



# State Management





```
{  
  isLoading: false,  
  data: [{ ...}],  
  error: {},  
  ...  
}
```

```
{  
  isChecked: false,  
  isLoading: true,  
  ...  
}
```

```
{  
  data: [],  
  isLoading: false,  
  localData: [],  
  anotherResult: {},  
  ...  
}
```

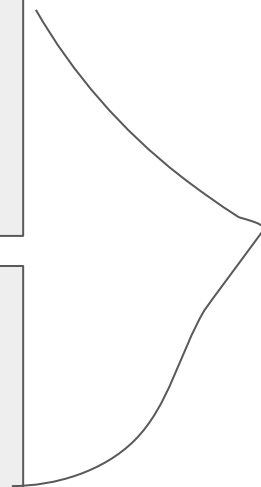
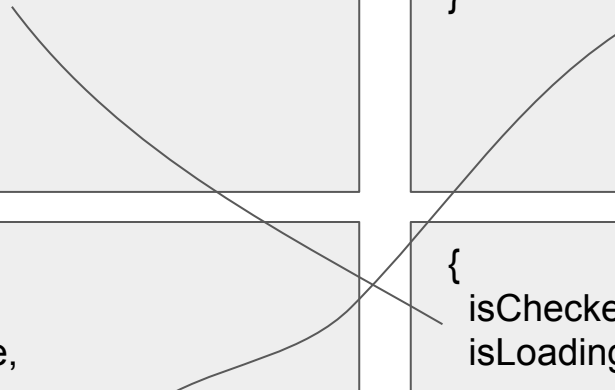
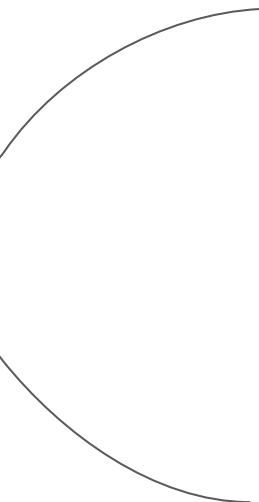
```
{  
  isChecked: false,  
  isLoading: true,  
  ...  
}
```

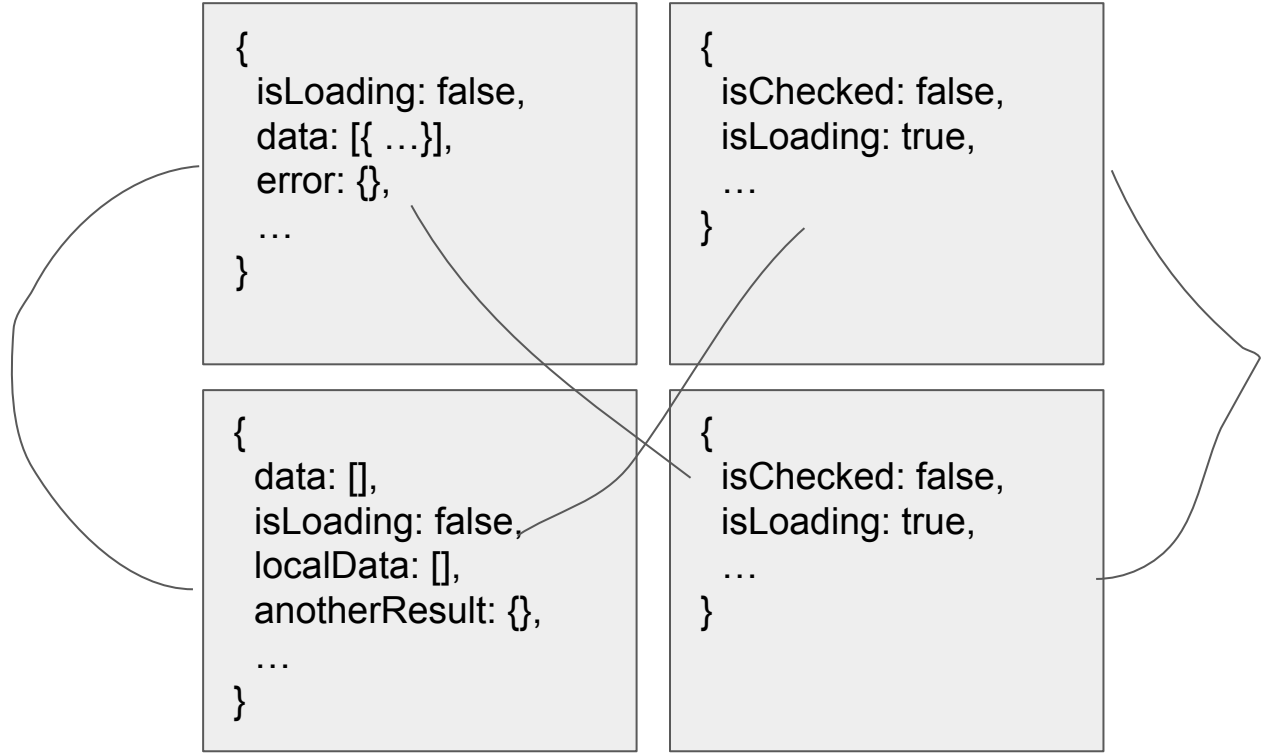
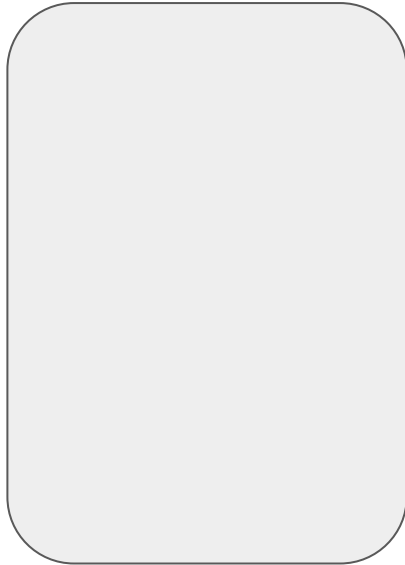
```
{  
  isLoading: false,  
  data: [{ ... }],  
  error: {},  
  ...  
}
```

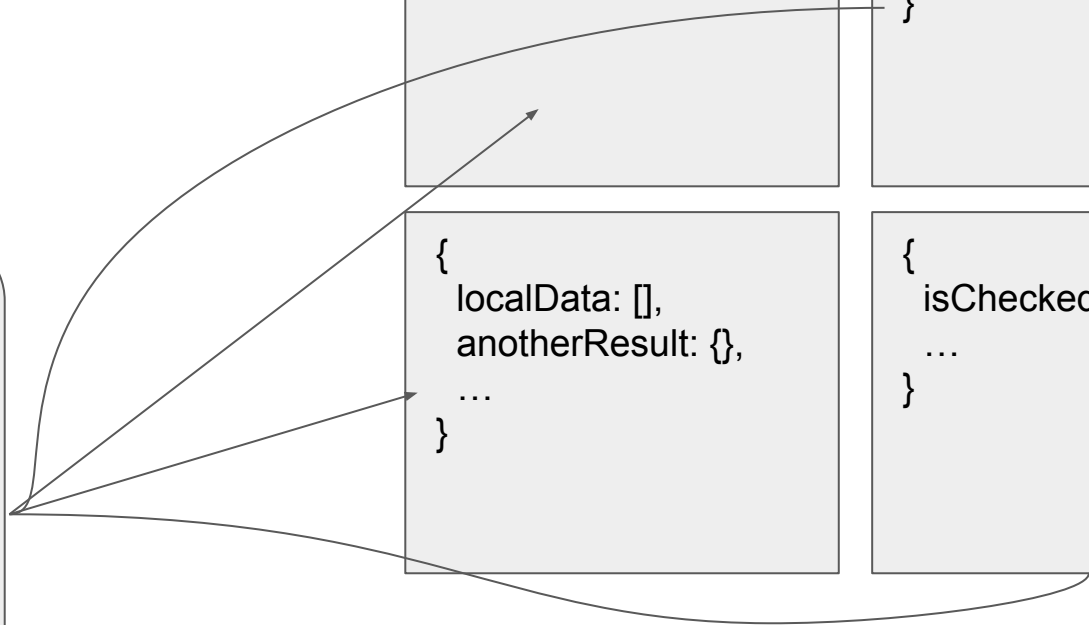
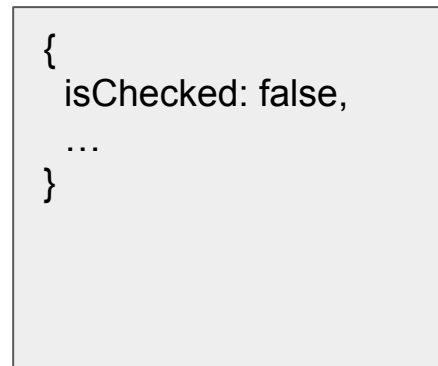
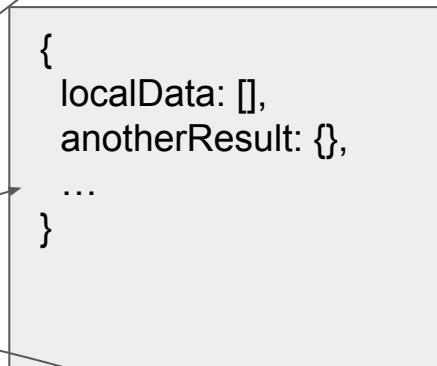
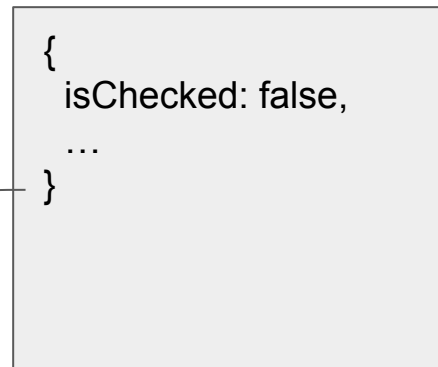
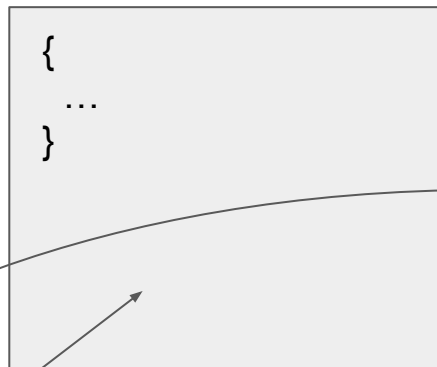
```
{  
  isChecked: false,  
  isLoading: true,  
  ...  
}
```

```
{  
  data: [],  
  isLoading: false,  
  localData: [],  
  anotherResult: {},  
  ...  
}
```

```
{  
  isChecked: false,  
  isLoading: true,  
  ...  
}
```







# Manejadores de estado más usados

- Redux
- Zustand
- Mobx
- Recoil

# Zustand

```
{  
  data: [],  
  isLoading: false,  
  error: {},  
}
```

```
{  
  data: [],  
  isLoading: false,  
  error: {},  
}
```

```
{  
  ...  
}
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  isChecked: false,  
  ...  
}
```

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{  
  localData: [],  
  anotherResult: {},  
  ...  
}
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  isChecked: false,  
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```

