

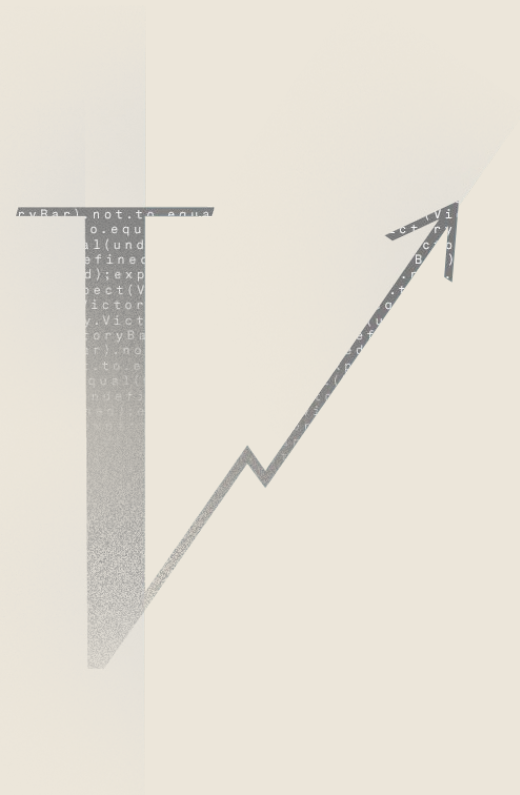
# Event Driven Redux

**NationJS Frontrunners React 2019**

**Dillon Mulroy - Software Engineer @ Formidable**



# Formidable Open Source





# Slide Deck

[bit.ly/event-driven-redux-njs](https://bit.ly/event-driven-redux-njs)



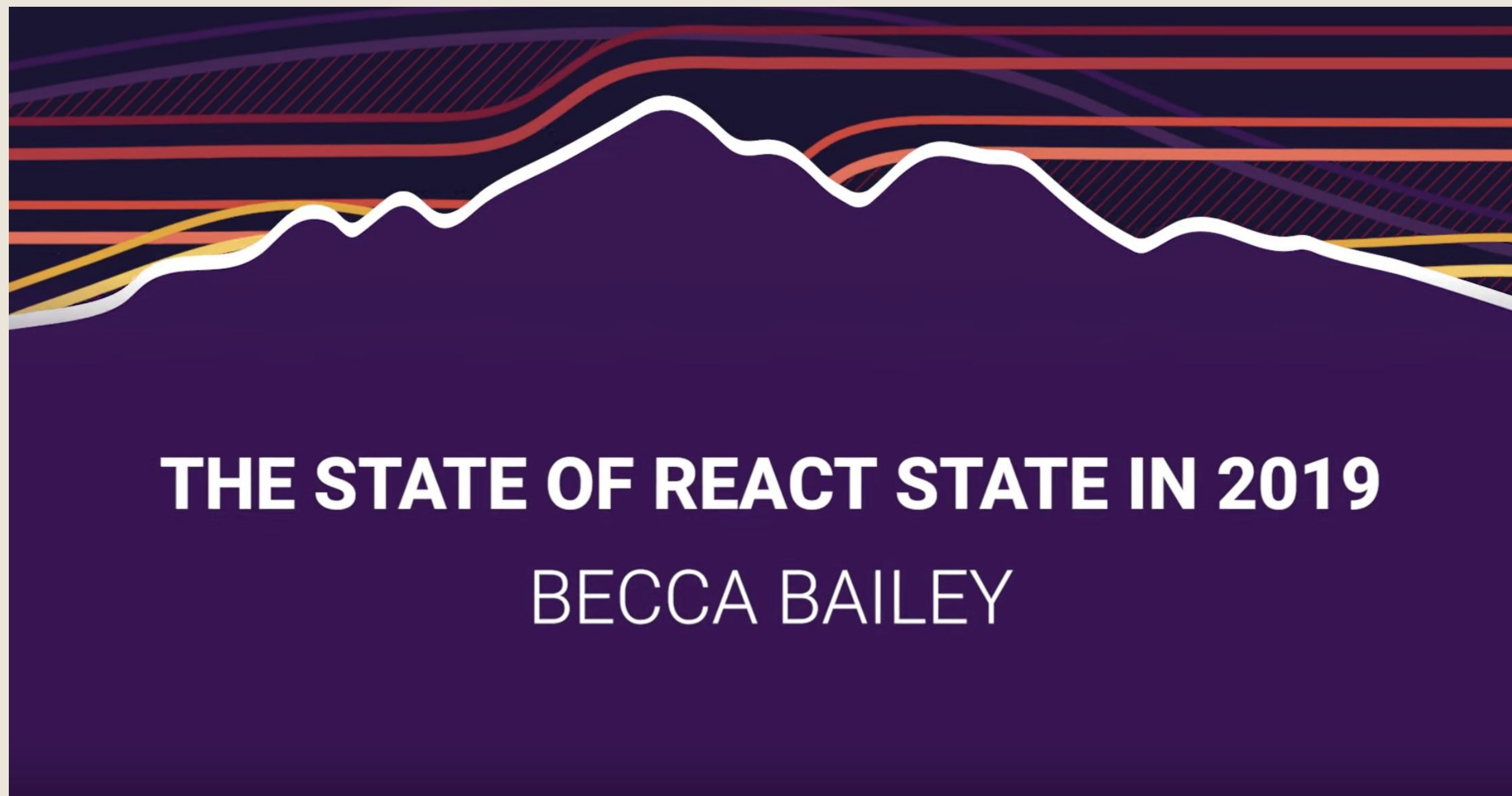
# The state of state management

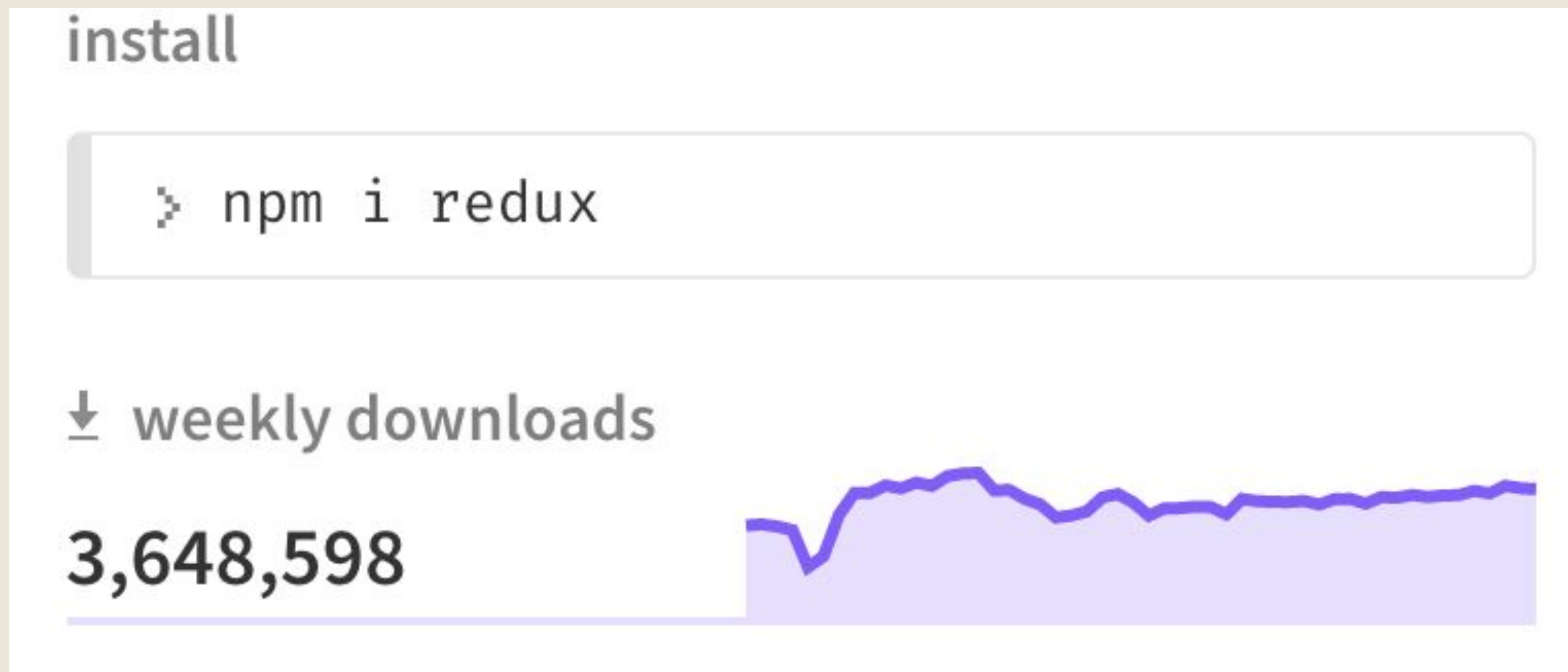




# This is not a talk about ‘ Why Redux’

If you're interested in what the current and future landscape looks like, the pros and cons of different choices, and thoughtful analysis, checkout Becca Bailey's talk from React Conf this year.





Source: <https://www.npmjs.com/package/redux> (11/23/19)

## Redux is not going away or dying

- ~16 million monthly downloads
- Well known and established patterns + APIs in the React community
  - Easy to hire for and onboard juniors
- Battle tested and time proven for building and shipping production level applications



# A little background on why this talk



**Dan Abramov**

@dan\_abramov

Reading some Redux example code I wrote four years ago and I have no effing idea what's going on there

5:47 PM · Nov 4, 2019 · [Twitter Web App](#)

**421** Retweets   **2.9K** Likes







**Dan Abramov**

@dan\_abramov

Why is this stuff in five different files and constants  
**SHOUTING** at me

5:49 PM · Nov 4, 2019 · [Twitter Web App](#)

**31** Retweets   **548** Likes





# My experiences with Redux

So. Many. Files. Large PRs for even small features

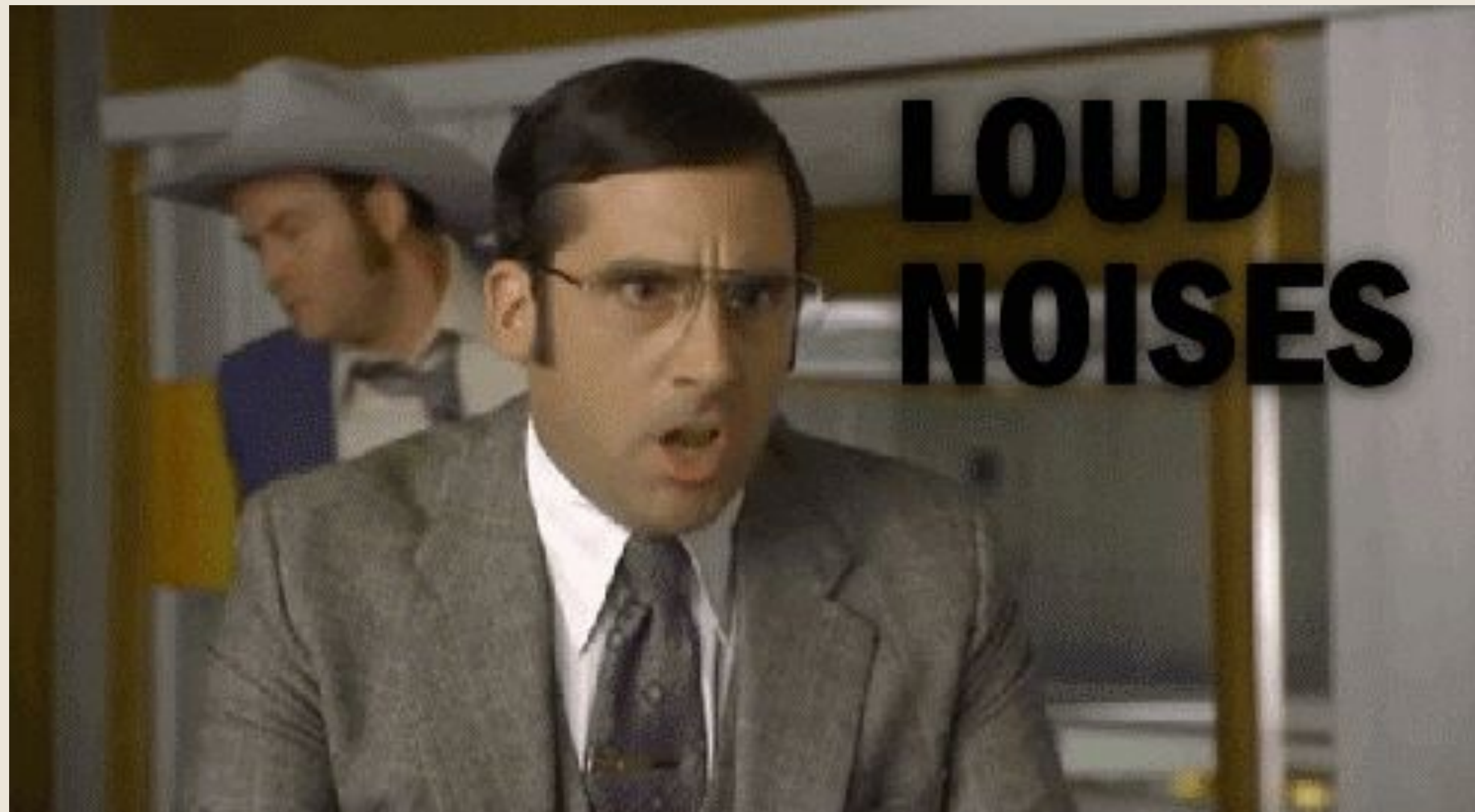


# My experiences with Redux

Developer exhaustion due to extensive boilerplate



## My experiences with Redux



Needless verbosity  
(`CONSTANTS_EVERYWHERE`) that makes code  
harder to read and follow





# My experiences with Redux

Reducers end up as simple “setters”



## My experiences with Redux

My component APIs (specifically callback props) started looking and reading like reducer setters or thunk actions



# My experiences with Redux

What state belongs in Redux and what state should be local???



It doesn't have to be  
this way





# Idiomatic Redux Blog Series

- [Idiomatic Redux: The Tao of Redux, Part 1 - Implementation and Intent](#)
- [Idiomatic Redux: The Tao of Redux, Part 2 - Practice and Philosophy](#)
- [Idiomatic Redux: Redux Toolkit 1.0](#)



# Redux Toolkit (RTK)

- The officially recommended way to start with and use Redux
- Formerly known as Redux Starter Kit
- Easy to integrate into existing project
- API
  - `configureStore`
  - `createAction`
  - `createReducer`
  - `createSlice`
- <https://redux-toolkit.js.org/>



```
1  // function createAction(type, prepareAction?)
2
3  const increment = createAction('counter/increment');
4
5  let action = increment();
6  // { type: 'counter/increment' }
7
8  action = increment(3);
9  // returns { type: 'counter/increment', payload: 3 }
10
11 console.log(increment.toString());
12 // 'counter/increment'
13
14 console.log(`The action type is: ${increment}`);
15 // 'The action type is: counter/increment'
```





```
18 // function createReducer(initialState, actionLookupMap)
19
20 const counterReducer = createReducer(0, {
21   [increment]: (state, action) => state + action.payload,
22   [decrement.type]: (state, action) => state - action.payload
23 });
```





```
1  const addTodo = createAction('todos/add');
2  const toggleTodo = createAction('todos/toggle');
3
4  const todosReducer = createReducer([], {
5    [addTodo]: (state, action) => {
6      const todo = action.payload;
7      state.push(todo);
8    },
9    [toggleTodo]: (state, action) => {
10     const index = action.payload;
11     const todo = state[index];
12     todo.completed = !todo.completed;
13   }
14 });
```



# react-redux hooks

- useDispatch
- useSelector
- Removes the need for the connect Higher Order Component





```
1  const mapStateToProps = state => ({
2    |   value: state.counter
3  });
4
5  const mapDispatchToProps = dispatch => ({
6    |   onIncrement: () => dispatch(increment(1)),
7    |   onDecrement: () => dispatch(decrement(1))
8  });
9
10 export default connect(mapStateToProps, mapDispatchToProps)(Counter);
```



```
1  const CounterContainer = () => {
2    const dispatch = useDispatch();
3    const value = useSelector(state => state.counter); // Reselect compatible
4
5    const onIncrement = () => dispatch(increment(1));
6    const onDecrement = () => dispatch(decrement(1));
7
8    return (
9      <Counter
10        value={value}
11        onIncrement={onIncrement}
12        onDecrement={onDecrement}
13      />
14    );
15  };
```





# Redux architecture; A closer look



# React

## Responsibilities

- Presentation layer and UI of our applications
- Describe APIs (component props) that must be fulfilled to render meaningful data and interactions for our users

## Knowledge of the system

- Should have little to no knowledge of Redux or async middleware



# The Store

## Responsibilities

- Storing “slices” of state
- Composing our reducers to act on those slices of state.

## Knowledge of the system

- Reducers



```
// store
{ entities, features }

// entities/playlists
{
  344352: { id: 344352, name: 'Workout playlist', songIds: [...] },
  454353: { id: 454353, name: 'Jazz vibes', songIds: [...] },
  ...
}

// entities/songs
{
  583628: { id: 583628, name: 'Thunderstruck', artist: 'AC/DC', ... },
  395032: { id: 395032, name: 'Friday', artist: 'Rebecca Black', ... },
  ...
}

// features/playlist
{ playlistId: 344352, selectedSongId: 583628 }

// features/modal
{ open: false, activeModal: null }
```



# Reducers

## Responsibilities

- Applying state mutations to the state that it's responsible for
- Outside of asynchronous side effects, the majority of our business logic should be captured and live here

## Knowledge of the system

- The slice of state it acts on
- Actions that trigger state mutations to occur





# Selectors

## Responsibilities

- Accessing state from various “slices” in the store
- Applying transformations to extracted state to prepare it for being consumed by our component APIs

## Knowledge of the system

- The store and its slices of state
- Component APIs/props



# Containers

## Responsibilities

- Stitching together selectors and actions to fulfill component APIs

## Knowledge of the system

- Available Selectors
- Available Actions
- Component APIs/props



# Actions

## Responsibilities

- Plain JS Objects that adhere to the Flux Standard Action (FSA) spec
- Communication between containers, reducers, and potentially async middleware

## Knowledge of the system

- Reducers

OR

- Containers/Component API



# Knowledge Matrix

Rows have knowledge of columns

	Store	Reducers	Selectors	Containers	Actions
Store	-	✓	⊘	⊘	⊘
Reducers	✓	-	⊘	⊘	✓
Selectors	✓	⊘	-	✓	⊘
Containers	⊘	⊘	✓	-	✓
Actions	⊘	✓ OR ⊘	⊘	⊘ OR ✓	-



# Actions as commands

- Knowledge of reducers
- Used as API to “command” reducers what to do
- The ‘type’ is typically seen as VERB\_NOUN
- Typically map 1:1 to a reducer
- Business logic has a tendency to leak into our containers
- Pairs well with Redux Thunk





```
// actions.js
const removeFromPlaylist = createAction('playlist/removeFromPlaylist');
const setSelectedSong = createAction('playlistView/setSelectedSong');
const openModal = createAction('modal/openModal');
const closeModal = createAction('modal/closeModal');
```





```
// reducers.js

const modalInitialState = { open: false, activeModal: null };

const modalReducer = createReducer(modalInitialState, {
  [openModal]: (state, action) => ({ open: true, activeModal: action.payload }),
  [closeModal]: () => modalInitialState
});

const playlistInitialState = {};

const playlistReducer = createReducer(playlistInitialState, {
  [removeFromPlaylist]: (state, action) => {
    if (state[action.payload.playlistId]) {
      return state[action.payload.playlistId].filter(id => id !== songId);
    }
  }
});

const playlistViewInitialState = { playlistId: null, selectedSongId: null };

const playlistViewReducer = createReducer(playlistViewInitialState, {
  [setSelectedSong]: (state, action) => {
    state.selectedSongId = action.payload;
  }
});
```





```
// playlist/container.js
const mapDispatchToProps = dispatch => ({
  onRemoveSongClick: songId => {
    dispatch(openModal('removeSongModal'));
    dispatch(setSelectedSong(songId));
  }
});

// removeSongModal/container.js
const mapDispatchToProps = (dispatch, { playlistId, songId }) => ({
  onRemoveClick: () => {
    dispatch(removeFromPlaylist({ playlistId, songId }));
    dispatch(closeModal());
    dispatch(setSelectedSong(null));
  }
});
```



# Actions as events

- Knowledge of containers/component API
- Describe “events” that have occurred
- The ‘type’ is past tense
- Can map 1:M reducers
- Isolates the role of containers to fulfilling our component APIs/props
- Pairs well with Redux Saga



```
// actions.js  
const removeSongClicked = createAction('playlistView/removeSongClicked');  
const removeClicked = createAction('removeSongModal/removeClicked');
```





```
// reducers.js
const modalInitialState = { open: false, activeModal: null };

const modalReducer = createReducer(modalInitialState, {
  [removeSongClicked]: () => ({ open: true, activeModal: 'removeSongModal' }),
  [removeClicked]: () => ({ open: false, activeModal: null })
});

const playlistInitialState = {};

const playlistReducer = createReducer(playlistInitialState, {
  [removeClicked]: (state, action) => {
    if (state[action.payload.playlistId]) {
      return state[action.payload.playlistId].filter(id => id !== songId);
    }
  }
});

const playlistViewInitialState = { playlistId: null, selectedSongId: null };

const playlistViewReducer = createReducer(playlistViewInitialState, {
  [removeSongClicked]: (state, action) => {
    state.selectedSongId = action.payload;
  }
});
```



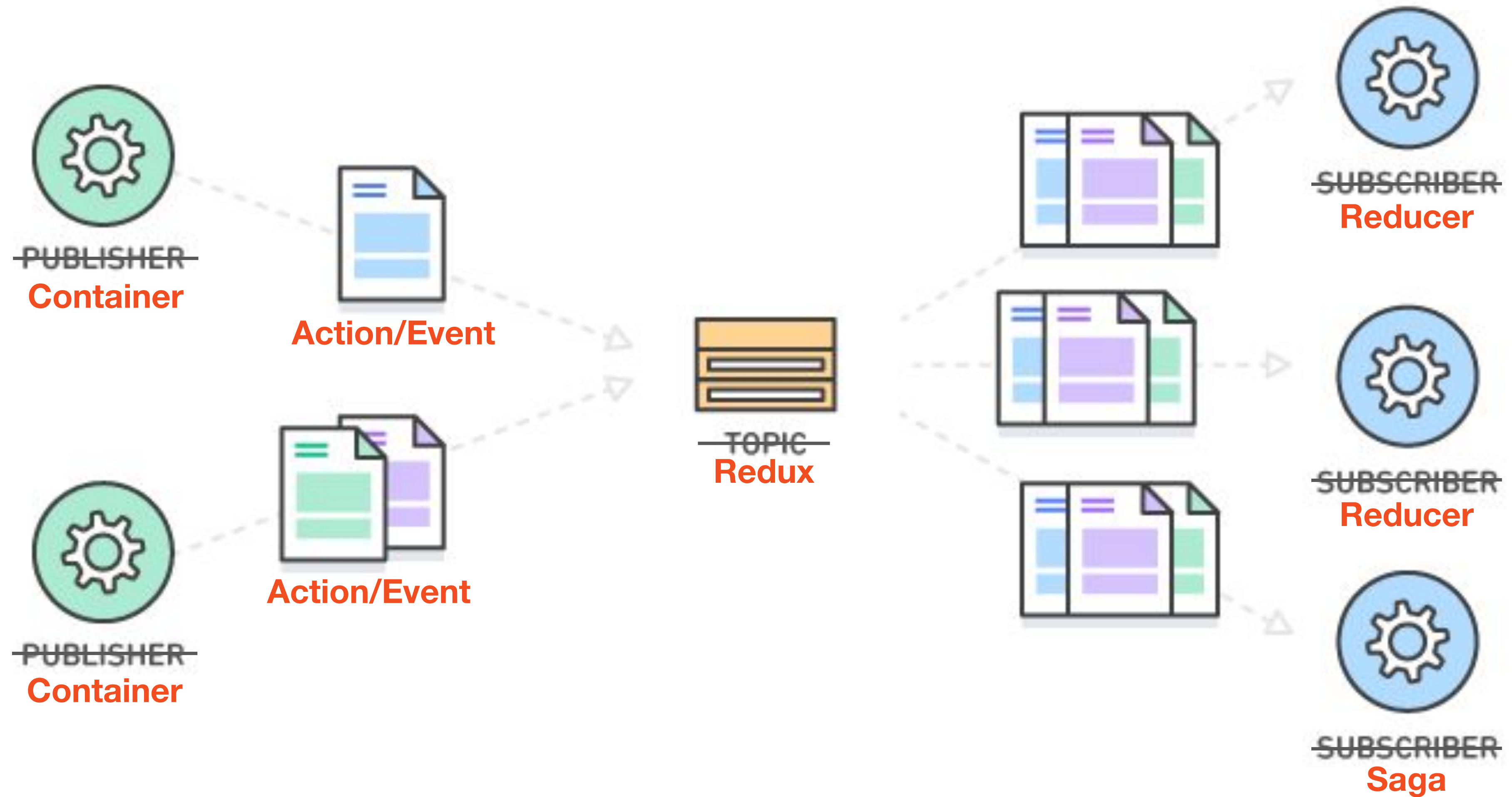


```
// playlist/container.js
```

```
const mapDispatchToProps = dispatch => ({  
  onRemoveSongClick: songId => dispatch(removeSongClicked(songId))  
});
```

```
// removeSongModal/container.js
```

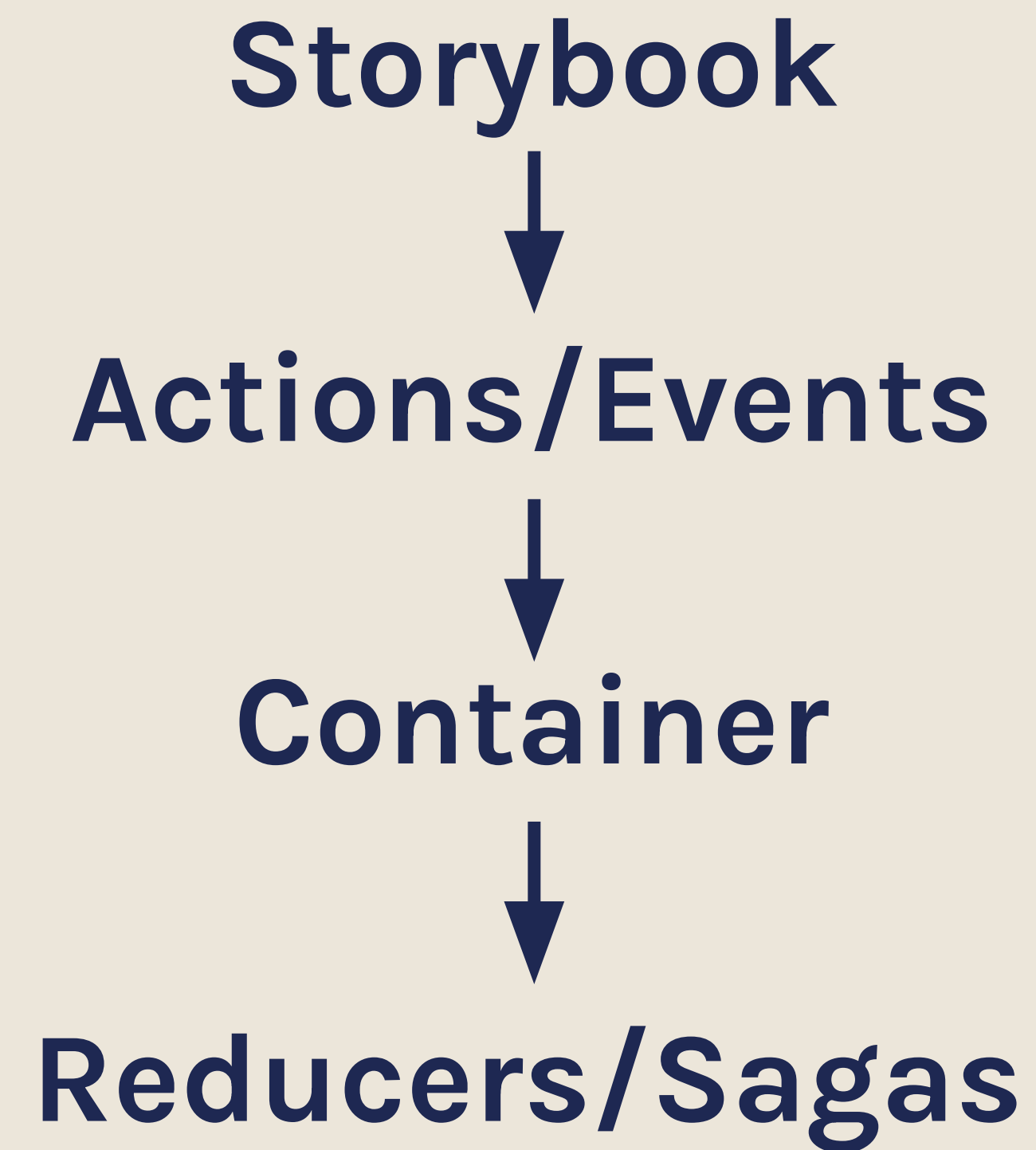
```
const mapDispatchToProps = (dispatch, { playlistId, songId }) => ({  
  onRemoveClick: () => dispatch(removeClicked({ playlistId, songId }))  
});
```





# An event driven workflow







Storybook

localhost:9009/?path=/story/removesongmodal--base

Storybook

Press "/" to search...

RemoveSongModal

Base

Remove Song Confirmation

Are you sure you want to remove Old Town Road from your Country playlist?

Cancel Remove

Actions

removeSongModal/removeClicked: (1) [Object]

0: Object

playlistId: "071258"

songId: "937292"

Clear



# Redux Docs & Style Guide

- Model Actions as Events, Not Setters
- Allow Many Reducers to Respond to the Same Action
- Avoid Dispatching Many Actions Sequentially



## In Summary

- Use react-redux hook and RTK to eliminate boilerplate
- Shift your mental modal to an event driven pub/sub model
- Fewer actions, isolated business logic, easier tests, and more scalable code



Thank you!