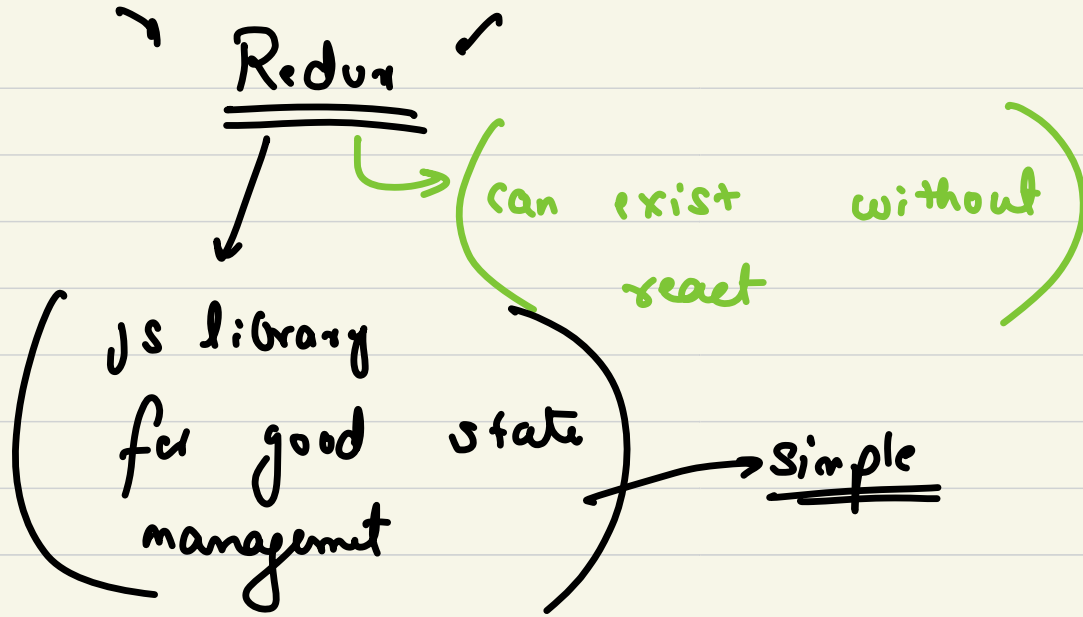


↓
zustand / context

↓
Reduce



(Reducer)

→ Programming
Concept

→ (a way to write
code)

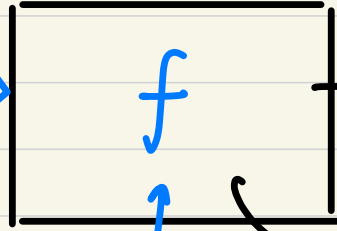
①

Reducer
func

is a

→ it's just that we implement
this funcⁿ in a specific way.

incoming
Object to be
updated



updated
Object

Object
action

but a label using
which we can
decide how to
update the object

this is a
reducer funcⁿ

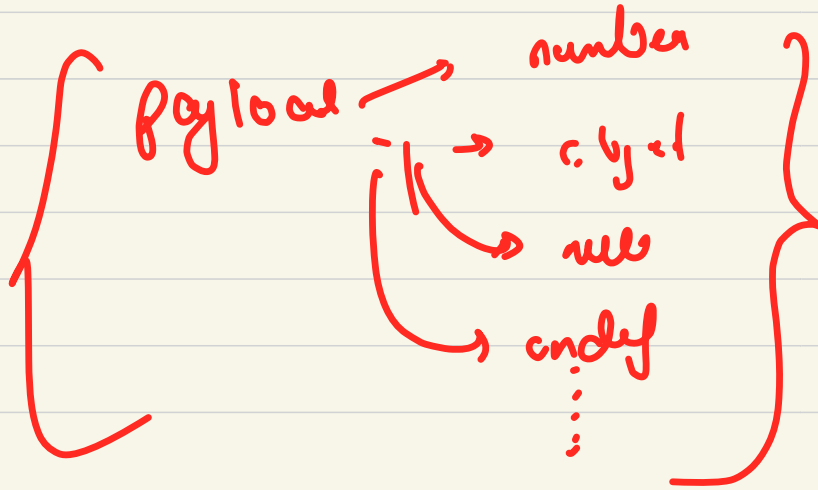
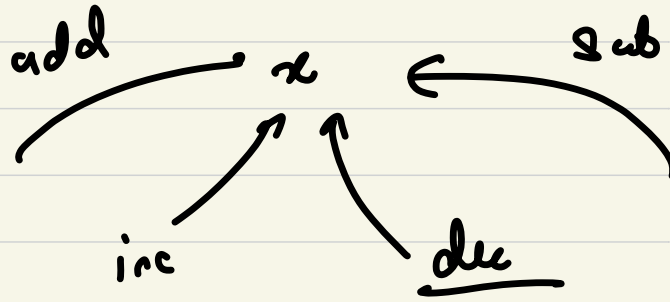
algo
to update the
incoming object

action → {

type: "ActionName"

payload: []

}



action.type → which algo to use

action.payload → any input reqd for the algo
to work.

Reducer

state
management
tool

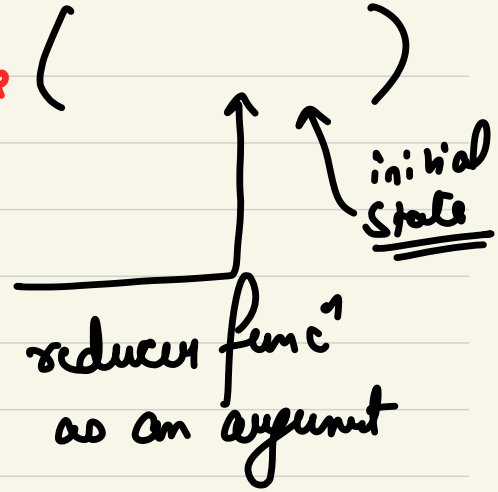
responsible
for saving &
updating state

Reducer uses reducers funcⁿ

Reduce

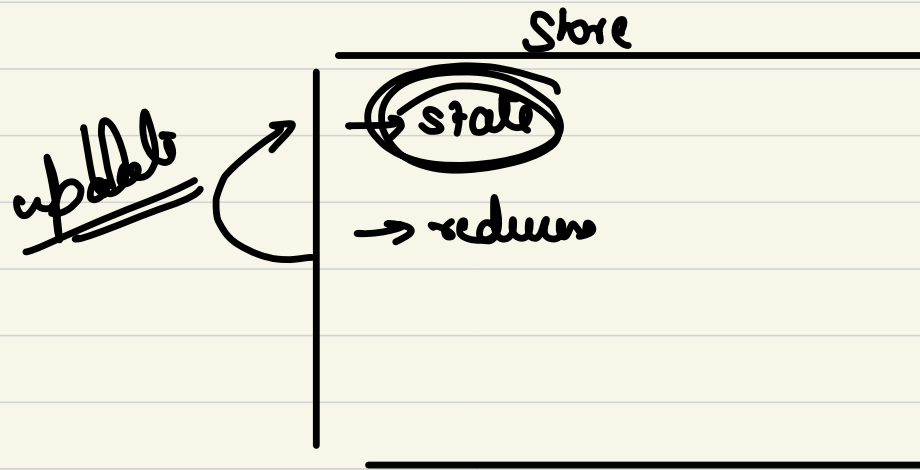


create Store

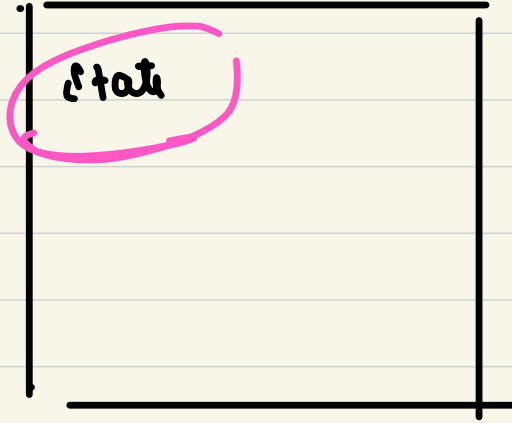


createStore func creates a common global

store to keep the state



State



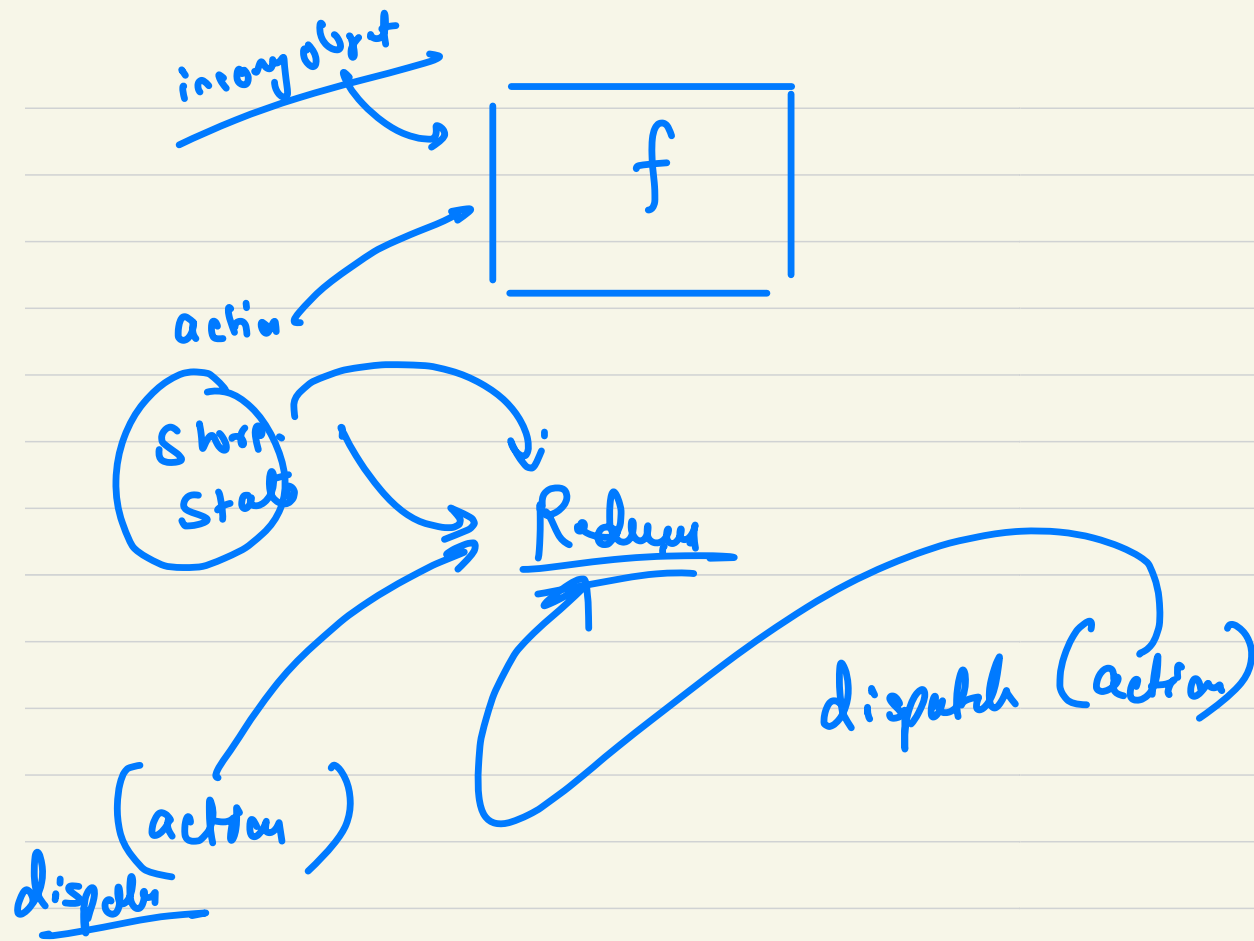
getState

returning the correct
State in the store

→ Reducers can update an obj

→ The obj we want to update (state) is stored in the store obj.

→ To trigger our reducer so that we can update the state stored in the store we use dispatch method.



code-splitting

