

# Redux

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Redux is a predictable state  
container for JavaScript apps.

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# The State

Imagine your app's state is described as a plain object.

```
{
  todos: [{
    text: 'Eat food',
    completed: true
  }, {
    text: 'Exercise',
    completed: false
  }]
}
```

# Actions

To change something in the state, you need to dispatch an action. An action is a plain JavaScript object.

```
{ type: 'ADD_TODO', text: 'Go to swimming pool' }  
{ type: 'TOGGLE_TODO', id: 1 }
```

# Action Creators

*Pure functions* that return an action.

```
const addTodo(description: string) => ({  
  type: 'ADD_TODO',  
  text: todo.text  
})
```

Usage:

```
addTodo('Take the hobbits to Isengard')
```

# Pure functions

A pure function is a function where the return value is only determined by its input values.

$f(x) \Rightarrow \text{Math.rand}()$  😡

$f(x) \Rightarrow x * 2$  😊

# The Reducer

A function that takes state and action as arguments,  
and returns the next state of the app

```
f(state, action) => state
```

# IRL Example

The Reducer of Life:

```
f(h: Hunger, action: Action) => Hunger
```

Let's use it.

```
({hungry: true}, dinner) => return {hungry: false}
```

```
({hungry: false}, sleep) => return {hungry: true}
```



# The Reducer

```
const reducer = (state: Todo[] = [], action: Action): Todo[] => {  
  switch (action.type) {  
    case 'ADD_TODO':  
      return [...state, { text: action.text, completed: false }]  
    case 'TOGGLE_TODO':  
      return state.map(  
        (todo, index) =>  
          action.index === index  
            ? { ...todo, completed: !todo.completed }  
            : todo  
      )  
    default:  
      return state  
  }  
}
```

# 3 Principles

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## **Single Source of Truth:**

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

## State is read-only

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

**Changes are made with pure functions**

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

## Usage with React

React Redux is the official React binding for Redux. It lets your React components read data from a Redux store, and dispatch actions to the store to update data.

```
npm install --save react-redux
```

# The Store

The Store is the object that brings them together. The store has the following responsibilities:

- Holds application state;
- Allows access to state via `getState()`;
- Allows state to be updated via `dispatch(action)`;
- A little bit more.

# The Store at a Glance

```
import { createStore } from 'redux'  
import reducer from './reducers'  
const store = createStore(reducer)
```



# Provider

React Redux provides `<Provider />`, which makes the Redux store available to the rest of your app:

```
ReactDOM.render(  
  <Provider store={store}>  
    <App />  
  </Provider>,  
  rootElement  
)
```

# Connecting the Dots

React Redux provides a connect function for you to connect your component to the store.

```
connect(  
  mapStateToProps,  
  mapDispatchToProps)(MyComponent)
```

## mapState To Props

This will populate properties of your component with values from the state.

```
state => ({  
  prop: state.prop,  
  otherProp: state.otherProp  
})
```

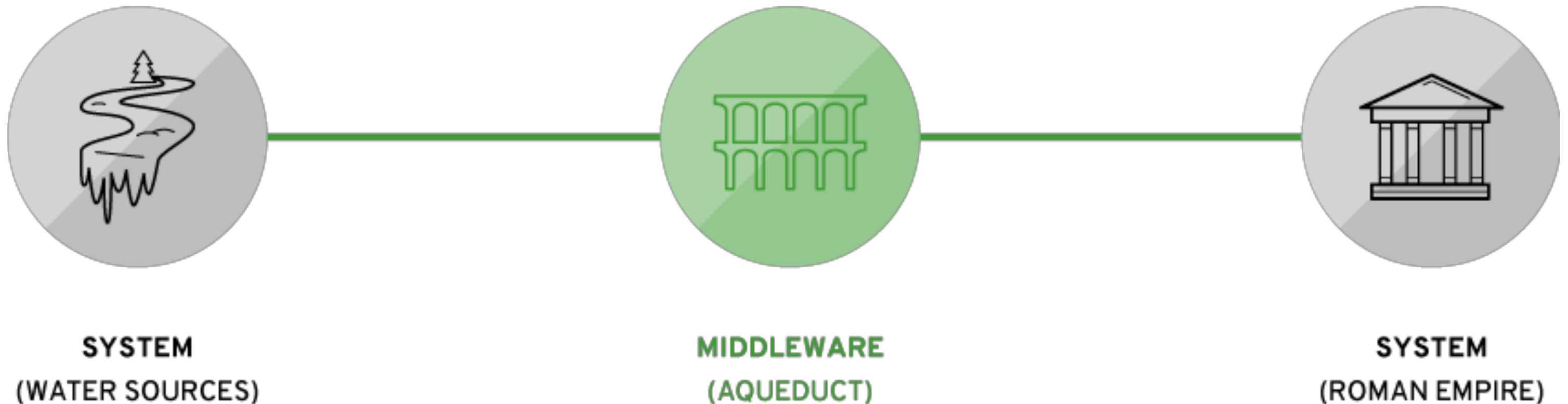
# mapDispatchToProps

This function will populate your properties with 1 action creators that will dispatch those actions to the store to modify the state.

```
dispatch => ({  
  anAction: params => dispatch(anAction(params))  
})
```

# Middlewares

Is something you can put between the framework receiving a request, and the framework generating a response.



# Example of a middleware

```
// logger.js
const logger = store => next => action => {
  console.log('dispatching', action)
  let result = next(action)
  console.log('next state', store.getState())
  return result
}

// index.js
import { createStore, combineReducers, applyMiddleware } from 'redux'

const store = createStore(
  reducer,
  applyMiddleware(logger)
)
```



Let's build something



# Thunk Actions

Redux Thunk middleware allows you to write action creators that return a function to perform asynchronous dispatch.

*A thunk* is a function that wraps an expression to delay its evaluation.

The term originated as a humorous past-tense version of "think".



# Installation

`npm install redux-thunk`

Then, to enable Redux Thunk, use `applyMiddleware()`:

```
import thunk from 'redux-thunk';  
// ...  
const store = createStore(  
  rootReducer,  
  applyMiddleware(thunk)  
);
```

## Now what?

```
const getMovies() => {  
  return dispatch => apiCall().then(result => {  
    return dispatch(addMovie(result));  
  })  
}
```

# Let's Thunk this Through

We'll pre-populate our list of movies.

`https://ghibliapi.herokuapp.com/films`