件开始渲染(beforeMount)了,才会有子组件。而子组件渲染完成后,才能算父组件渲染完成,因为有包含关系。



更新阶段:子组件中 emit 一个事件,传到父组件时,子组件已经更新完成,所以子组件 updated 钩子应该比父组件 beforeUpdate 更早。



卸载阶段,同上(挂载解读那)的包含关系,只有子组件卸载完成(destroyed)了,父组件才能算是卸载完成。

连环问: created 和 mounted 的区别

created 表示实例创建完成,挂载阶段还未开始。

mounted 表示实例已挂载完成,但不保证子组件也挂载完成,如果要等到整个视图都渲染完毕再执行某些操作,可以在 mounted 内部使用 vm.\$nextTick:

```
mounted: function () {
   this.$nextTick(function () {
      // 仅在整个视图都被渲染之后才会运行的代码
   })
}
```