

# React **Hooks**

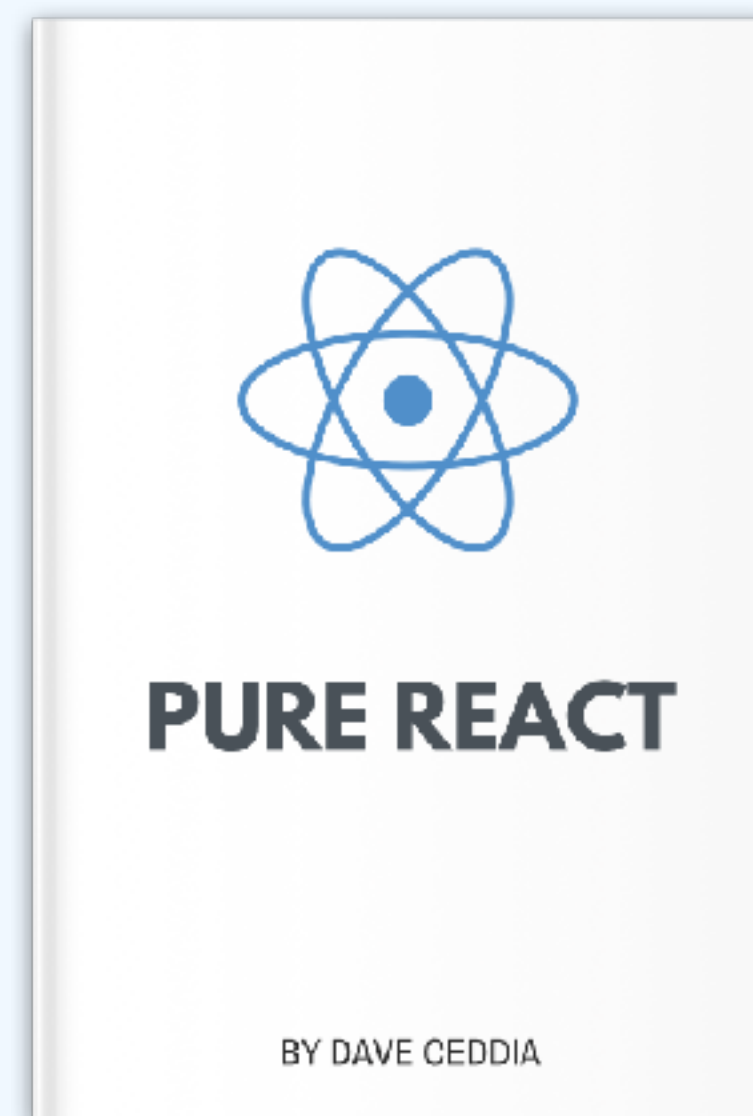
a guided tour





**Dave**  
**daveceddia.com**

**@dceddia**



```
var Counter = React.createClass({
  getInitialState: function() {
    return {
      count: 1
    };
  },
  increment: function() {
    this.setState({
      count: this.state.count + 1
    });
  },
  decrement: function() {
    this.setState({
      count: this.state.count - 1
    });
  },
  render: function() {
    return (
      <div>
        Count is {this.state.count}
        <button onClick={this.increment}>Plus</button>
        <button onClick={this.decrement}>Minus</button>
      </div>
    );
  }
});
```

var!





```
var Counter = React.createClass({
  getInitialState: function() {
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      </div>
    );
  }
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```





# THE COMPONENT AGE



```
class Counter extends React.Component {
  state = {
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  };

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        <button onClick={this.decrement}>Minus</button>
      </div>
    );
  }
}
```



# Lifecycle Methods



```
class BlogPost extends React.Component {
  state = {
    comments: [],
    loading: false
  };

  componentDidMount() {
    this.updateComments(this.props.postId);
  }

  componentDidUpdate(prevProps) {
    if (prevProps.postId !== this.props.postId) {
      this.updateComments(this.props.postId);
    }
  }

  updateComments(postId) {
    this.setState({ loading: true });
    fetchComments(postId).then(comments => {
      this.setState({
        comments,
        loading: false
      });
    });
  }

  render() {
    if (this.state.loading) {
      return <Loading />;
    }

    return (
      <ul>
        {this.state.comments.map(comment => (
          <li key={comment.id}>{comment.text}</li>
        ))}
      </ul>
    );
  }
}
```

```
componentDidMount() {
  this.updateComments(this.props.postId);
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  if (prevProps.postId !== this.props.postId) {
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updateComments(postId) {
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  if (prevProps.postId !== this.props.postId) {  
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  }  
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  fetchComments(postId).then(comments => {
    this.setState({
      comments,
      loading: false
    });
  });
}
```





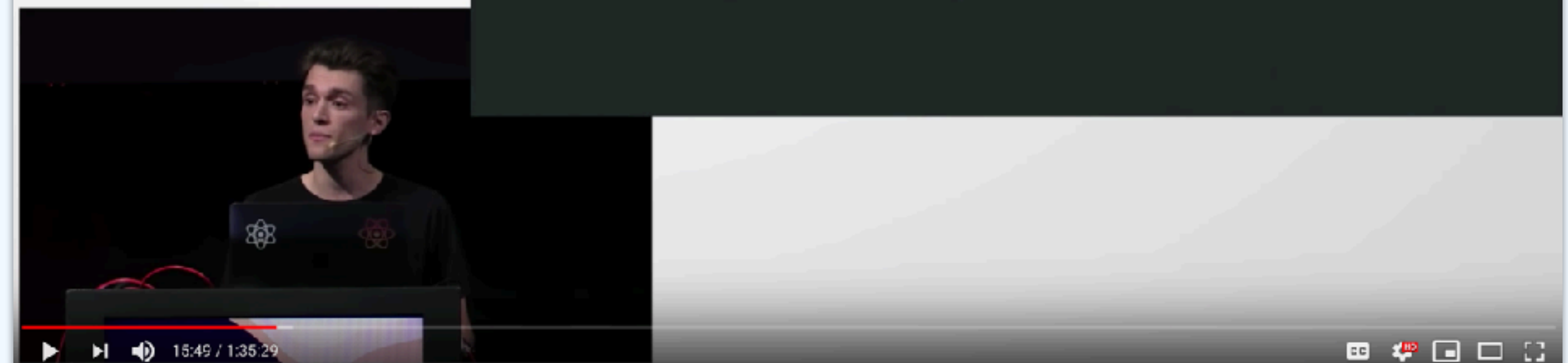


# React Conf 2018



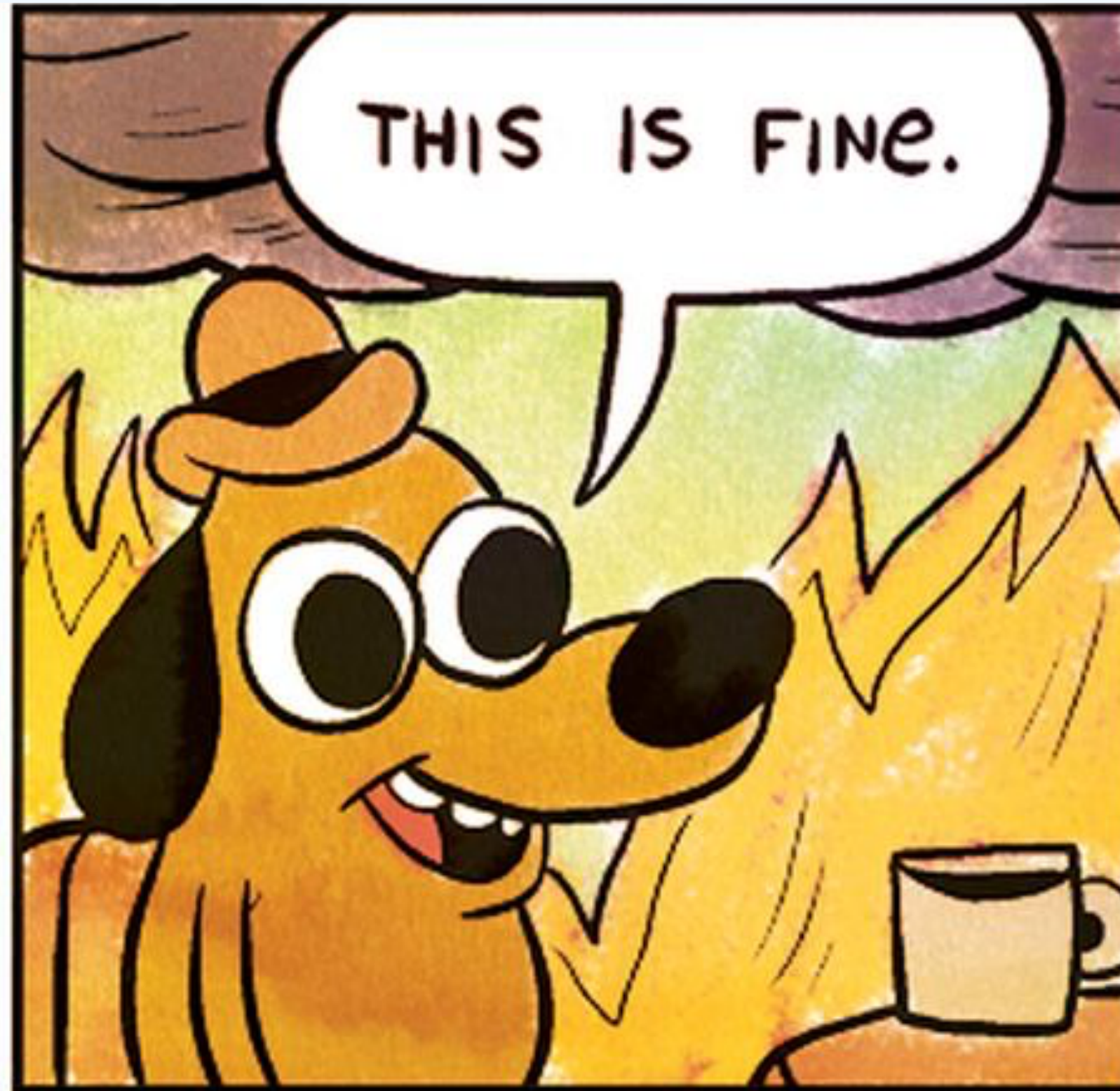
We have **a proposal.**

- 👉 No breaking changes
- 💡 Proposed APIs are new
- 💬 We need your feedback











shawn swyx wang 🏠 liked



**Tanner Linsley** @tannerlinsley · Oct 25

React **Hooks** + immer + useContext + useReducer = Provider/hook factory for global state.

HOLD UP... Did I just made my own **redux** in 2 tiny functions???



#ReactConf2018 #ReactHooks

```
const CountStore = makeStore((state, action) => {
  switch (action.type) {
    case "increment":
      state.count += 1;
      break;
    default:
  }
});

function Counter() {
  const [countState, dispatch] = CountStore.useStore();
  return (
    <div>
      <div>Count: {countState.count}</div>
      <div>
        <button onClick={() => dispatch({ type: "increment" })}>
          Increment
        </button>
      </div>
    </div>
  );
}

function App() {
  return (
    <div className="App">
      <CountStore.Provider
        initialState={{
          count: 0
        }}
      >
        <Counter />
      </CountStore.Provider>
    </div>
  );
}

import React from "react";
import immer from "immer";

export default function makeStore(reducer) {
  // Create the react context
  const context = React.createContext();

  // Use immer in the reducer
  const immerReducer = (state, action) =>
    immer(state, draft => reducer(draft, action));

  // Create the Provider
  function Provider({ initialState, children }) {
    const [state, dispatch] = React.useReducer(immerReducer, initialState);
    const contextValue = React.useMemo(() => [state, dispatch], [state]);

    return <context.Provider value={contextValue}>{children}</context.Provider>;
  }

  function useStore() {
    return React.useContext(context);
  }

  return {
    Provider,
    useStore
  };
}
```

2 6 33







**Hooks Week™**



React **Hooks**  
**useState**

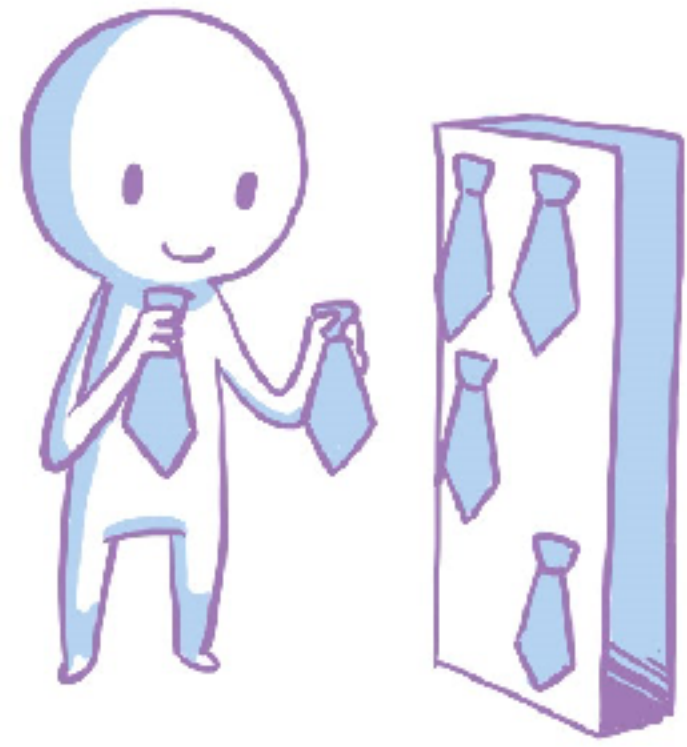
React **Hooks**  
**useReducer**

React  
**Hooks**  
an introduction

React **Hooks**  
**useEffect**

React **Hooks**  
**useContext**

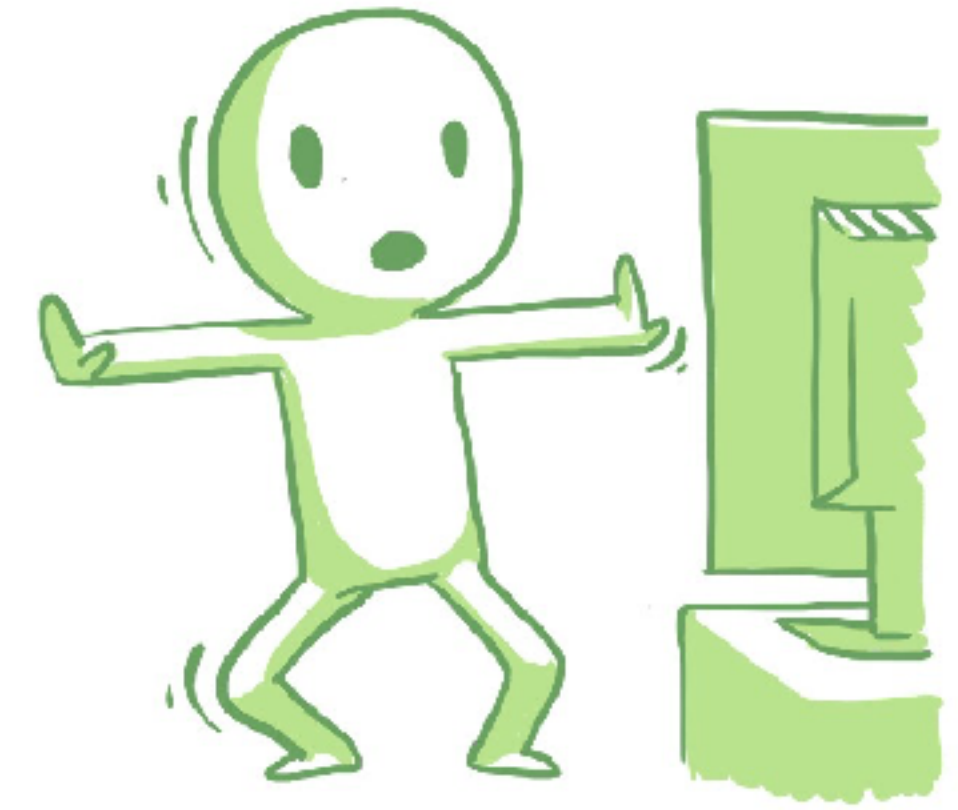




SHOP FOR **hooks**



MAKE **hooks**



DO **hooks**



DON'T LET THE EXISTENTIAL  
DREAD SET IN.



DON'T LET IT SET IN.

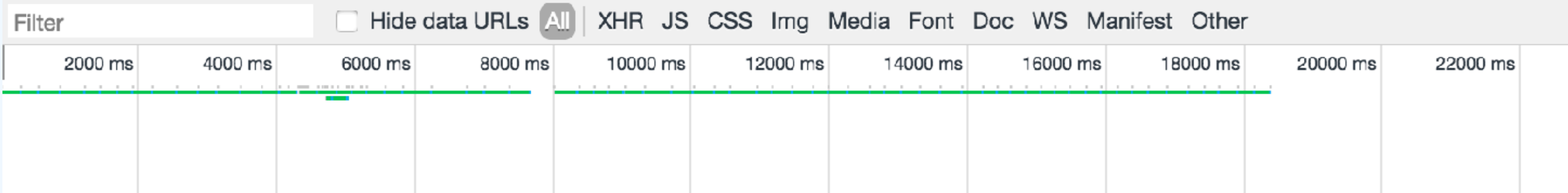


VACUUM THE **hooks**





DON'T LET IT SET IN.



Name	Meth...	Status	Type	Initiator	Size	Time	Waterfall
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.3 KB 128 KB	226 ms 220 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.7 KB 128 KB	203 ms 198 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.4 KB 128 KB	223 ms 219 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.3 KB 128 KB	201 ms 196 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.7 KB 128 KB	220 ms 214 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.3 KB 128 KB	260 ms 255 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.3 KB 128 KB	290 ms 286 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.8 KB 128 KB	217 ms 212 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.4 KB 128 KB	198 ms 189 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.3 KB 128 KB	263 ms 259 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.7 KB 128 KB	226 ms 221 ms	
<input type="checkbox"/> reactjs.json www.reddit.com/r	GET	200	json	Other	21.4 KB 128 KB	223 ms 217 ms	



# React **Hooks**

a guided tour







Hooks are **additive**.

They don't replace classes.

```
1 import React from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4
5 function App() {
6   return (
7     <div>
8       <h1>Hello React Boston!</h1>
9     </div>
10  );
11 }
12
13 ReactDOM.render(
14   <App />,
15   document.querySelector('#root')
16 );
17
```

# Hello React Boston!



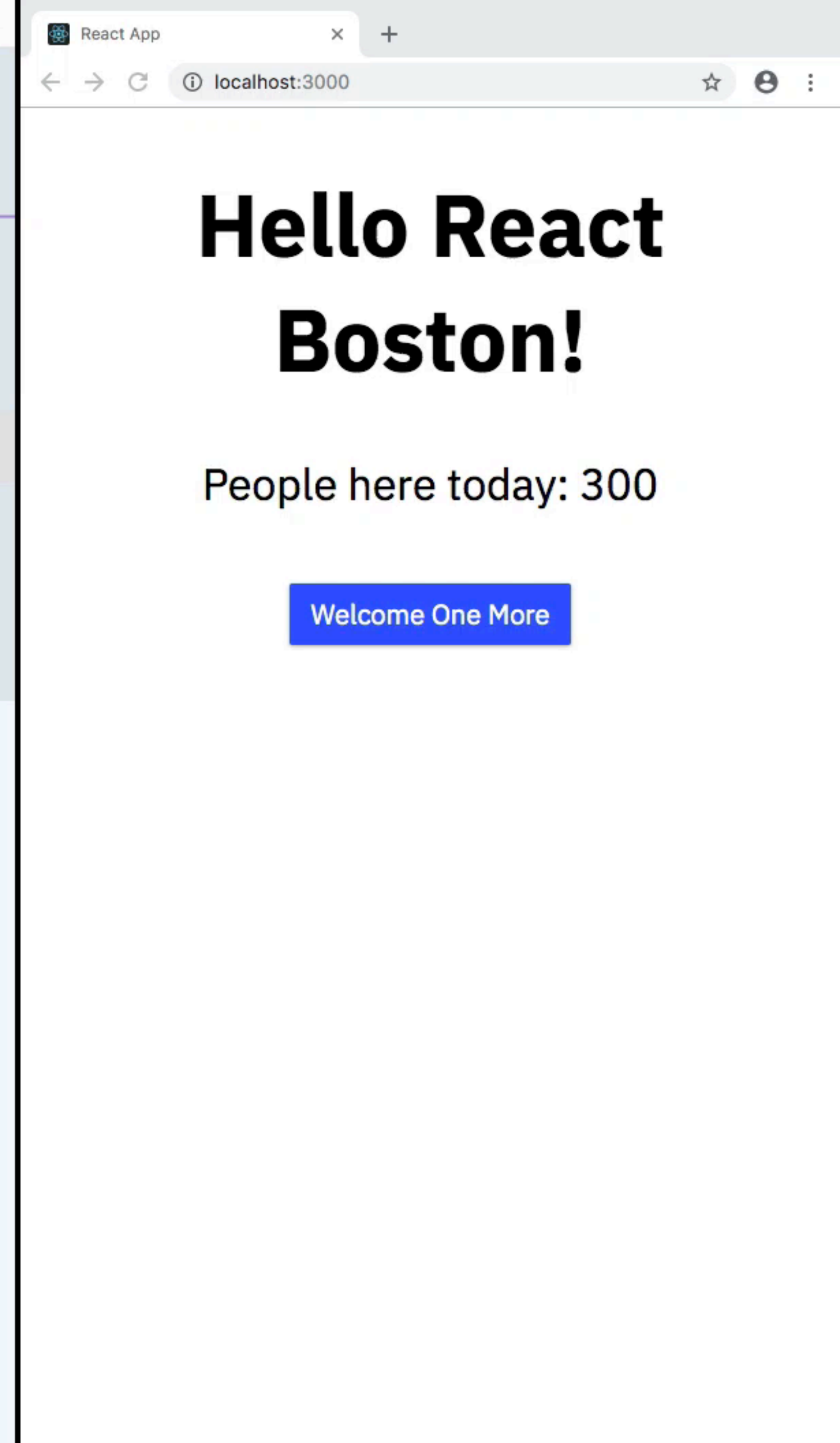
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13 ReactDOM.render(
14   <App />,
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```

# Hello React Boston!

How does that even work?



```
1 import React, { useState } from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4
5 function App() {
6   const [people, setPeople] = useState(300);
7
8   return (
9     <div>
10      <h1>Hello React Boston!</h1>
11      <p>People here today: {people}</p>
12      <button onClick={() => setPeople(people + 1)}>
13        Welcome One More
14      </button>
15    </div>
16  );
17 }
18
19 ReactDOM.render(
```

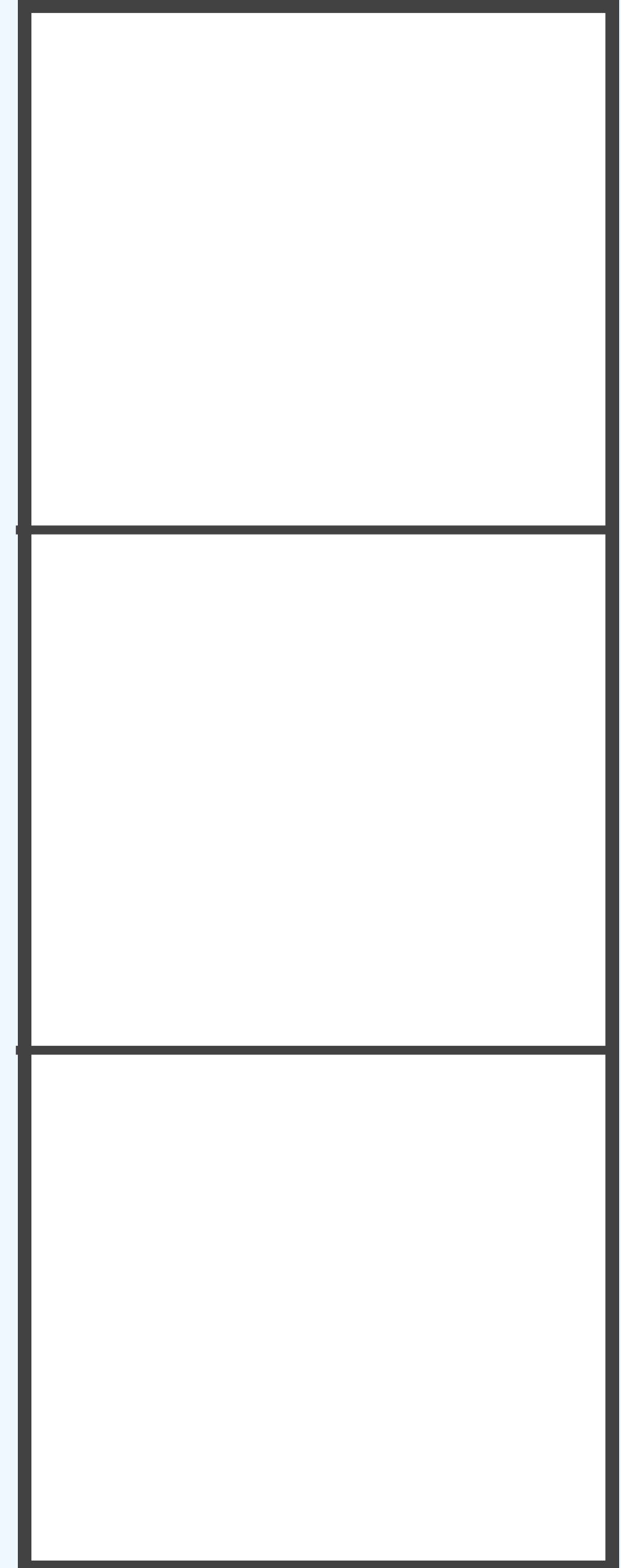


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  return (  
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      </button>  
    </div>  
  );  
}
```



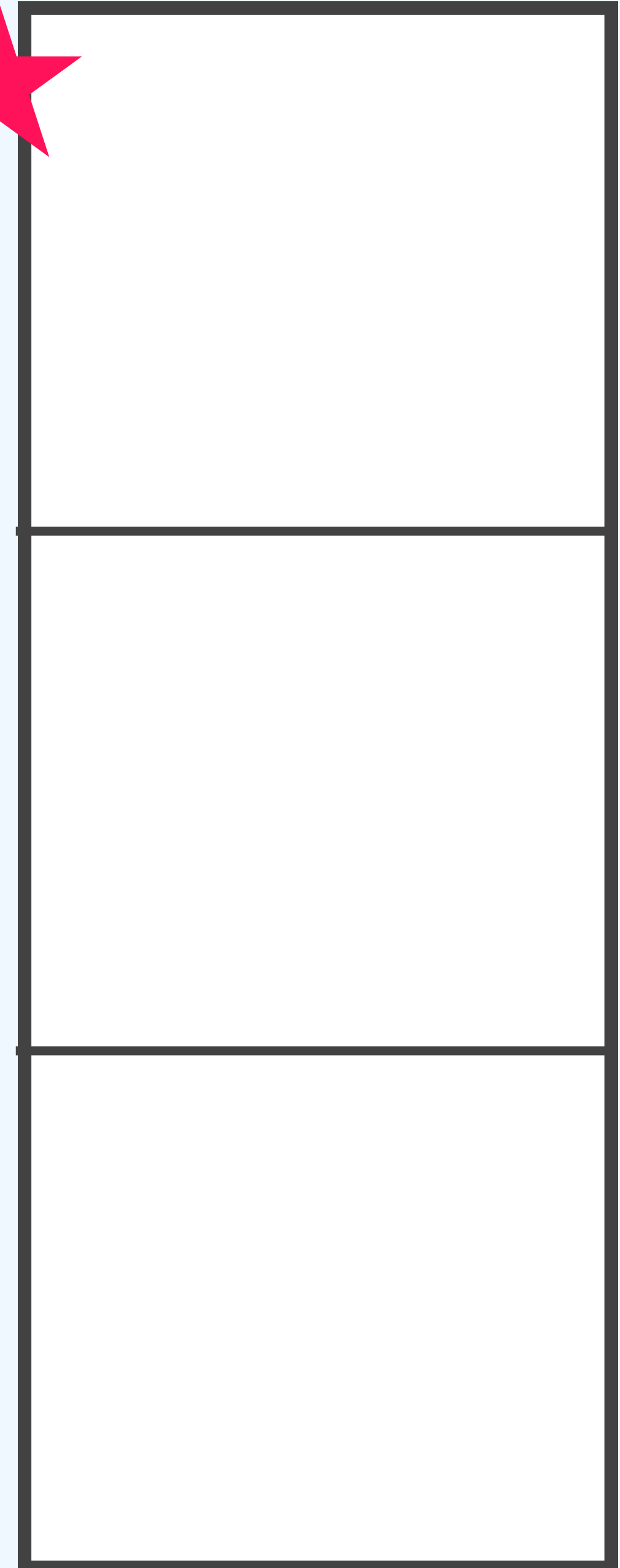
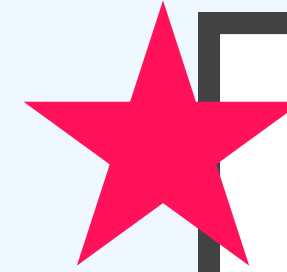
hooks

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    </div>  
  );  
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```



hooks

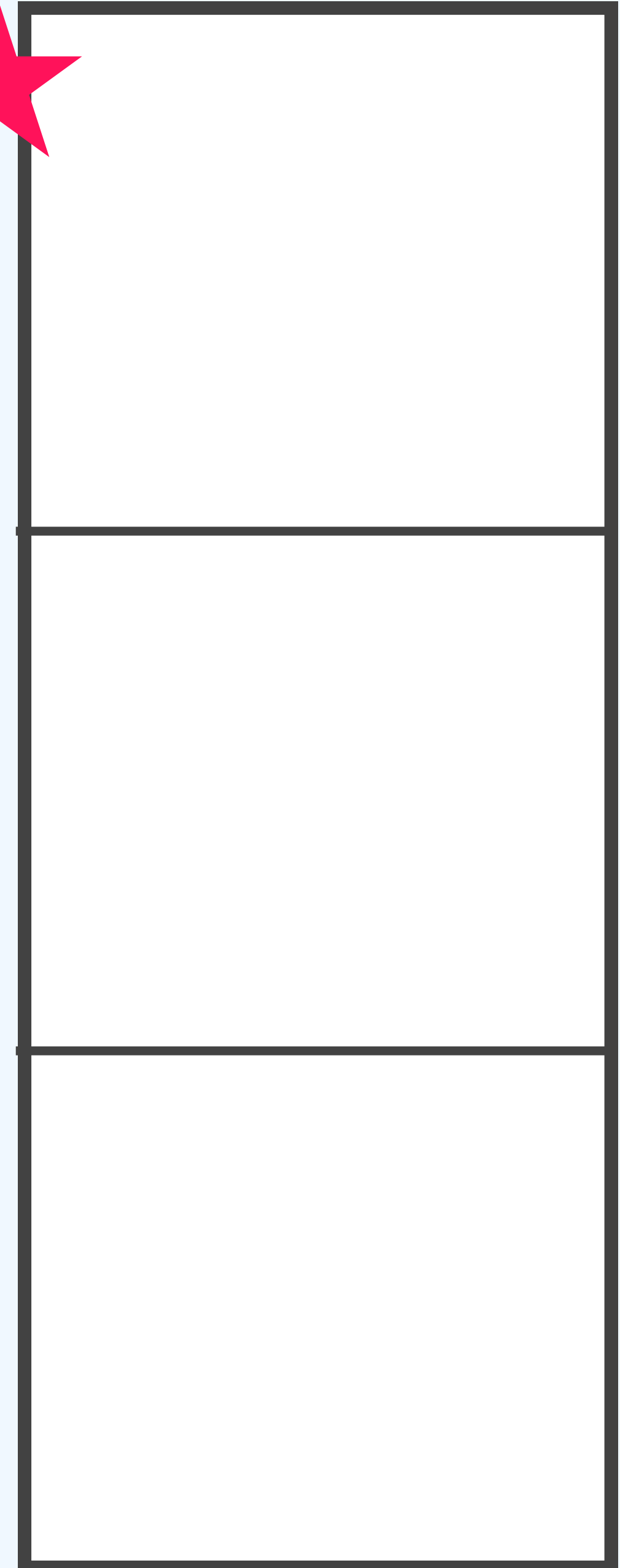
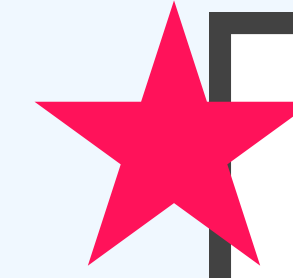
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      </button>  
    </div>  
  );  
}
```





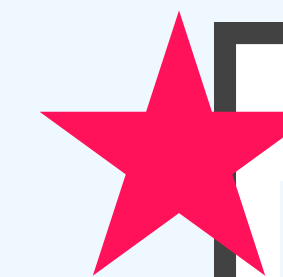
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hooks



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hooks



useState(300)

300



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hooks

useState(300)

300



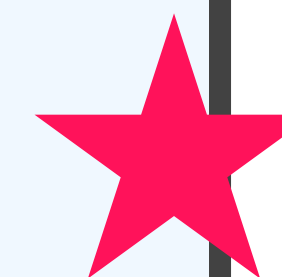
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hooks

useState(300)

300





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hooks

useState(300)

301



```
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hooks

useState(300)

301



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hooks

useState(300)

301



```
1 import React, { useState } from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4
5 const LoginForm = () => {
6   const [username, setUsername] = useState('');
7   const [password, setPassword] = useState('');
8   const [remember, setRememberMe] = useState(false);
9
10  return (
11    <form>
12      <label htmlFor="username">Username</label>
13      <input
14        value={username}
15        onChange={e => setUsername(e.target.value)}
16        id="username"
17        type="text"
18      />
19
```

Username

Password

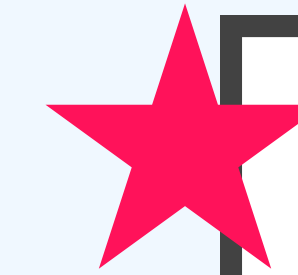
Remember me

Log In

Username:  
Password:  
Remember: no

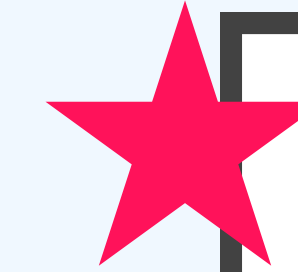


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    <form>  
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        onChange={e => setUsername(e.target.value)}  
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        type="text"  
      />  
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hooks

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hooks

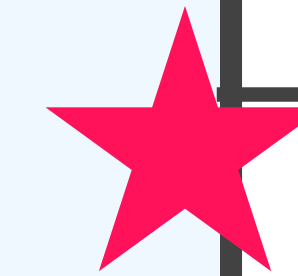
hooks

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        onChange={e => setUsername(e.target.value)}  
        id="username"  
        type="text"  
      />  
      ... )  
  )  
}
```

useState('')

''

(empty string)





hooks

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useState('')

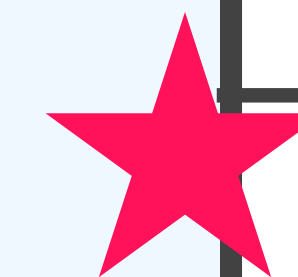
..

(empty string)

useState('')

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(empty string)



hooks

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useState('')

..

(empty string)

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(empty string)

useState(false)

false



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      ...
    )
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```

hooks

useState('')

d

useState('')

''

(empty string)

useState(false)

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hooks

d

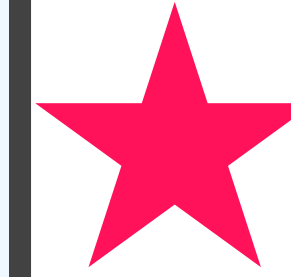
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hooks

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d

''

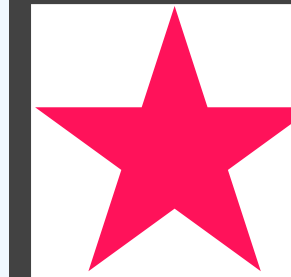
(empty string)

false

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        onChange={e => setUsername(e.target.value)}
        id="username"
        type="text"
      />
      ...
    )
  )
```

hooks



d

''

(empty string)

false





# Rules of Hooks

## 1. Call order must be stable

No loops, conditionals, nested functions.

## 2. Only call from function components

...or custom hooks. Sorry, classes.

## 3. Names should start with "use"

Help the linter out.

React **Hooks**



**useReducer**

```
1 import React from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4
5 function Room() {
6
7 }
8
9 ReactDOM.render(
10   <Room />,
11   document.querySelector('#root')
12 );
13
```



# When to useReducer?

1. State depends on other state
2. Update logic is complex
3. You feel like it.

React **Hooks**



**useContext**

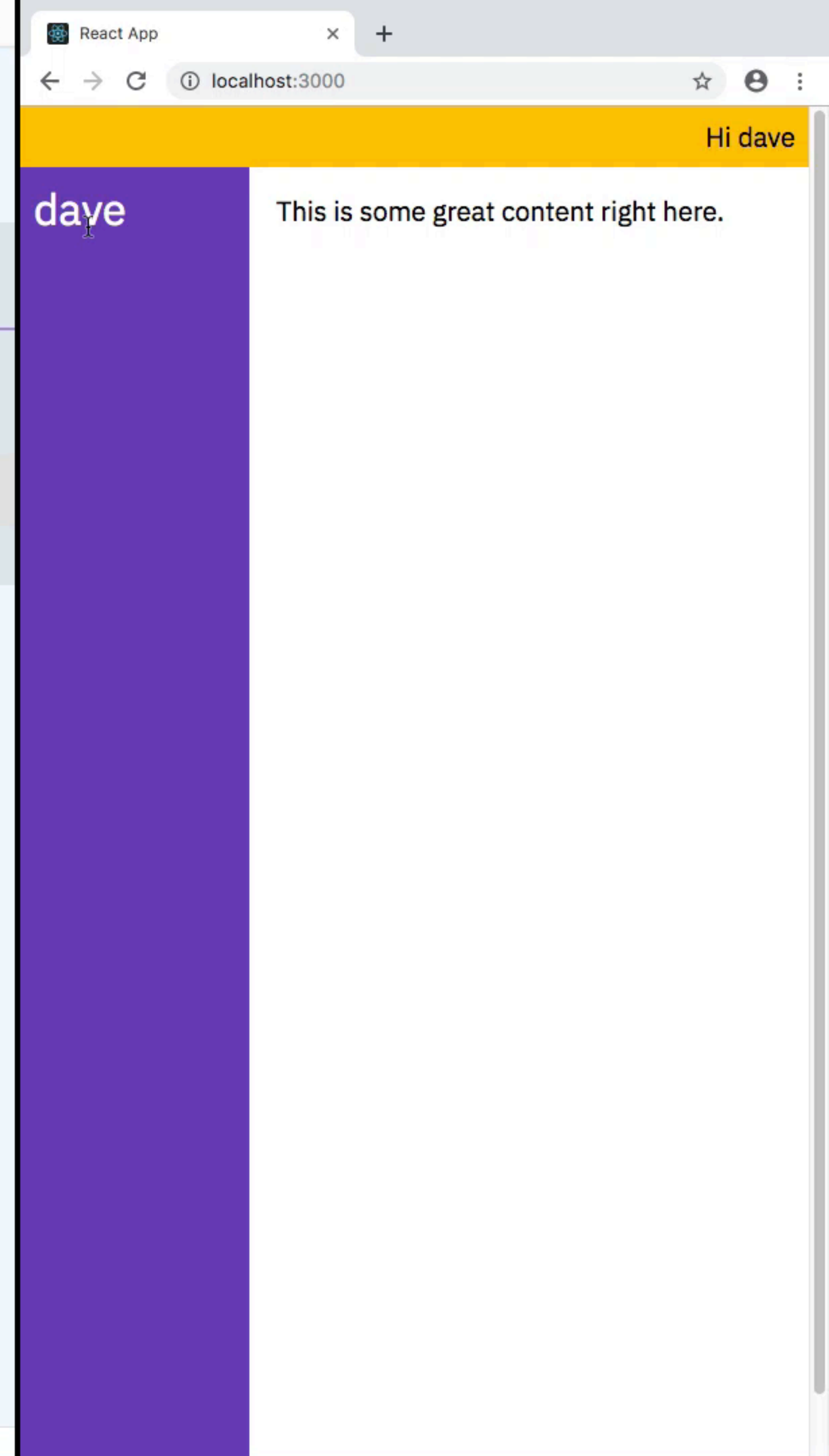
dave

This is some great content right here.

```
1 import React, { useState } from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4
5 function App() {
6   const [user, setUser] = useState({
7     username: 'dave'
8   });
9
10  return (
11    <>
12      <Header user={user} />
13      <Body user={user} />
14    </>
15  );
16 }
17
18 function Header({ user }) {
19   return <header>Hi {user.username}</header>;
```



```
10  });
11
12  return (
13    <UserContext.Provider value={user}>
14      <>
15        <Header user={user} />
16        <Body />
17      </>
18    </UserContext.Provider>
19  );
20 }
21
22 function Header({ user }) {
23   return <header>Hi {user.username}</header>;
24 }
25
26 function Body() {
27   return (
28     <main>
29     <Sidebar />
```



**Can I replace Redux?**

Maybe!

*(it depends)*



# Just a few values? Simple ones?

like an auth token or whatever?



## useContext

# Huge bundle of app state?



## useRedux\*

\* (**useSelector**, actually)

React **Hooks**



**useEffect**



# useEffect:

**componentDidMount**

+

**componentDidUpdate**

+

**componentWillUnmount**

# useEffect:

componentDidMount

componentDidUpdate

componentWillUnmount



```
1 import React from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4
5 const App = () => {
6
7 };
8
9 ReactDOM.render(
10   <App />,
11   document.querySelector('#root')
12 );
13
```

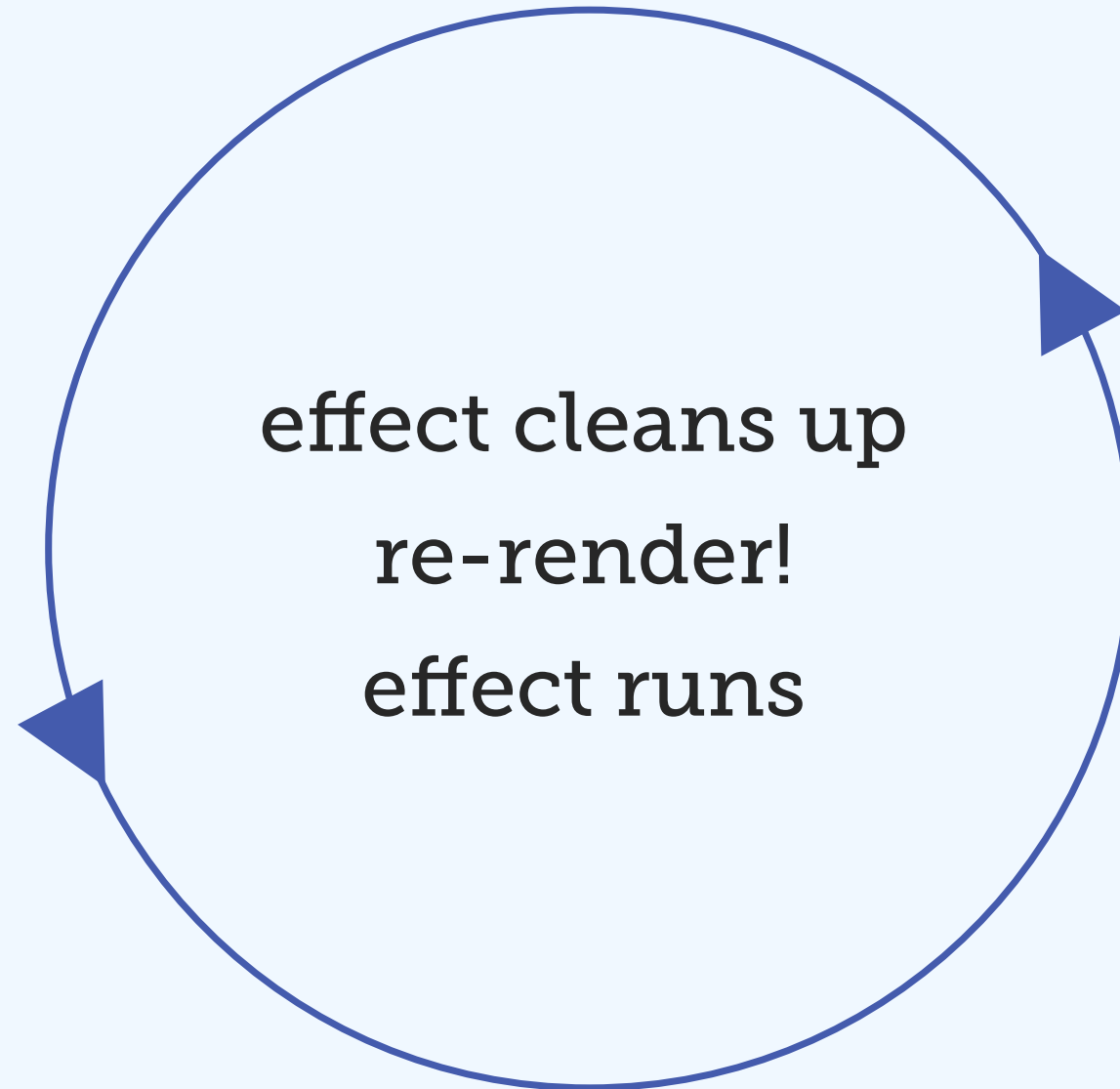


```
1 import React, { useState, useEffect } from 'react';
2 import ReactDOM from 'react-dom';
3
4 const Reddit = () => {
5
6 };
7
8 ReactDOM.render(
9   <Reddit />,
10  document.querySelector('#root')
11 );
12
```

```
1 import React, { useState, useEffect } from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4
5 const App = () => {
6   const [title, setTitle] = useState('');
7
8   useEffect(() => {
9     document.title = title;
10  });
11
12  return (
13    <input
14      value={title}
15      onChange={e => setTitle(e.target.value)}
16    />
17  );
18 };
19
```

Hello Boston

mount!  
effect runs



effect cleans up  
un-mount!



```
useEffect(() => {  
  // set up  
  
  return () => {  
    // clean up  
  }  
})
```

```
useEffect(() => {  
  const timer = setTimeout(5000)  
  
  return () => {  
    clearTimeout(timer)  
  }  
})
```

**if-this-then-that**



WHEN

~~if~~-this-then-that

*when* **postId** changes, *then* **fetch comments**

```
useEffect(() => {  
  fetchComments(postId)  
}, [postId])
```

# Custom Hooks





```
1 import React, { useState } from 'react';
2 import ReactDOM from 'react-dom';
3 import './index.css';
4
5 function SpoilerAlert({ text }) {
6   const [isVisible, setVisible] = useState(false);
7
8   return (
9     <div>
10      {isVisible && <span>{text}</span>}
11      {!isVisible && (
12        <span className="hidden">~spoilers~</span>
13      )}
14      <button onClick={() => setVisible(!isVisible)}>
15        {isVisible ? 'Hide' : 'Show'}
16      </button>
17    </div>
18  );
19 }
```

~spoilers~

Show

# A Few Custom Hook Ideas

useLocalStorage

useAudio

useAuth

useLocation

useApolloClient

useFetch

useArray

useInterval

useAxios

useHistory

<https://nikgraf.github.io/react-hooks/>

<https://github.com/rehooks/awesome-react-hooks>

# More Hooks...

**useMemo** - memoize expensive computations

**useCallback** - memoize callbacks

**useRef** - create refs to DOM nodes

**useLayoutEffect** - like useEffect, but runs before paint

**useImperativeHandle**

**useDebugValue** - label custom hooks in DevTools

# Resources

## Official Docs

<https://reactjs.org/hooks>

## Hooks Week!

<https://daveceddia.com/hooks>

## Thinking in React Hooks →

Amelia Wattenberger

<https://wattenberger.com/blog/react-hooks/>

The image shows a comparison between a Class Component and a Function Component for a Chart. On the left, under 'CLASS COMPONENT', the code uses lifecycle methods: `componentDidMount`, `componentDidUpdate`, and `componentWillUnmount`. On the right, under 'FUNCTION COMPONENT', the code uses `useEffect` to handle these events. A pink arrow points from the text 'Thinking in React Hooks' to the function component code. The word 'Thoughts' is visible in the top right corner of the image.

```
CLASS COMPONENT
With class components, we tie updates to specific lifecycle events.

class Chart extends Component {
  componentDidMount() {
    // when Chart mounts, do this
  }

  componentDidUpdate(prevProps) {
    if (prevProps.data !== props.data) return
    // when data updates, do this
  }

  componentWillUnmount() {
    // before Chart unmounts, do this
  }

  render() {
    return (
      <svg className="Chart" />
    )
  }
}

FUNCTION COMPONENT
Thoughts
In a function component, we instead use the useEffect hook to run code during the major lifecycle events.

const Chart = ({ data }) => {
  useEffect(() => {
    // when Chart mounts, do this
    // when data updates, do this
  }, [data])

  return () => {
    // before Chart unmounts, do this
  }

  return (
    <svg className="Chart" />
  )
}
```



# Thanks!

Examples and slides:

<https://daveceddia.com/boston>



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