

```
const pingEpic = action$ => action$.pipe(  
  filter(action => action.type === 'PING'),  
  delay(1000), // Asynchronously wait 1000ms then continue  
  mapTo({ type: 'PONG' })  
);
```



```
const incrementIfOddEpic = (action$, state$) => action$.pipe(  
  ofType(INCREMENT_IF_ODD),  
  filter(() => state$.value.counter % 2 === 1),  
  map(() => increment())  
);
```

