

# Redux

## Section 5

# In this section

- What is Redux
- Do we need it?
- Setting up Redux for the app

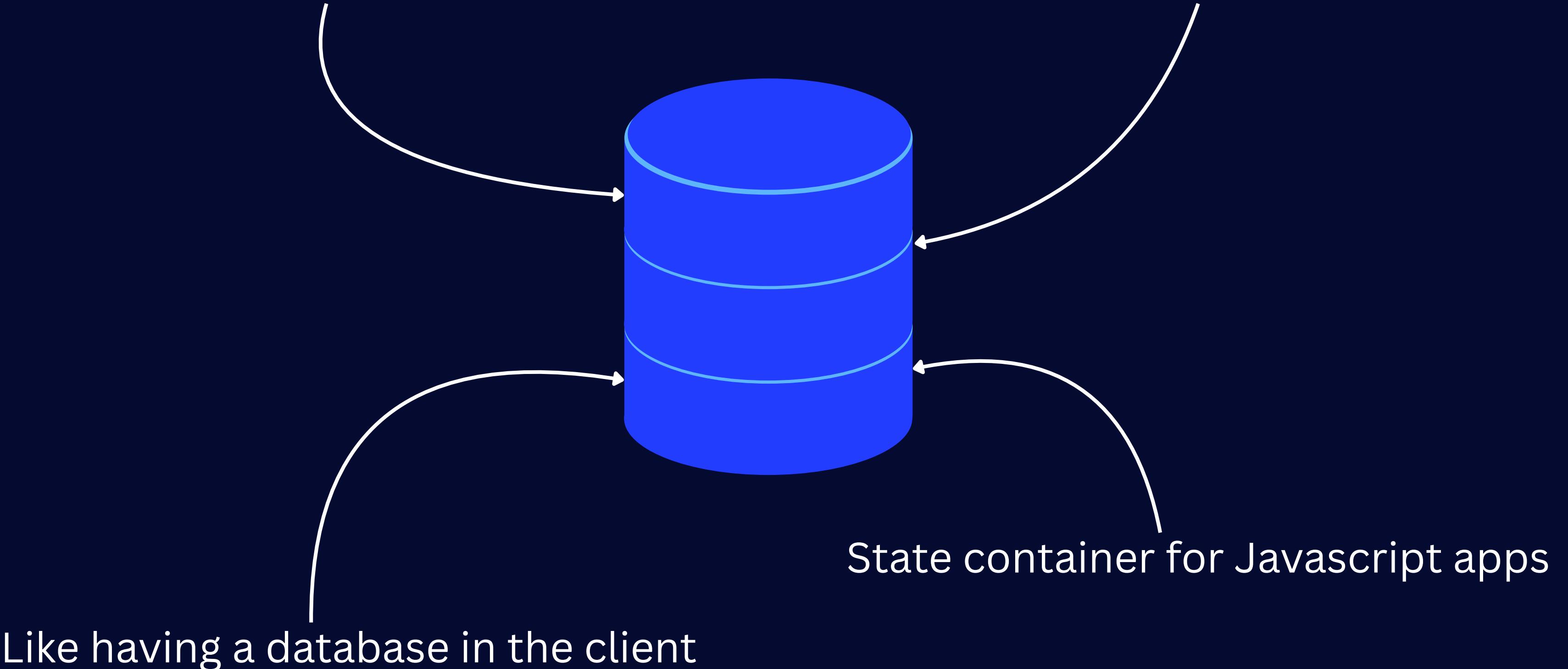


# What is Redux?



Can be used with any JS library

Excellent dev tools



# Do we need it?



A screenshot of a Twitter post from user @dan\_abramov. The post features a profile picture of Dan Abramov, the name "Dan Abramov", the handle "@dan\_abramov", a "Follow" button, and a dropdown menu icon. The tweet text is "Flux libraries are like glasses: you'll know when you need them." Below the tweet are engagement metrics: 32 Retweets, 97 Likes, and icons for 13 replies, 32 retweets, and 97 likes.

Dan Abramov  
@dan\_abramov

Follow

Flux libraries are like glasses: you'll know when you need them.

5:57 AM - 29 Feb 2016

32 Retweets 97 Likes

13 32 97

# Do we need it?



Does the data change over time?



Do we want to cache data in memory, but it can change whilst cached?



Is our data relational and do models depend on each other?



Is the same data assembled from different sources and rendered in several places in the UI?

# Redux Trade Offs\*

Pure objects only

```
const User = {  
  name: 'Alice',  
  age: 25  
};
```



```
const User = {  
  name: 'Bob',  
  createdAt: new Date(),  
  id: Math.random()  
};
```



# Redux Trade Offs\*

Describe changes with pure functions only

```
function add(a, b) {  
  return a + b;  
}  
  

```

```
let counter = 0;  
  
function increment() {  
  counter++;  
  return counter;  
}  
  

```

# Redux Terminology



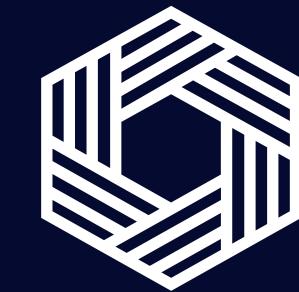
Actions



Action creators

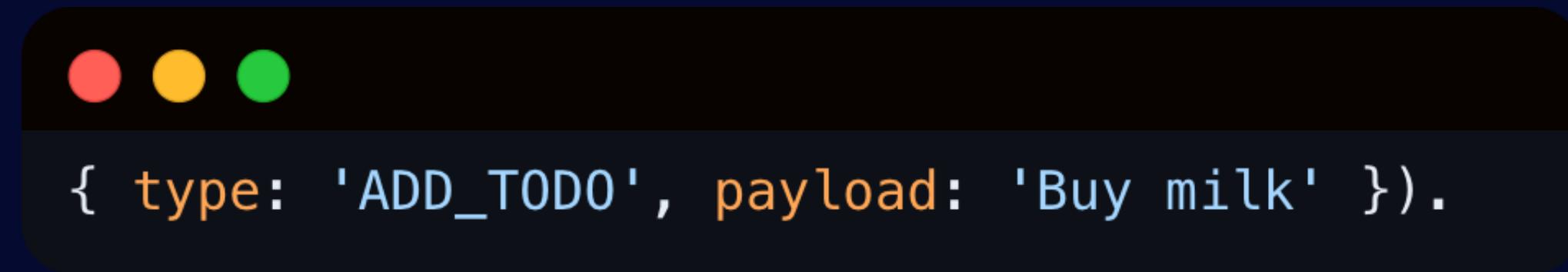


Store



Reducers

# Redux Terminology



## Actions

# Redux Terminology



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```
const addTodo = (text: string) => ({ type: 'ADD_TODO', payload: text });
```

Action creators

# Redux Terminology

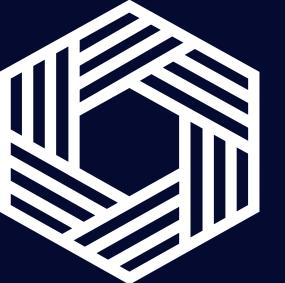


**Store**

The centralized place that holds your app's state. You interact with it using actions.

# Redux Terminology

## Reducers



```
● ● ●  
  
type CounterState = {  
  value: number;  
};  
  
type Action =  
  | { type: 'INCREMENT' }  
  | { type: 'DECREMENT' }  
  
const initialState: CounterState = { value: 0 };  
  
function counterReducer(state = initialState, action: Action): CounterState {  
  switch (action.type) {  
    case 'INCREMENT':  
      return { value: state.value + 1 };  
    case 'DECREMENT':  
      return { value: state.value - 1 };  
    default:  
      return state;  
  }  
}
```



# Redux Toolkit

The official, opinionated, batteries-included toolset for efficient Redux development

[Get Started](#)



## Simple

Includes utilities to simplify common use cases like **store setup**, **creating reducers**, **immutable update logic**, and more.



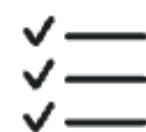
## Opinionated

Provides **good defaults for store setup out of the box**, and includes **the most commonly used Redux addons built-in**.



## Powerful

Takes inspiration from libraries like Immer and Autodux to let you **write "mutative" immutable update logic**, and even **create entire "slices" of state automatically**.

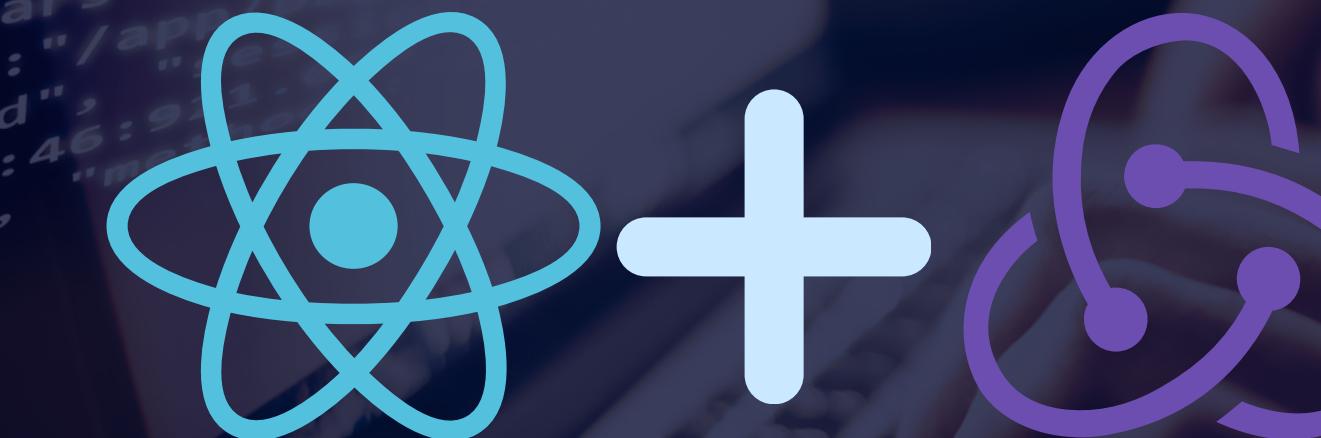


## Effective

Lets you focus on the core logic your app needs, so you can **do more work with less code**.

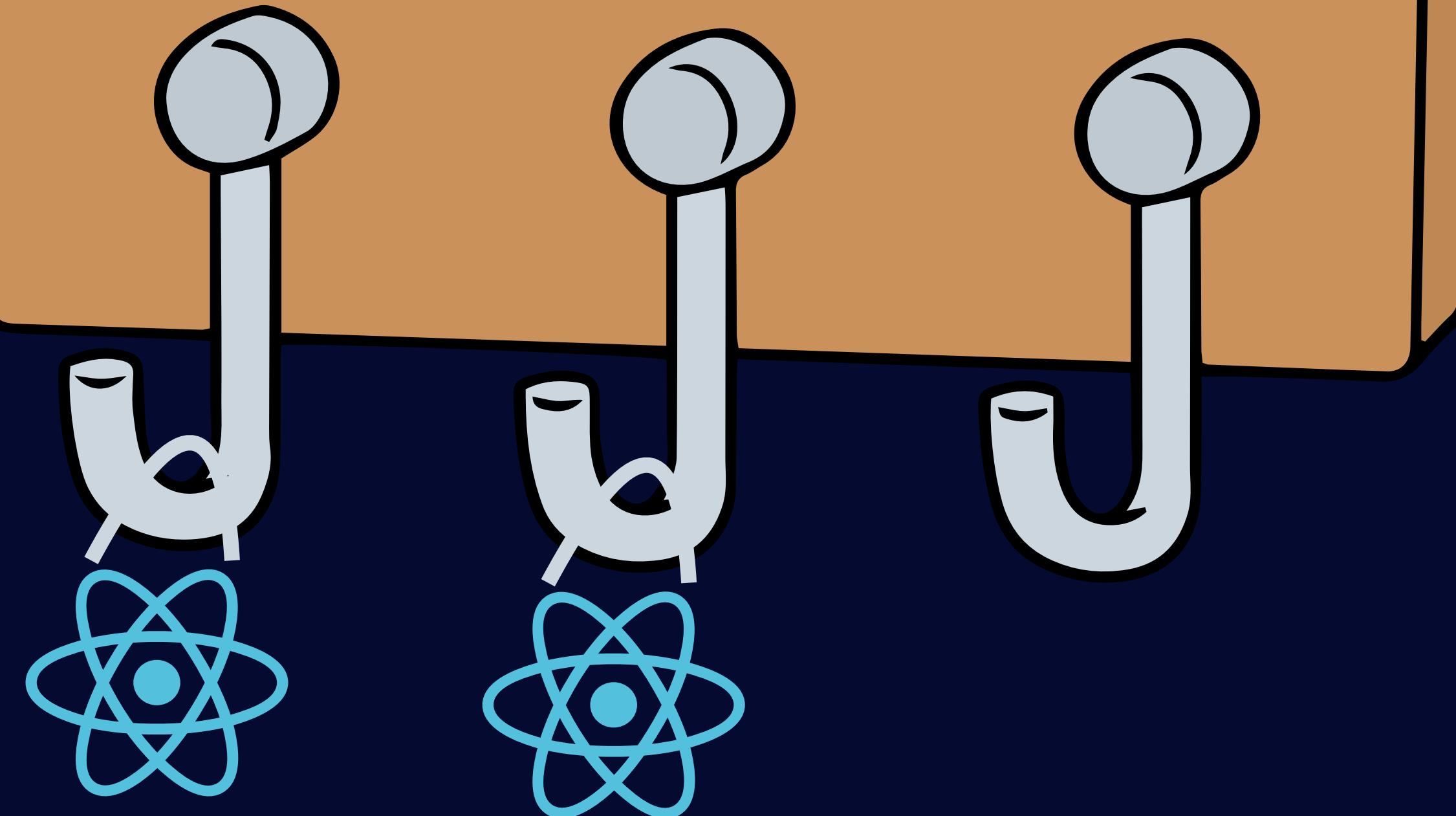
# The goal of this section

# React Redux

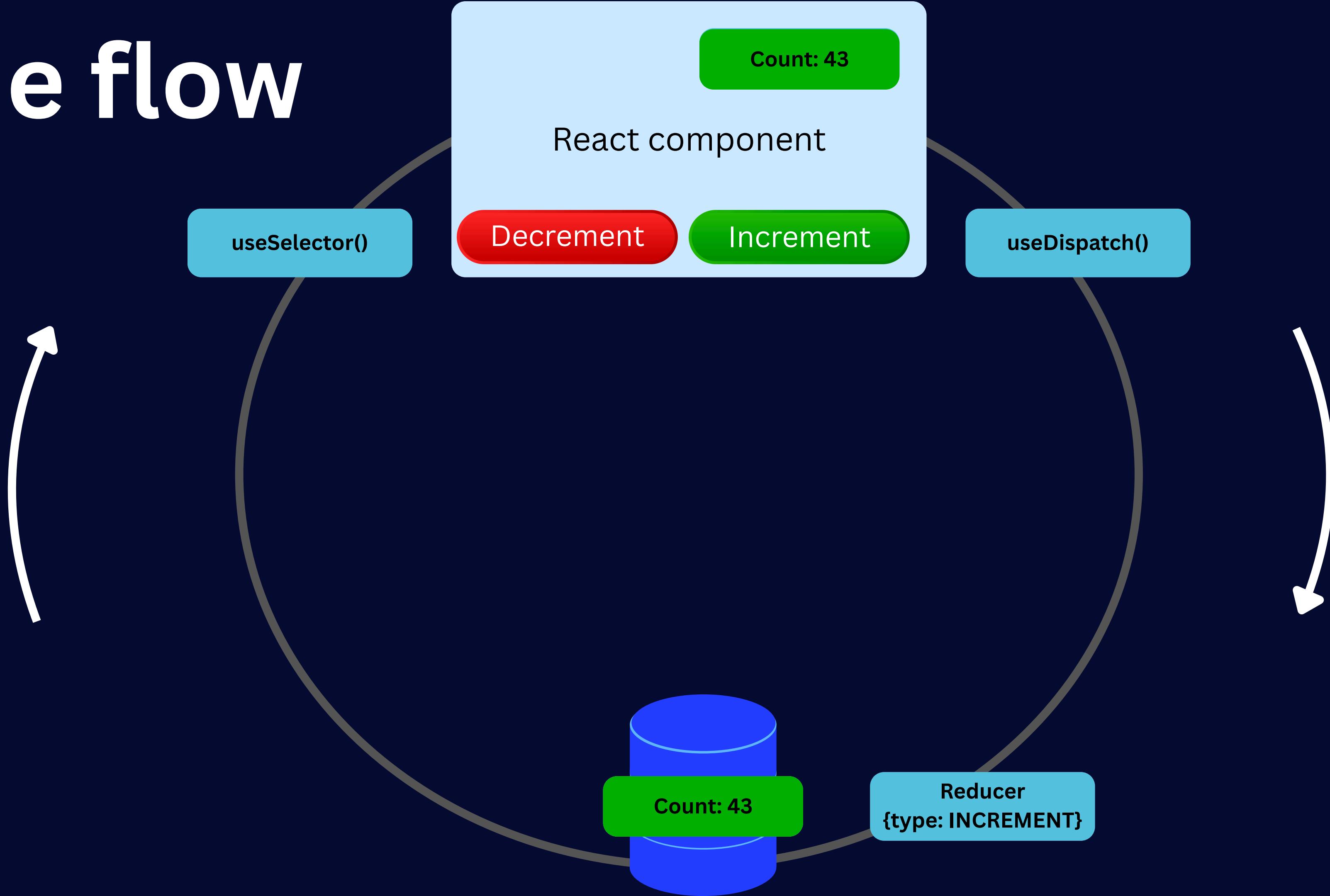


useDispatch()

useSelector()



# The flow



# Summary

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- What is Redux
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# Up next