

# Basic way (выставляем PureComponent)

```
const AchievementSnippet => (  
  <div>  
    ...  
  </div>  
)
```

```
const AchievementModal => (  
  <div>  
    ...  
  </div>  
)
```

```
class AchievementSnippet  
  extends PureComponent {}
```

```
class AchievementModal  
  extends PureComponent {}
```

# Intermediate way (используем this.setState)

```
store.dispatch({  
  type: "SOME_ACTION",  
  payload: {  
    isModalOpened,  
    isSwiping,  
    currentAchievement,  
    nextAchievement,  
    swipingDirection,  
  },  
});
```

```
this.setState({  
  isModalOpened,  
  isSwiping,  
  currentAchievement,  
  nextAchievement,  
  swipingDirection,  
});
```