

## Test Frontend Developer

1. In a given case of use of useReducer, we need to update a property of an object belonging to the initial state of the application, select the correct solution

- a. 

```
const reducer = (state: AppState, action: Action) => {
  switch (action.type) {
    case 'SET_TOURS':
      return { ...state, tours: action.payload }
    default:
      return state
  }
}
```
- b. 

```
const reducer = (state: AppState, action: Action) => {
  switch (action.type) {
    case 'SET_TOURS':
      return { ...state, tours: [...state.tours, action.payload] }
    default:
      return state
  }
}
```
- c. 

```
const reducer = (state: ActivityState, action: Action) => {
  switch (action.type) {
    case 'EDIT_ACTIVITY':
      return {
        ...state,
        activities:
          state.activities.map((activity) => activity.id === action.payload.id ?
            { ...action.payload } : activity
          )
      }
    default:
      return state
  }
}
```

2. In a given use case of useReducer, we need to update an item of an array belonging to the initial state of the application, select the correct solution

- a. 

```
const reducer = (state: AppState, action: Action) => {
  switch (action.type) {
    case 'SET_TOURS':
```

```

        return { ...state, tours: action.payload }
      default:
        return state
    }
  }
}

```

```

b. const reducer = (state: ActivityState, action: Action) => {
  switch (action.type) {
    case 'EDIT_ACTIVITY':
      return {
        ...state,
        activities:
          state.activities.map((activity) => activity.id === action.payload.id ?
            { ...action.payload } : activity
          )
      }
    default:
      return state
  }
}

```

```

c. const reducer = (state: AppState, action: Action) => {
  switch (action.type) {
    case 'SET_TOURS':
      return { ...state, tours: [...state.tours, action.payload] }
    default:
      return state
  }
}

```

3. Use react to render the following screen

<https://www.figma.com/community/file/1105813760130731100>

