





```
let a = 1;
```

```
let b = 2;
```

```
let c = a + b;
```

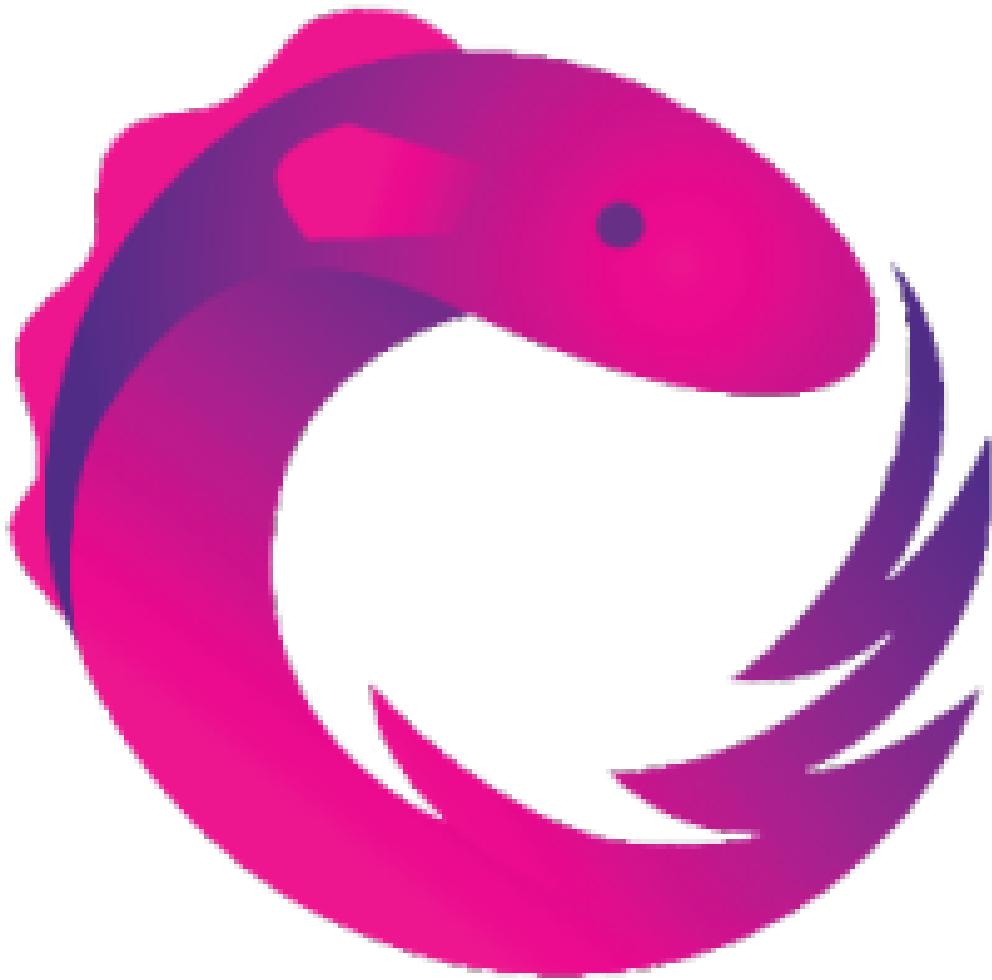
2  
a

—  
—

2  
2  
2  
2

co  
-  
a  
+  
10  
1









```
let a = 1;  
let b = 2;
```

```
let c = a + b;
```

```
a = 2;  
c = a + b;
```



# Architettura Pull

**Se lo stato cambia, il nuovo valore  
dev'essere richiesto manualmente.**