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OPEN ORIENTED

凹凸实验室

# 【图解】Redux 工作原理

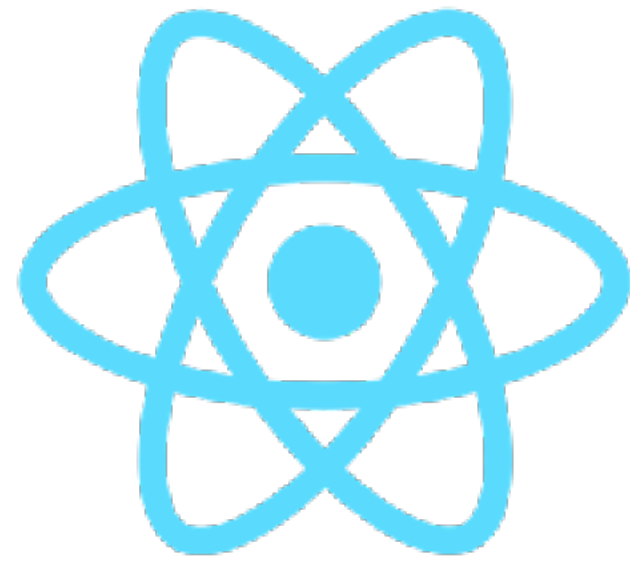
Yetty

2017.11.28



JavaScript 状态容器

提供可预测化的状态管理



React-redux



Nerv-redux



State

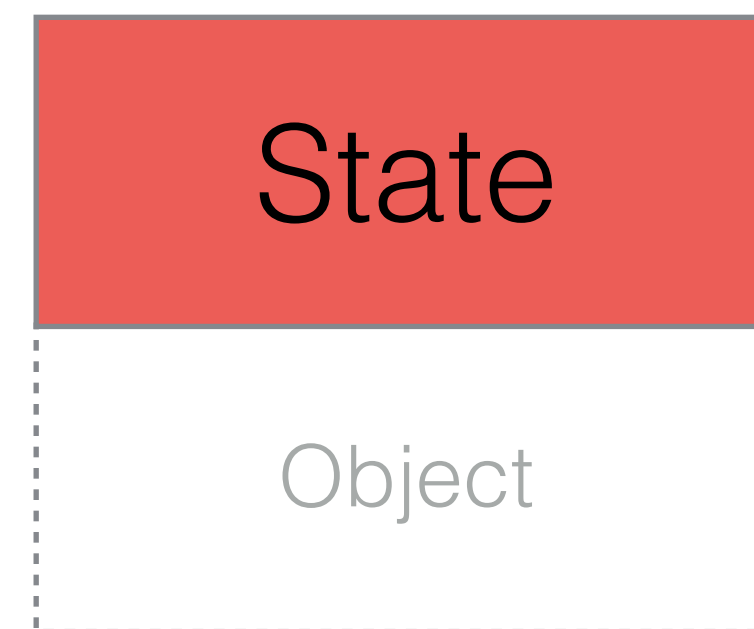
Store

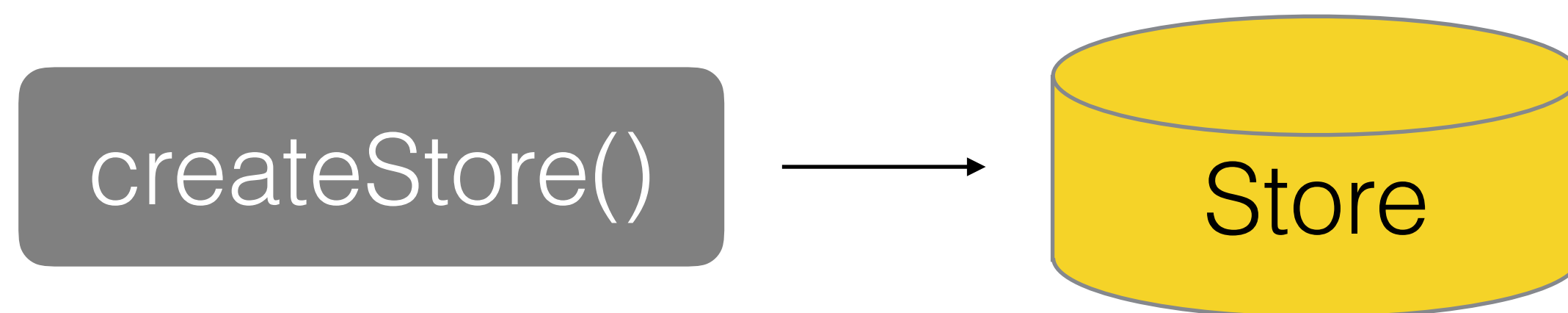
Action

Reducer

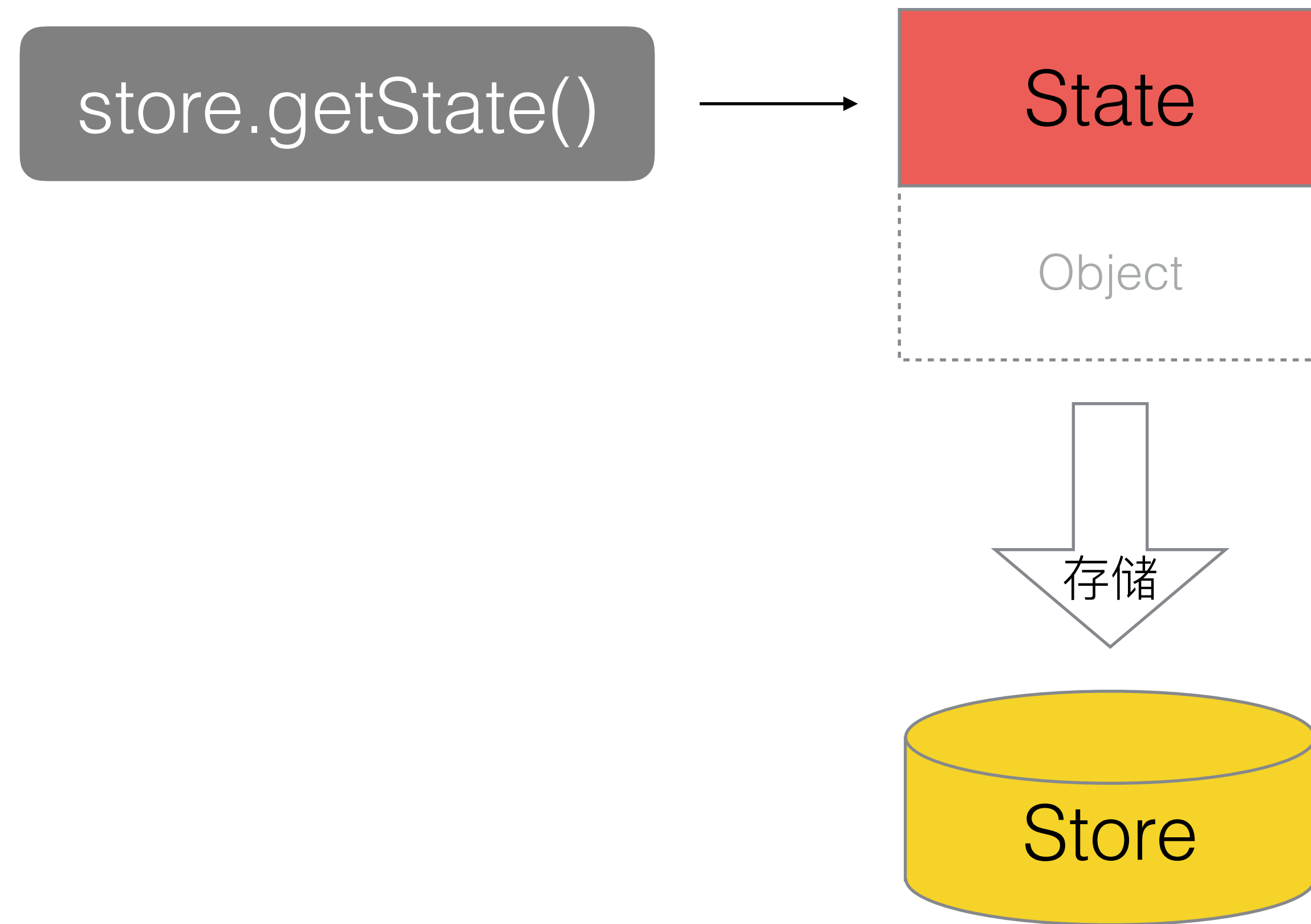
Middleware

## 【State】应用的状态数据





**【Store】** 应用唯一保存数据的容器



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# Action

必须，表示 Action 的名称

```
const action = {  
  type: 'ADD_TODO',  
  payload: 'Learn Redux'  
};
```

携带的信息

Action

Object

【Action】 数据从应用传递到 Store 的载体

# Action

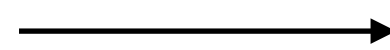
```
const ADD_TODO = '添加 TODO';

function addTodo(text) {
  return {
    type: ADD_TODO,
    text
  }
}

const action = addTodo('Learn Redux');
```

Action Creators

Function



Action

Object

【Action Creators】 一个用来生成 Action 的函数



# Reducer

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当前 State

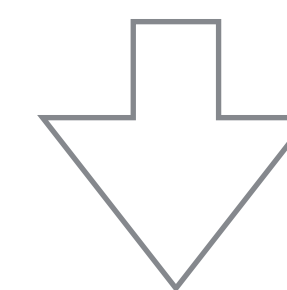
```
const reducer = function (state, action) {  
  // ...  
  return new_state;  
};
```

Reducer

Function

【Reducer】指明应用如何改变 State

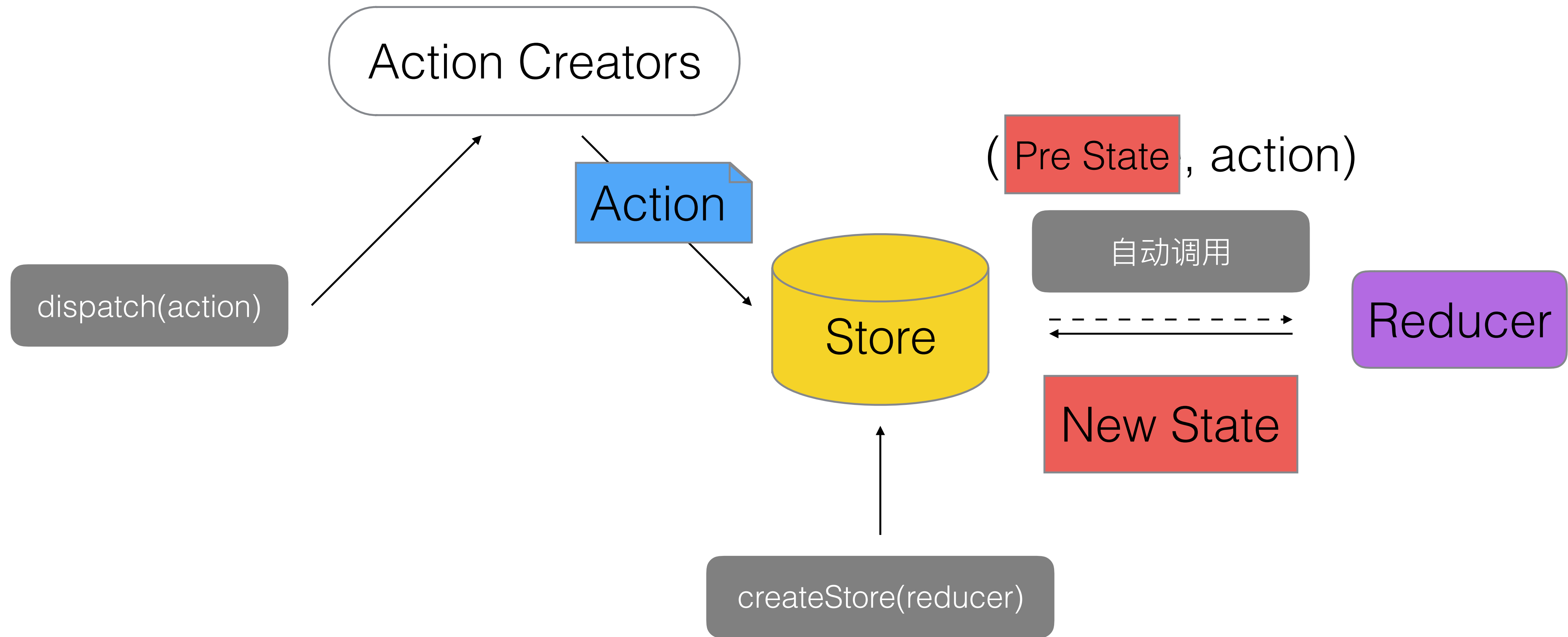
```
const state = reducer(1, {  
  type: 'ADD',  
  payload: 2  
});
```



createStore(reducer)

以后每当 store.dispatch 发送过来一个新的 Action, 就会自动调用 Reducer, 得到新的 State

# Redux 的工作流程



# Reducer 拆分

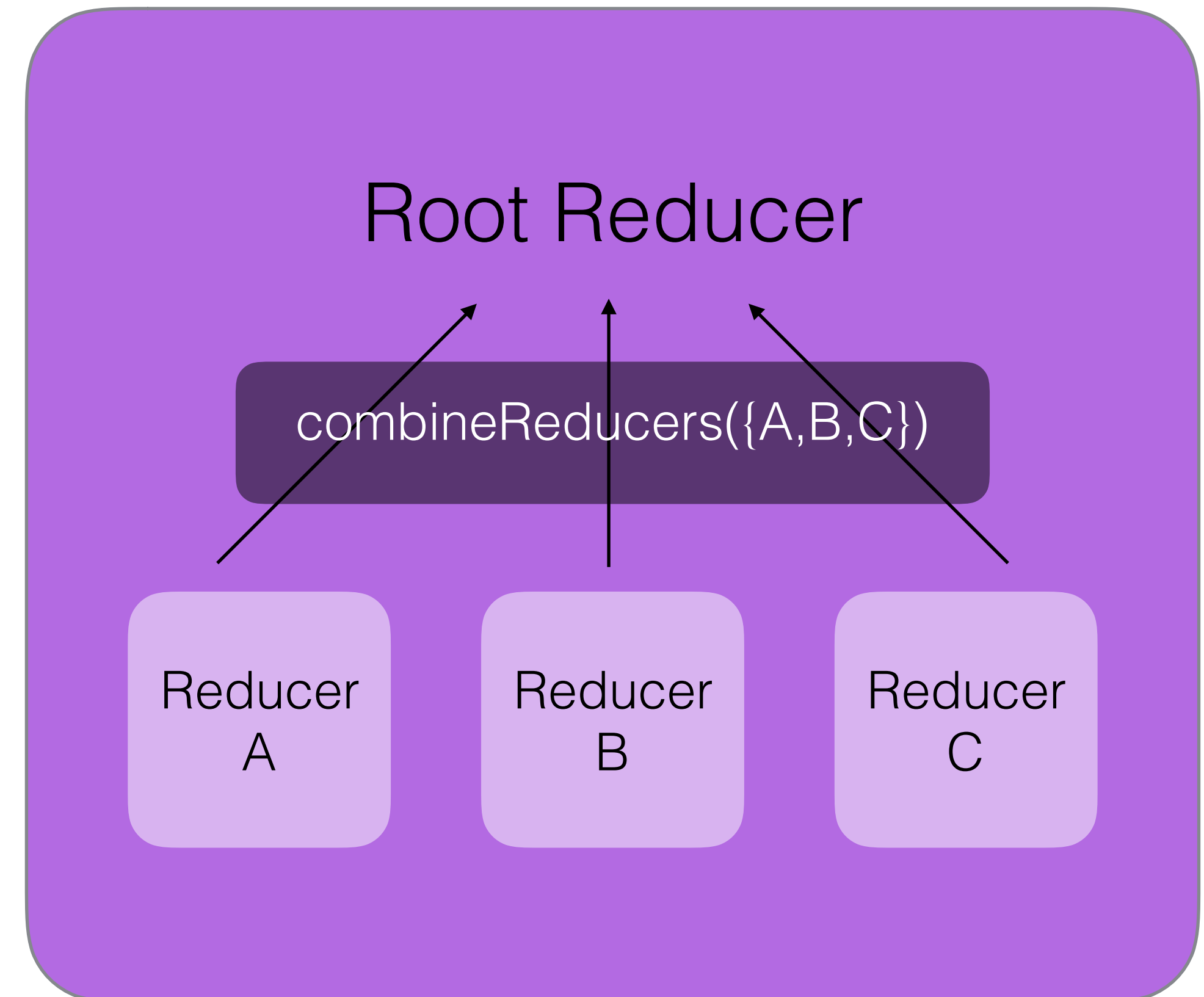
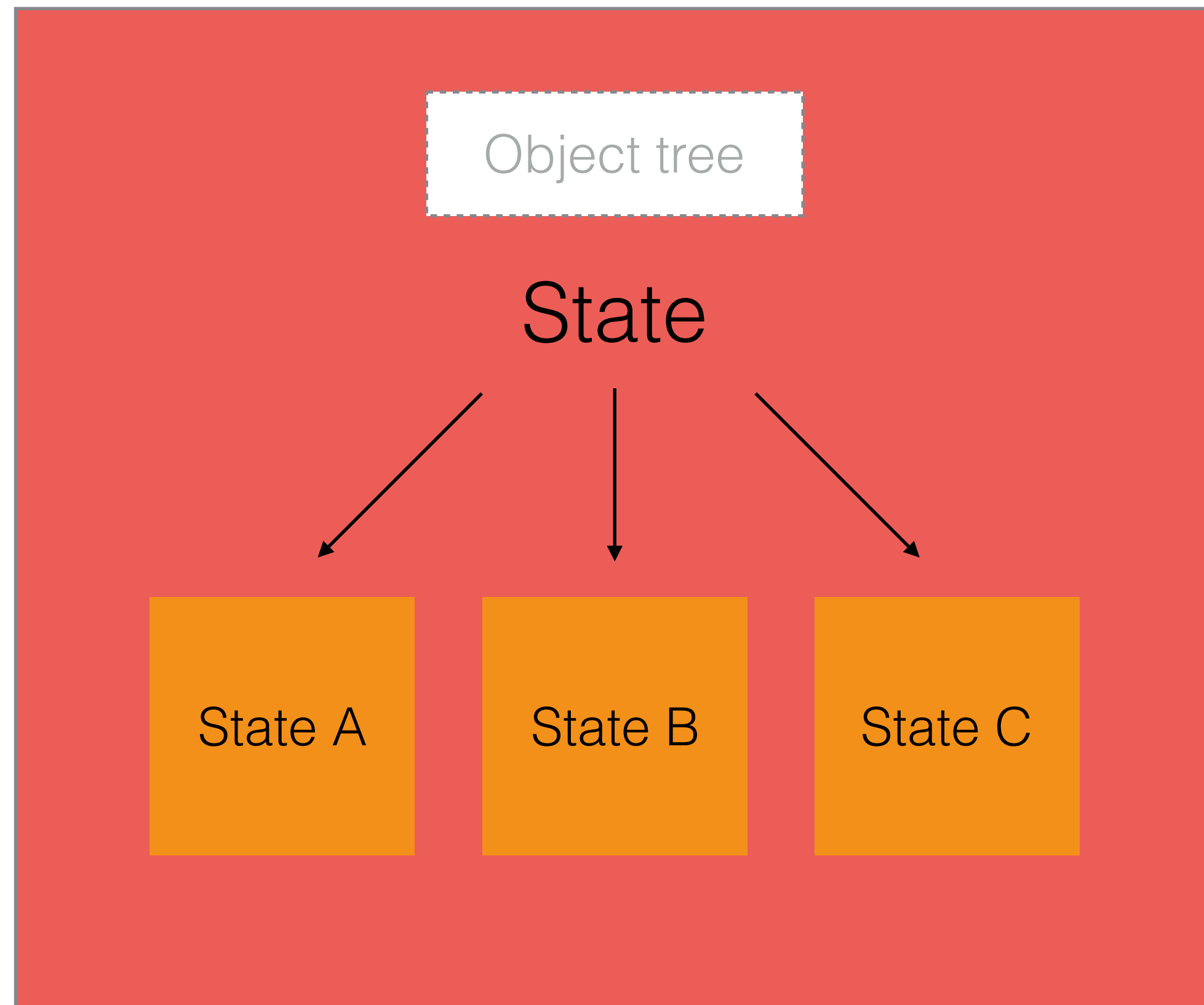
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大型应用：

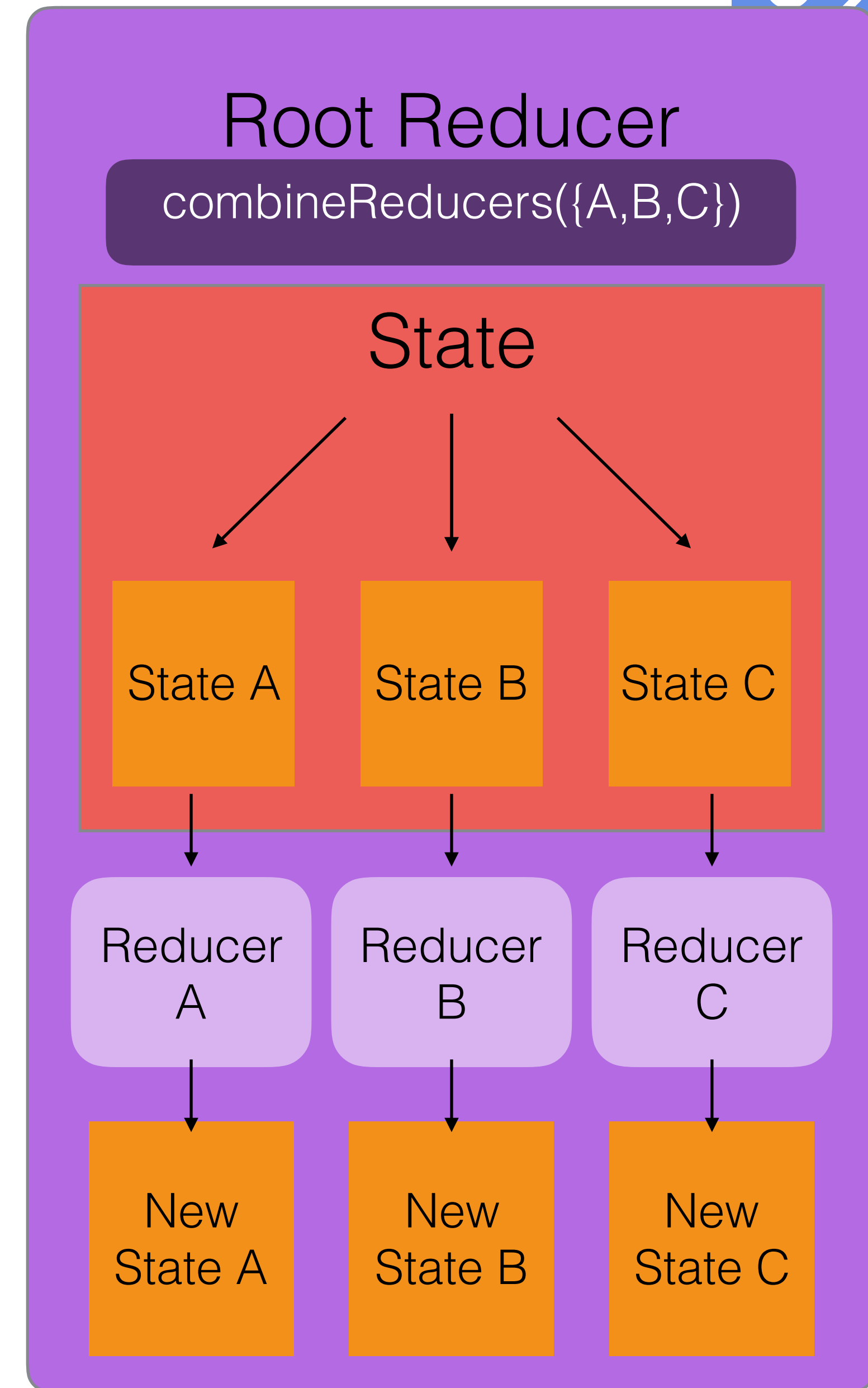
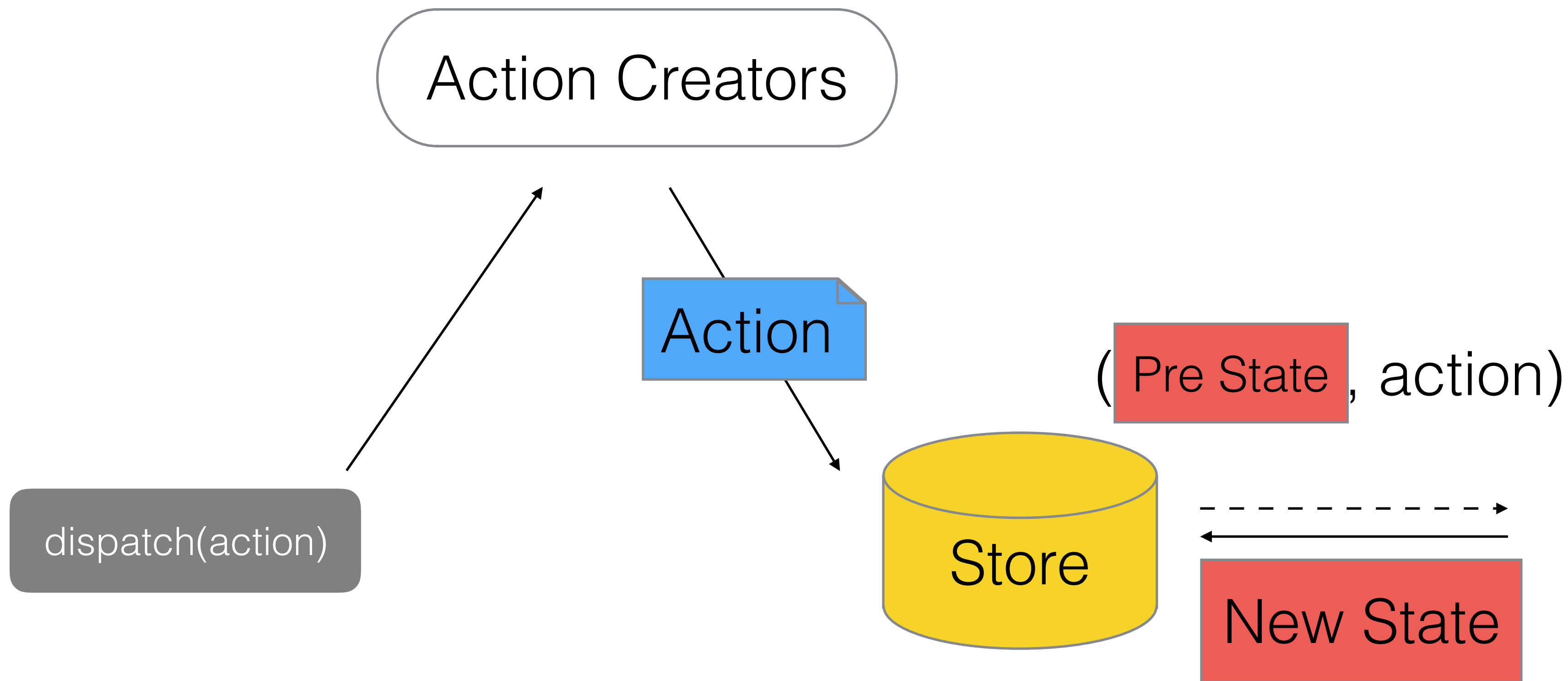
State 庞大 => Reducer 庞大

```
const chatReducer = (state = defaultState, action = {}) => {
  const { type, payload } = action;
  switch (type) {
    case ADD_CHAT:
      return Object.assign({}, state, {
        chatLog: state.chatLog.concat(payload)
      });
    case CHANGE_STATUS:
      return Object.assign({}, state, {
        statusMessage: payload
      });
    case CHANGE_USERNAME:
      return Object.assign({}, state, {
        userName: payload
      });
    default: return state;
  }
};
```

# Reducer 拆分



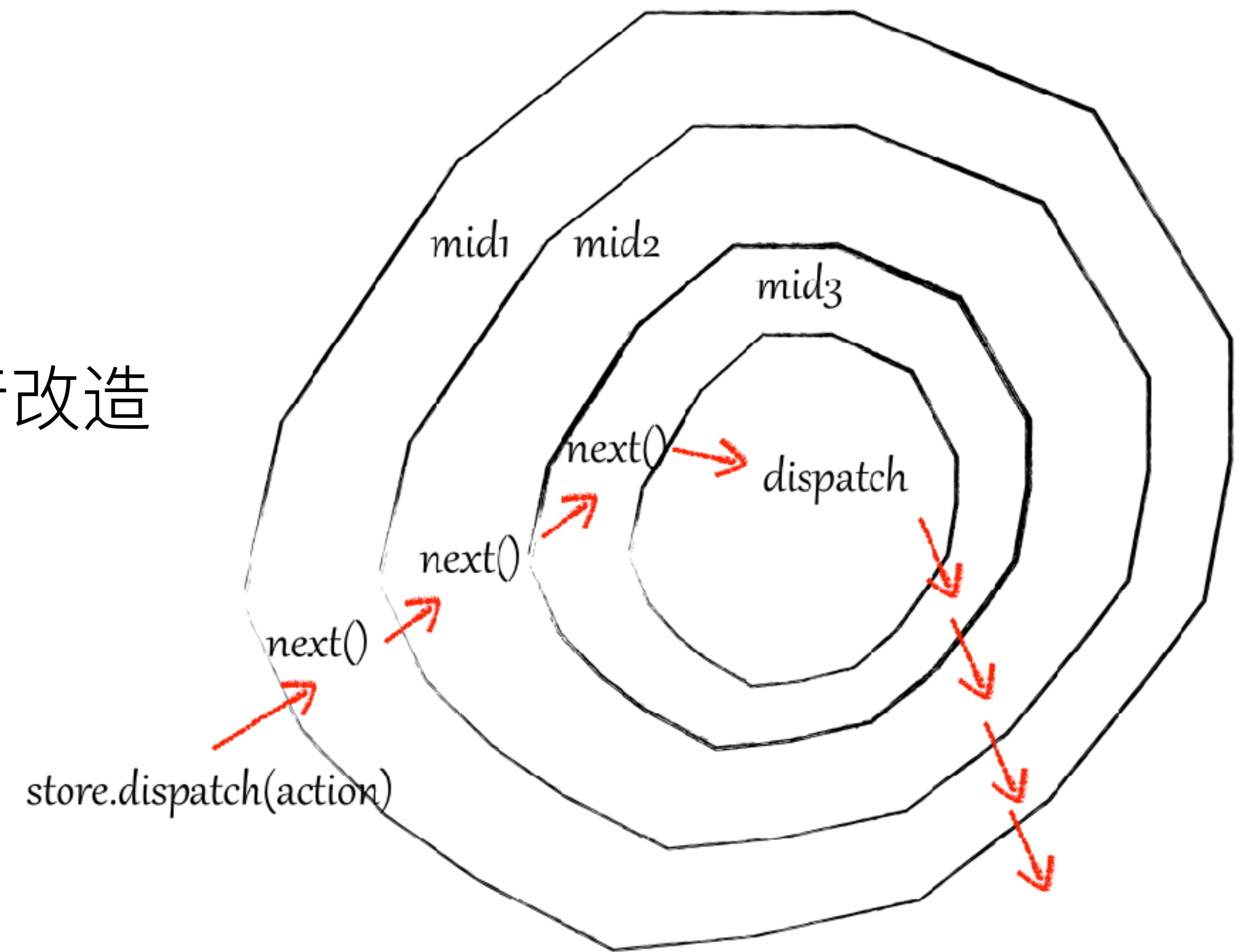
# Redux 的工作流程—Reducer 拆分



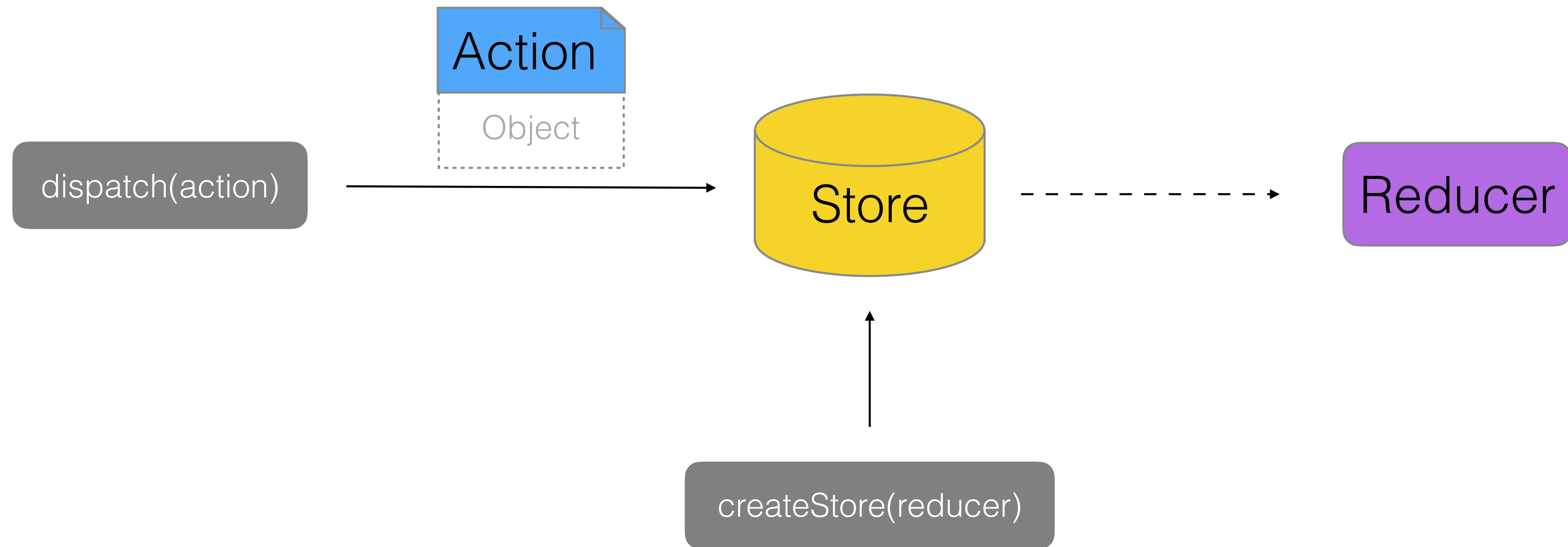
# Middleware



【Middleware】对 `store.dispatch` 方法进行改造

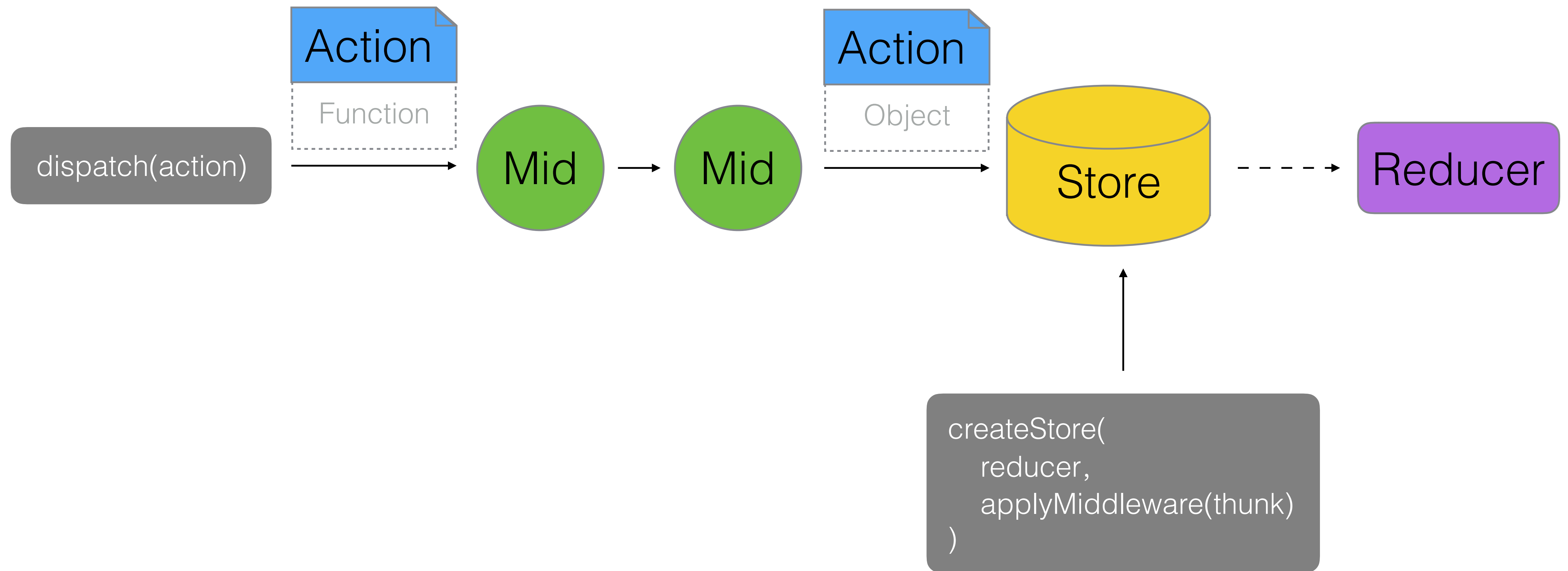


# Middleware

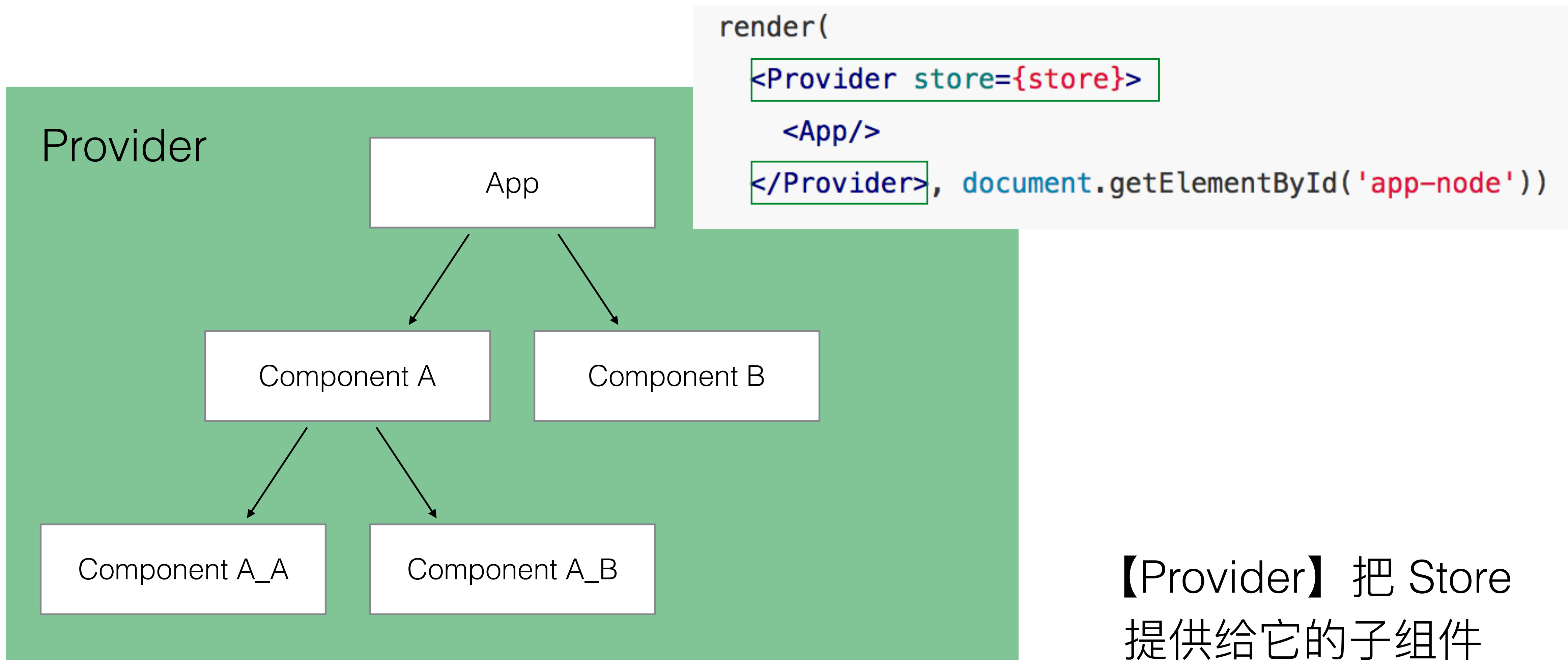




# Middleware







# React-redux

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