

YVG CREATIONS

# 1 MINUTE CONCEPT

Concept Comic V4

Redux Store

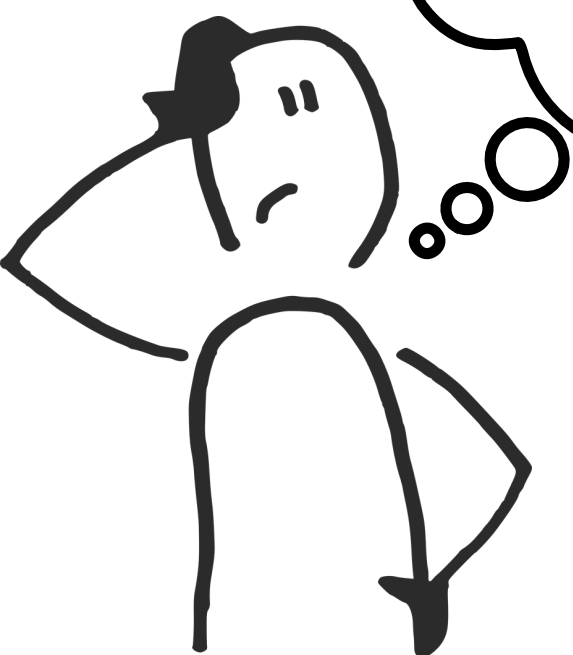
## SIMPLIFYING REDUX

UNDERSTAND STORAGE MANAGEMENT  
IN 1 MINUTE



ITS TOO  
CONFUSING

NOT AFTER  
A MINUTE



**WONDER WHAT STORE IS**

**IT'S A BIG**

**OBJECT**



**CONTAINING  
MANY SLICES**

**TO MODIFY DATA IN  
SLICE WE  
DISPATCH AN  
ACTION**

**THINK SLICE AS A PORTION  
OF STORE**

**DISPATCHES AN  
ACTION** ✨ ✨

**CALLS A  
REDUCER  
FUNCTION**

**CLICK ME**

**STORE  
GETS  
UPDATED**

**ACTION IS  
JUST LIKE A  
FUNCTION**

LETS SETUP THE STORE

CREATE A JS FILE  
STORE.JS  
AND IMPORT  
CONFIGURE STORE()



NOW WRAP  
YOUR APP  
COMPONENT

INSIDE  
`<PROVIDER STORE = { STORE }>`  
`</PROVIDER>`

STORE PASSED AS  
PROP TO PROVIDER  
IS THE SAME FILE WE  
CREATED ABOVE

IT'S TIME TO CREATE A SLICE

IT REQUIRES 3  
THINGS:

NAME

INITIAL STATE

REDUCER

SLICE = CREATESLICE({ 'USER' ,

{ NAME: NULL } ,  
MYREDUCER } )

ITS A FUNCTION

WHAT IS

MY REDUCER

MYREDUCER: {  
 UPDATENAME: (STATE, ACTION) =>  
 {  
 STATE.NAME = ACTION.PAYLOAD  
 }  
}



**UPDATENAME IS THE NAME TO  
CALL THE FUNCTION**

**STATE ALLOWS  
US TO ACCESS VALUES  
OF INITIAL STATE OBJECT**

**STORE**

**ACTION.PAYLOAD**

**GIVES THE VALUE  
PASSED BY COMPONENT**

**USER**

**NAME: NULL**

**NOW EXPORT  
{UPADTEUSER} =  
SLICE.ACTIONS**

**ALSO EXPORT  
SLICE.REDUCRES**

**THIS WILL CONTAIN  
ALL THE REDUCER DEFINED**

**IT'S DONE !!**

**NOW PASS THIS SLICE TO STORE WE CREATED  
CONFIGURESTORE({SLICE})**

**TO ACCESS DATA : DATA= USESELCOR (STORE=> STORE.NAME)**

**TO UPDATE DATA : USEDISPATCH(UPDATENAME("BINGO"))**

**WHY TO USE  
REDUX**

**IN A COMPLEX APP  
PASSING PROPS MAY  
BECOME VERY COMPLEX  
AND DIFFICULT TO HANDLE**