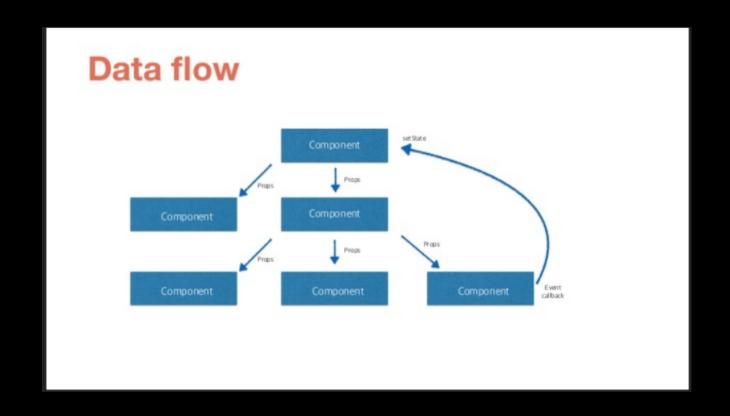
# 

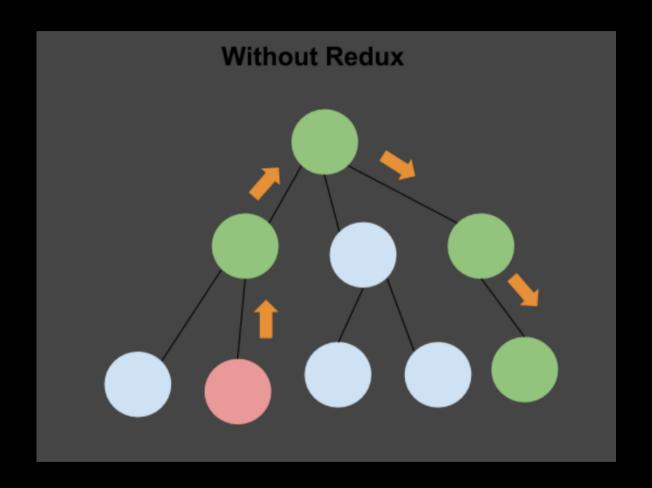






¿Se acuerdan del one-way Data Flow?





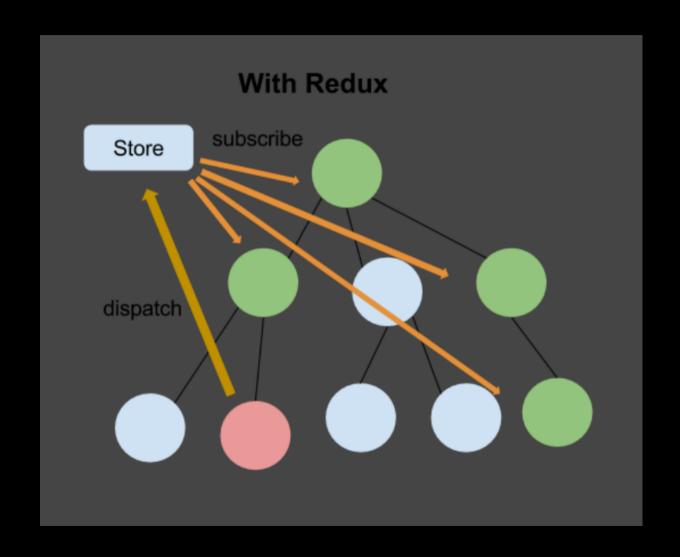
Podría generar ciertos problemas.





A Predictable State Container for JS Apps







#### Los tres principios de Redux

#### Single source of truth

The state of your whole application is stored in an object tree within a single store.

```
console.log(store.getState())
 2
     visibilityFilter: 'SHOW ALL',
         completed: true,
10
11
12
13
14
15
16
17
```



#### Los tres principios de Redux

#### State is read-only

The only way to change the state is to emit an action, an object describing what happened.

```
1
2 store.dispatch({
3   type: 'COMPLETE_TODO',
4   index: 1
5 })
6
7 store.dispatch({
8   type: 'SET_VISIBILITY_FILTER',
9   filter: 'SHOW_COMPLETED'
10 })
```



#### Los tres principios de Redux

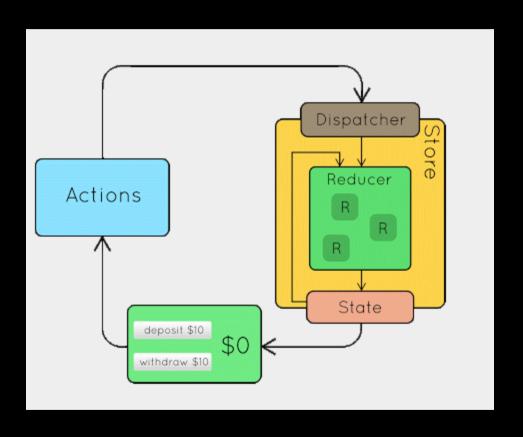
#### Changes are made with pure functions

To specify how the state tree is transformed by actions, you write pure reducers.

```
1 function visibilityFilter(state = 'SHOW ALL', action) {
     switch (action.type) {
       case 'SET VISIBILITY FILTER':
         return action.filter
       default:
         return state
10 function todos(state = [], action) {
     switch (action.type) {
       case 'ADD TODO':
         return [
           ...state,
             text: action.text,
             completed: false
       case 'COMPLETE TODO':
         return state.map((todo, index) => {
           if (index === action.index) {
             return Object.assign({}, todo, {
               completed: true
             })
           return todo
       default:
         return state
34 import { combineReducers, createStore } from 'redux'
35 const reducer = combineReducers({ visibilityFilter, todos })
36 const store = createStore(reducer)
```

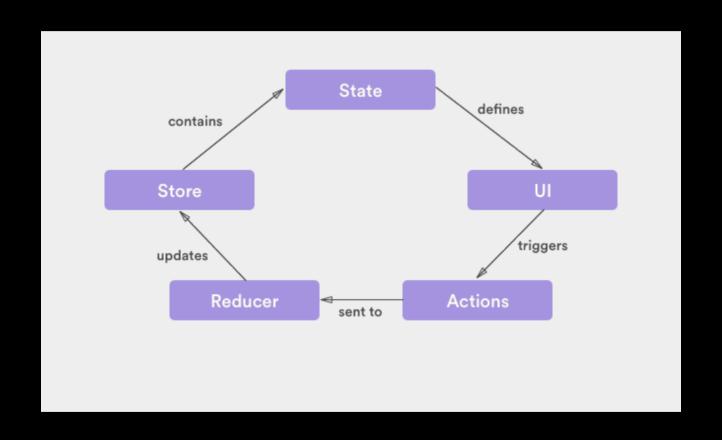


#### Flow de Redux





#### Flow de Redux





#### **Actions**

```
1 const ADD_TODO = 'ADD_TODO'
2
3 {
4   type: ADD_TODO,
5   text: 'Build my first Redux app'
6 }
```

Las **acciones** son un bloque de información que envia datos desde tu aplicación a tu store. Son la *única* fuente de información para el store. Las envias al store usando store.dispatch()



#### **Actions Creators**

```
1 function addTodo(text) {
2  return {
3   type: ADD_TODO,
4   text
5  }
6 }
```

Los **creadores de acciones** son exactamente eso—funciones que crean acciones.



#### Dispatch()

```
import * as actions from'./actionsCreators';

store.dispatch(actions.increment());
store.dispatch(actions.addComment());
store.dispatch(actions.removeComment());
```

La función *dispatch* es la encargada de *enviar* las acciones al store.



# Reducers

Las acciones describen que *algo pasó*, pero no especifican cómo cambió el estado de la aplicación en respuesta. Esto es trabajo de los reducers.

```
const addContact = (state, action) => {
     switch (action.type) {
       case 'NEW CONTACT':
       return {
           ...state, contacts:
           [...state.contacts, action.payload]
       case 'UPDATE CONTACT':
         return {
10
           // Handle contact update
11
12
       case 'DELETE CONTACT':
13
         return {
           // Handle contact delete
14
15
       case 'EMPTY CONTACT LIST':
16
17
         return {
           // Handle contact list
18
19
20
       default:
21
         return state
22
23
```



# Reducers

Cuando una aplicación es muy grande, podemos dividir nuestros reducers en archivos separados y mantenerlos completamente independientes y controlando datos específicos.

```
import { combineReducers } from 'redux'

const todoApp = combineReducers({
   visibilityFilter,
   todos
})

export default todoApp
```



### **Store**

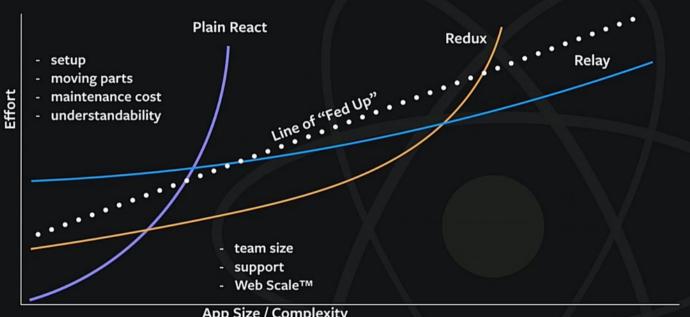
- Contiene el estado de la aplicación;
- Permite el acceso al estado via getState();
- Permite que el estado sea actualizado via dispatch(action);
- Registra los listeners via subscribe(listener);
- Maneja la anuliación del registro de los *listeners* via el retorno de la función de subscribe(listener).

```
import { createStore } from 'redux'
import todoApp from './reducers'

let store = createStore(todoApp)
```



# Recommendations



App Size / Complexity

Note: not to scale. margin of error is large and not shown. axes might be logarithmic.