1. action (payload)
3. next state

Component → Store → reducers

4. render
(update view)
2. reduce (prev-state, payload)

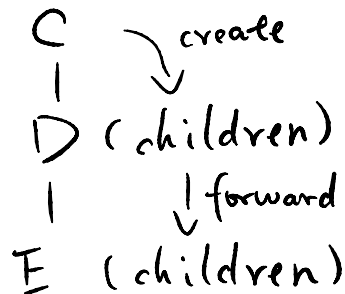Component Tree

C
| create
|
D (children)
|
| forward
|
E (children)
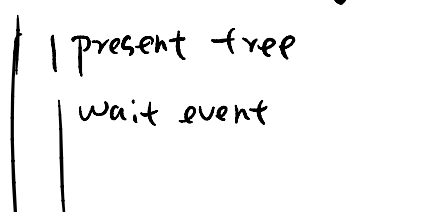
Component :: render : update tree

Component :: present : draw tree

Main Loop   while (no exit flag in store)

frame
| present tree
| wait event

frame
| present tree
| wait event
| handle event
| wait event
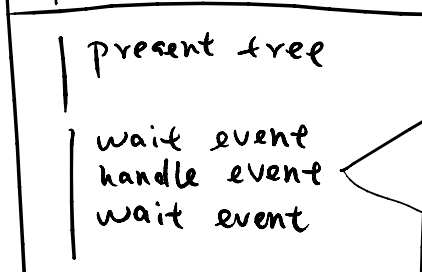
1. Component dispatch action
2. update store
3. update component tree

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