Creating the store

The store is one JavaScript object that holds everything related to state

- The state itself
- Controlled way to read state
- Controlled ways to change state
- A list of things to do when state changes

- So, how do you create the store?

- To create the store, you run Redux's createStore method

createStore()

Syntax:

store = createStore(reducer, initialState);

Where ...

- *reducer* is a function that receives a state object and an action object and returns a state object. In other words …
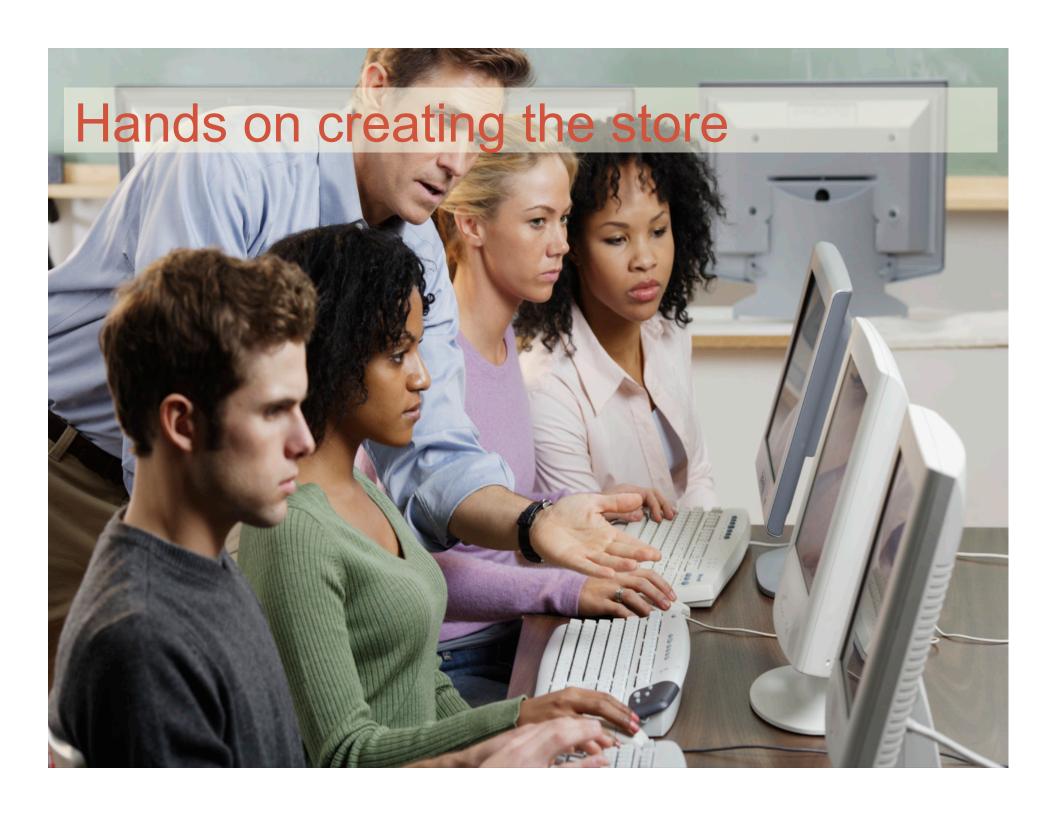
  ```
  reducer = (state, action) => state
  ```
- *initialState* is a plain object

The simplest possible store

```
import { createStore } from 'redux';

const reducer = (state, action) => state;
const initialState = {};
export const store =
  createStore(reducer, initialState);
// Now we can do things with the store!
```

Hands on creating the store

tl;dr

- The store is where all the action happens!
- You create it by calling Redux's createStore() method
- It receives a reducer function and an initial state object