REACTIVITY: DECLARATIONS

Svelte’s reactivity not only keeps the DOM in sync with your application’s variables as shown in the previous section, it can also keep variables in sync with each other using reactive declarations. Sample shown below:

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| --- | --- |
| <script>  let count = 0;  $: doubled = count \* 2;  function handleClick() {  count += 1;  }  </script>  <button on:click={handleClick}>  Clicked {count} {count === 1 ? 'time' : 'times'}  </button>  <p>{count} doubled is {doubled}</p> |  |

*$: doubled* looks a little alien but it is valid (only unconventional) JavaScript. It means that you rerun that code whenever the referenced value changes. In this case, the referenced value is count.

Reactive values become valuable when you need to reference them multiple times or when you have values that depend on other reactive values.