

# STATE MANAGEMENT REDUX







#### STATE MANAGEMENT

React state management is a process for managing the data that React components need in order to render themselves.

This data is typically stored in the component's state object.

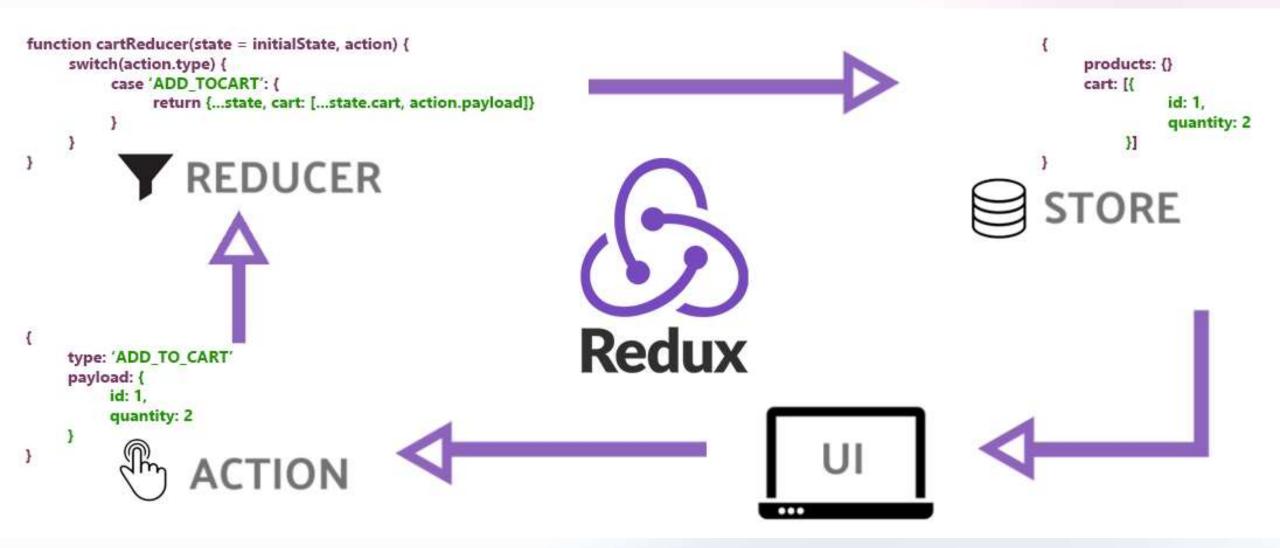
- 1. Recoil
- 2. Jotai
- 3. Redux
- 4. Rematch
- 5. Mobx
- 6. Hookstate





A Predictable State Container for JS Apps





## Creating Store

```
import { createStore } from 'redux'
function todos(state = [], action) {
 switch (action.type) {
    case 'ADD_TODO':
      return state.concat([action.text])
    default:
      return state
const store = createStore(todos, ['Use Redux'])
store.dispatch({
  type: 'ADD_TODO',
 text: 'Read the docs'
})
console.log(store.getState())
// [ 'Use Redux', 'Read the docs' ]
```

#### **Store Methods**

- getState()
- dispatch(action)
- subscribe(listener)
- replaceReducer(nextReducer)



## Provider

```
import React from 'react'
import ReactDOM from 'react-dom/client'
import { Provider } from 'react-redux'
import store from './store'
import App from './App'
// As of React 18
const root = ReactDOM.createRoot(document.getElementById('root'))
root.render(
 <Provider store={store}>
    <App />
 </Provider>
```



## Action

```
import React from 'react'
import { useDispatch } from 'react-redux'
export const CounterComponent = ({ value }) => {
 const dispatch = useDispatch()
 return (
   <div>
     <span>{value}</span>
     <button onClick={() => dispatch({ type: 'increment-counter' })}>
        Increment counter
     </button>
   </div>
```

### useSelector

```
import React from 'react'
import { useSelector } from 'react-redux'
export const CounterComponent = () => {
  const counter = useSelector((state) => state.counter)
  return <div>{counter}</div>
```

