REACT SO FAR

- React function-based components
- state-per-component from `useState` hook
- passing state as props
- altering state in children via callback props
- per-render/init effects from `useEffect` hooks
- changing css classes via state/props for non-structural visual changes

COMPLEX STATE

`useState` is normally fine

- What if you have multiple state flags that could change at the same time?
- What if your new state is based on the previous state

Answer: `useReducer` hook

WHAT IS A REDUCER?

- A **state**
  - usually an object
- A **reducer** function
  - a **pure function** (output only based on input)
  - takes the previous state
  - takes an "action" (a name + data)
  - returns a **new state**
- A **dispatcher** function
  - called with the action name + data
  - calls the reducer
  - replaces previous state with new state

EXAMPLE: APPROPRIATE TIME FOR REDUCER

Imagine you have a **user profile** with these values:

- username
- user actual name
- avatar image url
- theme ('dark' or 'light')
- last active time

Could track each with a `useState` value

...But that can be tedious, and churn re-renders

EXAMPLE: REDUCER STATE

```
{
  username: 'bao',
  actualName: 'Wu Bao',
  avatar: 'https://examplecat.com/cat.png',
  theme: 'light',
  lastActive: 1585797861760, // Date.now() - ms since Epoch
}
```

WHAT ACTIONS DO WE HAVE?

This COULD be changing each field individually

- But some actions might be grouped

Example:

- Changing theme
- Changing username/avatar
- Changing actual name/birthday
- Updating lastActive
    - Plus ALL actions should update this too

ACTIONS AS CODE:

```
{
  type: 'changeTheme',
  theme: 'dark', // or 'light'
}
```

```
{
  type: 'updatePersonalInfo',
  info: {
    actualName: 'Xing Ming',
    birthday: '2000-01-01',
  }
}
```

```
{
  type: 'updateLastActive'
}
```

EXAMPLE REDUCER:

A **reducer** function

- takes the previous state
- takes an "action" (a name + data)
- returns a **new state**

```
const reducer = (state, action) => {
  switch(action.type) {
    case 'changeTheme':
      return { ...state, theme: action.theme };
    case 'updatePersonalInfo':
      return { ...state, ...action.info };
    case 'updateLastActive':
      return { ...state, lastActive: Date.now() };
    default:
      return state;
  }
};
```

ONE WAY TO ALWAYS UPDATE LASTACTIVE

```
const reducer = (state, action) => {
  state = { ...state, lastActive: Date.now() };
  switch(action.type) {
    case 'changeTheme':
      return { ...state, theme: action.theme };
    case 'updatePersonalInfo':
      return { ...state, ...action.info };
    case 'updateLastActive':
      return state;
    default:
      return state;
  }
};
```

USEREDUCER HOOK

```
useReducer(reducer, initialArg);
```

- `initialArg` is the initial state
- returns `[ state, dispatch ]`
    - `state` is the current state
    - `dispatch` is the `dispatcher` function

Updates the state (and triggers any re-renders):

- `dispatch({ type:'setTheme', theme:'dark' });`
- You can pass `dispatch` as a prop to descendants
- They can dispatch actions without other callbacks

REACT EXAMPLE

Assume `initState` and `reducer` are imported:

```
const App = () => {
  const [state, dispatch] = useReducer(reducer, initState);
  const setTheme = (e) => dispatch({
    type: 'setTheme',
    theme: e.target.value
  });
  return (
    <div className={state.theme}>
      <select value={state.theme} onChange={setTheme}/>
        <option value="light">Light</option>
        <option value="dark">Dark</option>
      </select>
    </div>
  );
};
```

WHEN TO USEREDUCER?

`useState` is **not wrong**

use `useReducer` when you:

- need to change many state values simultaneously
- have complex state changing logic
    - such as state changing based on state
- state-changing logic that you want
    - to reuse
    - to have testable outside of components