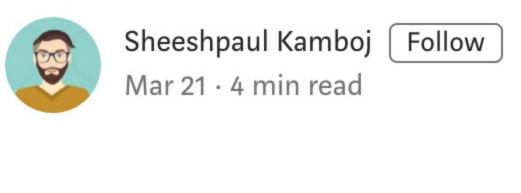
Web Components binding for Redux

All the major browsers support Web Components, and being natively



**Quick Summary** 

supported mean the Web Components can be used in any environment, such as, vanilla JS pages, React pages, Angular pages, or any other framework powered pages, making Web Components write once share anywhere components. In my exploration of Web Components, I found lack of Redux binding for Web Components, like react-redux, making Redux state management difficult for Web Components. To mitigate this lack, I have created webcomponents-redux binding package. In this article, I will create a Counter Web Component which uses

<u>codesandbox</u>. Let's get started. **Counter Component** Below is the simple Counter component that I will be using to connect with

Redux. The component takes value attribute, who's content is displayed as

webcomponent-redux API in this process. The code example is available at

webcomponents-redux package to connect with Redux and show the

## class CounterElement extends HTMLElement {

return ['value'];

constructor() { super(); this.count = null; this.attachShadow({ mode: 'open' });

```
connectedCallback() {
    this.shadowRoot.innerHTML =
        <div>Counter value is
             <span>${this.getAttribute('value')}</span>
        </div>`:
    this.count = this.shadowRoot.querySelector('span');
attributeChangedCallback(name, oldValue, newValue) {
    if (!this.count) {
        return;
    if (name === 'value' && newValue !== oldValue) {
        this.count.innerText = newValue;
               Counter component implementation
   <counter-element value="1"></counter-element>
                Counter component HTML markup
                   Counter value is 1
                    Counter component UI
```

## For Counter component, I have setup one reducer, which takes increment and decrement actions to update the count and created the store object.

default:

return state;

const reducers = combineReducers({

export const store = createStore(reducers);

counter: counterReducer

**Step 2: Setup Redux Store** 

Step 1: Install webcomponents-redux Package

npm install --save redux webcomponents-redux

Use npm to <u>install redux</u> and <u>webcomponents-redux</u> packages. See

switch (action.type) { case 'INCREMENT': return { count: state.count + 1 }; case 'DECREMENT':

import { createStore, combineReducers } from 'redux';

function counterReducer(state = { count: 0 }, action) {

return { count: state.count - 1 };

```
Step 3: Connect Component to Redux
Import <u>connect</u> function from webcomponents-redux. Call the connect
function, passing Web Component class, and the Redux store object. The
Web Component class in this example is CounterElement.
           import { connect } from 'webcomponents-redux';
           connect(CounterElement, store);
                         Connecting component to Redux
Now the Counter component is connected to Redux store and I can
implement functions to receive state change and to dispatch actions.
Step 4: Implement mapStateToProps
In Counter component class, implement <u>mapStateToProps</u> function. This
function is called by the Redux binding logic on state change. The first time
mapStateToProps function is called, is during connectedCallback lifecycle
```

Redux store setup

## mapStateToProps implementation for Counter component

mapDispatchToProps(dispatch) {

return {

};

connectedCallback() {

<div>

this.shadowRoot.innerHTML = `

this.increment();

mapStateToProps(oldState, newState) {

if (oldState === undefined) {

return;

this.attributeChangedCallback(

this.attributeChangedCallback(

'value', null, newState.counter.count);

if (newState.counter.count !== oldState.counter.count) {

'value', oldState.counter.count, newState.counter.count);

connectedCallback lifecycle, and should return an object, where each field of the object is a function, which is expected to dispatch an action to the store. For Counter component, I'm returning two functions to send count increment and decrement actions.

increment: () => dispatch({ type: 'INCREMENT' }),

decrement: () => dispatch({ type: 'DECREMENT' })

mapDispatchToProps implementation for Counter component

<div>Counter value is <span>\${this.getAttribute('value')}</span></div> <button>Increment</putton> <button>Decrement</putton> </div>`;

```
this.shadowRoot.querySelectorAll('button')[1].addEventListener('click', () => {
        this.decrement();
    });
    this.count = this.shadowRoot.querySelector('span');
                 Counter component UI with increment and decrement buttons
Counter component is now fully connected to Redux, receives state change
and is able to dispatch actions.
```

In this article I have used webcomponents-redux package to connect Web

Components to Redux for state management. The binding package uses

well established practices of popular react-redux package, to lessen the

The following resources will give you more detail about webcomponents-

learning curve for devs trying to use Redux with Web Components.

this.shadowRoot.querySelectorAll('button')[0].addEventListener('click', () => {

"webcomponents-redux-script-sample" Script based sample "webcomponents-redux demo page" Sample demo page

Related Resources

- Web Development Web Components Redux

Write the first response

Counter value.

static get observedAttributes() {

**Connecting with Redux** In this section, I will go through the steps to connect Counter component

with Redux.

command below.

});

and thereafter on any state change. For Counter component, on state change, I'm comparing new count value with the old count, and when different, call attributeChangeCallback to update the Counter component UI.

Step 5: Implement mapDispatchToProps In Counter component class, implement mapDispatchToProps function. The mapDispatchToProps function is only called one time during

I have also updated Counter component UI to include increment and decrement buttons, which when clicked call the action methods.

});

Summary

redux. "webcomponents-redux" Github repo "webcomponents-redux-sample" Module based sample

**JavaScript** 

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