• What is Redux?

* Redux is an open-source JavaScript library for managing and centralizing application state. It is most commonly used with libraries such as React or Angular for building user interfaces. Similar to Facebook's Flux architecture, it was created by Dan Abramov and Andrew Clark.
* What is Redux Thunk used for?
* Redux Thunk middleware allows you to write action creators that return a function instead of an action. The thunk can be used to delay the dispatch of an action, or to dispatch only if a certain condition is met. The inner function receives the store methods dispatch and getState as parameters.
* What is Pure Component? When to use Pure Component over Component?
* Now, ReactJS has provided us a Pure Component. If we extend a class with Pure Component, there is no need for shouldComponentUpdate() Lifecycle Method. ReactJS Pure Component Class compares current state and props with new props and states to decide whether the React component should re-render itself or Not.
* --> In simple words, If the previous value of state or props and the new value of state or props is the same, the component will not re-render itself. Since Pure Components restricts the re-rendering when there is no use of re-rendering of the component. Pure Components are Class Components which extends React.PureComponent.
* Both functional-based and class-based components have the same downside: they always re-render when their parent component re-renders even if the props don’t change.
* --> Also, class-based components always re-render when its state is updated (this.setState is called) even if the new state is equal to the old state.
* What is the second argument that can optionally be passed tosetState and what is its purpose?
* The second parameter to setState() is an optional callback function that will be executed once setState is completed and the component is re-rendered.
* componentDidUpdate should be used instead to apply such logic in most cases. You may directly pass an object as the first argument to setState instead of a function