BUILDING

MAINTAINABLE & SCALABLE APPS WITH

ANGULAR + REDUX

USE THE RIGHT TOOL FOR THE JOB

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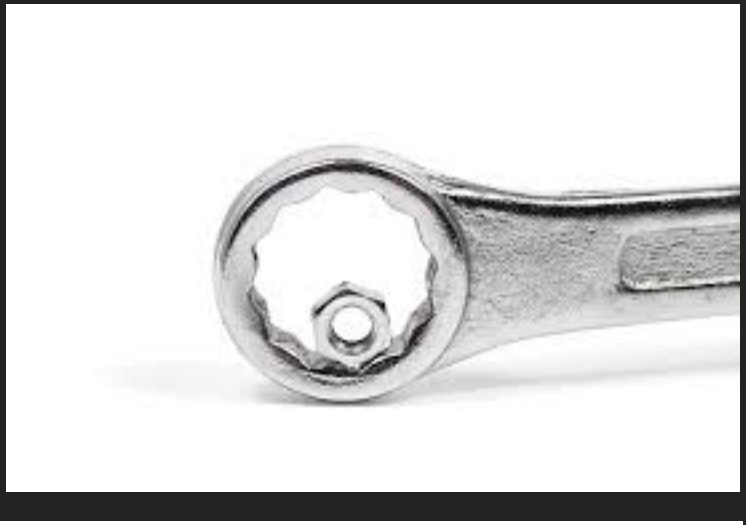
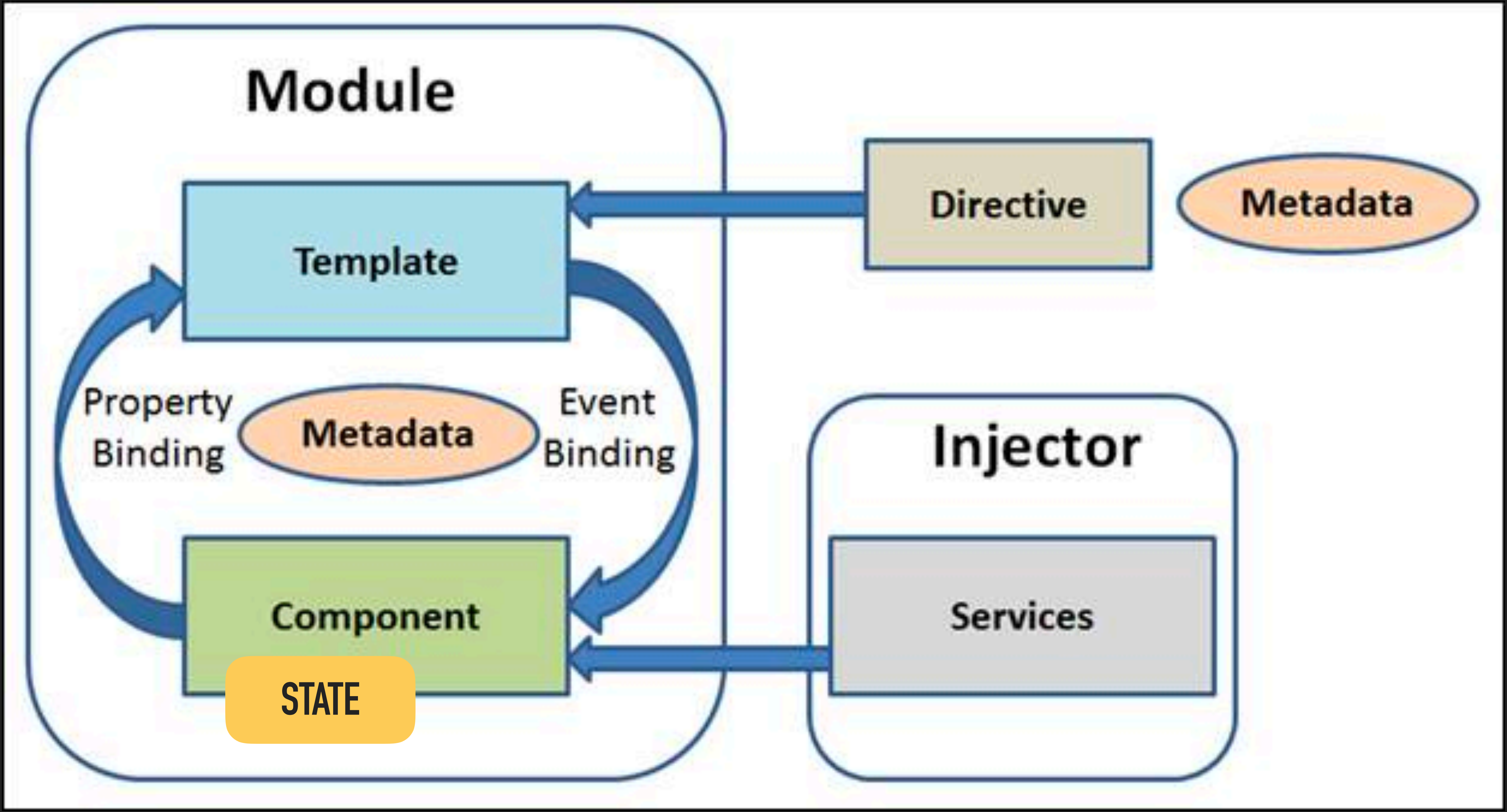
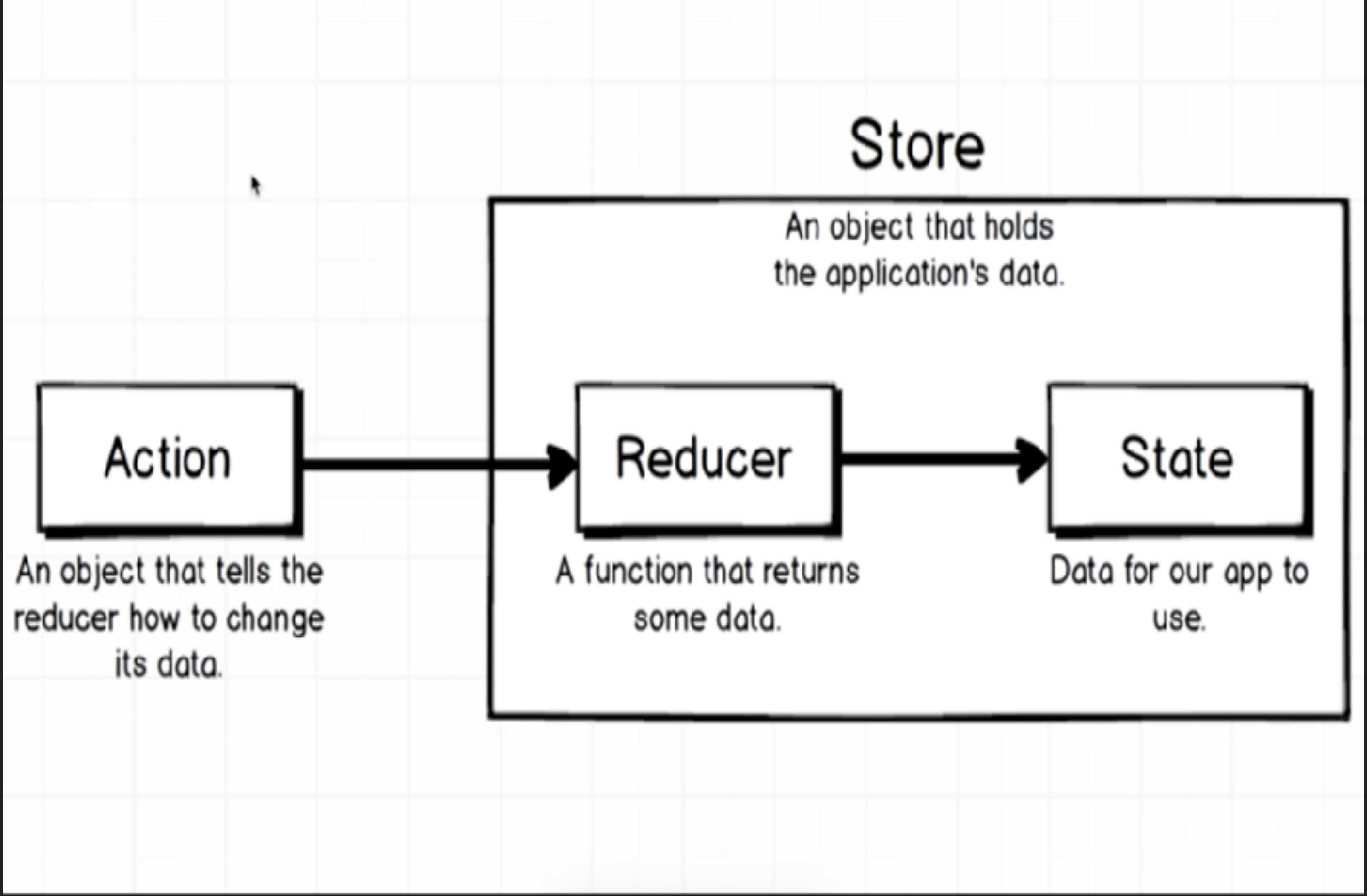


BASIC ANGULAR (V2+) ARCHITECTURE





Store

An object that holds
the application's data.

Action

An object that tells the
reducer how to change
its data.

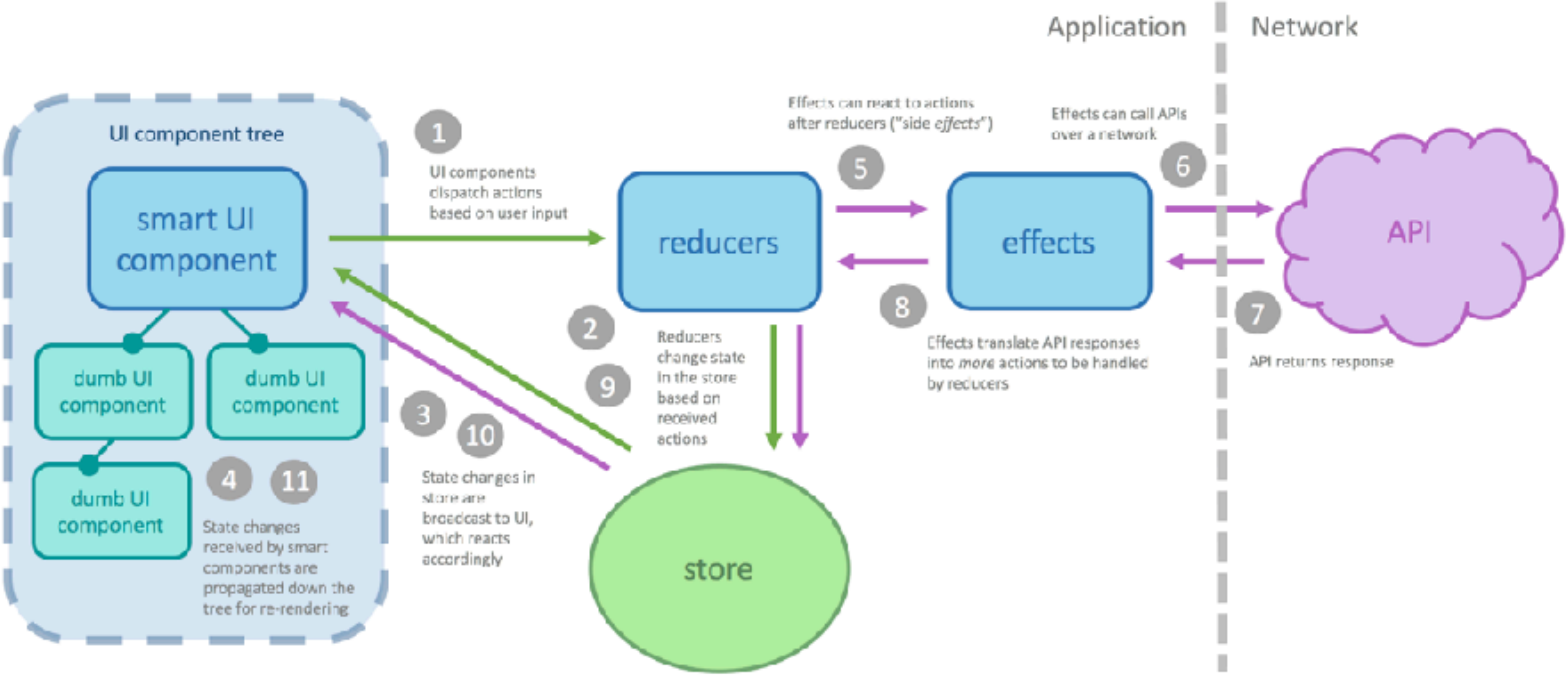
Reducer

A function that returns
some data.

State

Data for our app to
use.

Architecture – Data Flow



UI components dispatch actions based on user input

Reducers change state in the store based on received actions

State changes in store are broadcast to UI, which reacts accordingly

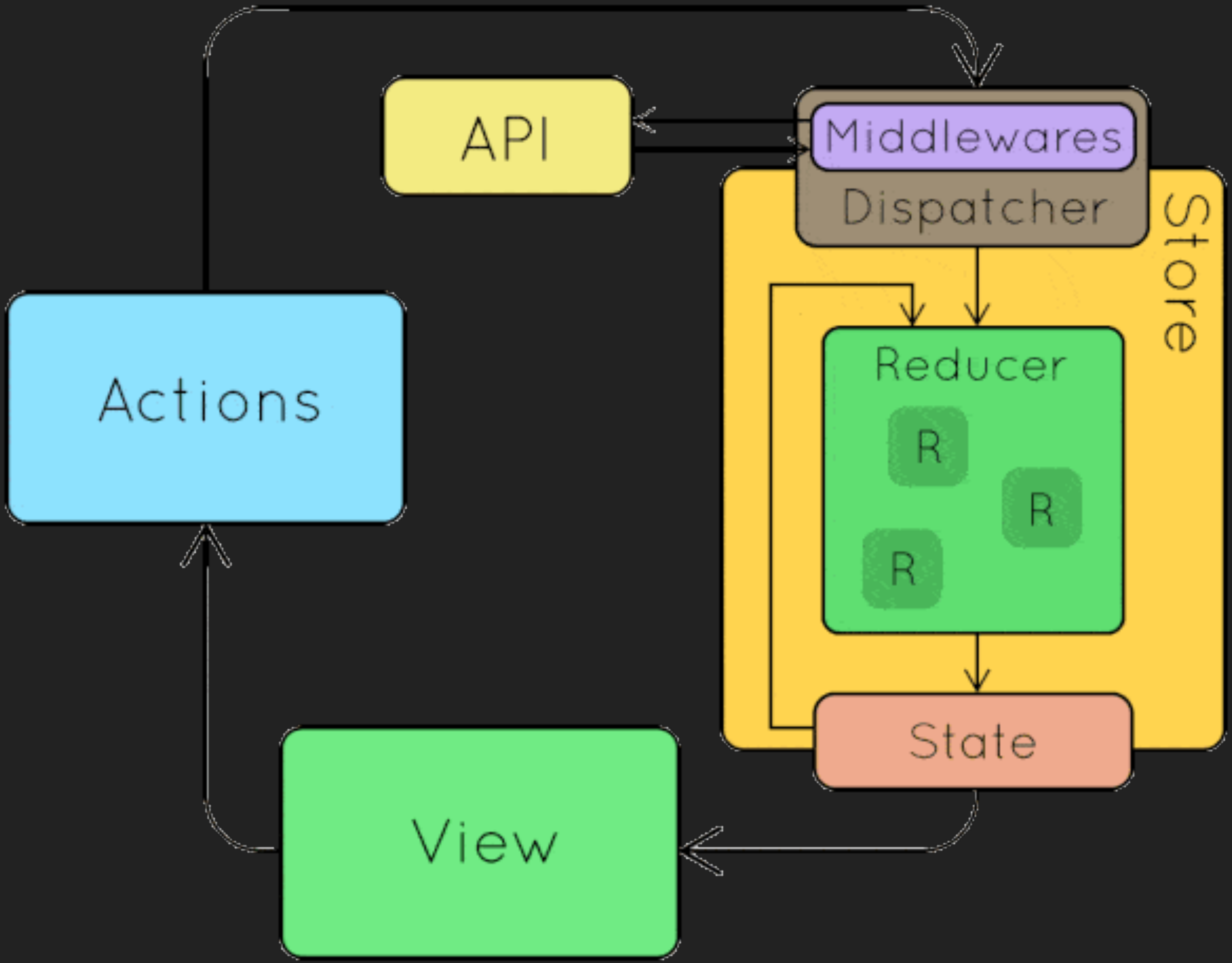
State changes received by smart components are propagated down the tree for re-rendering

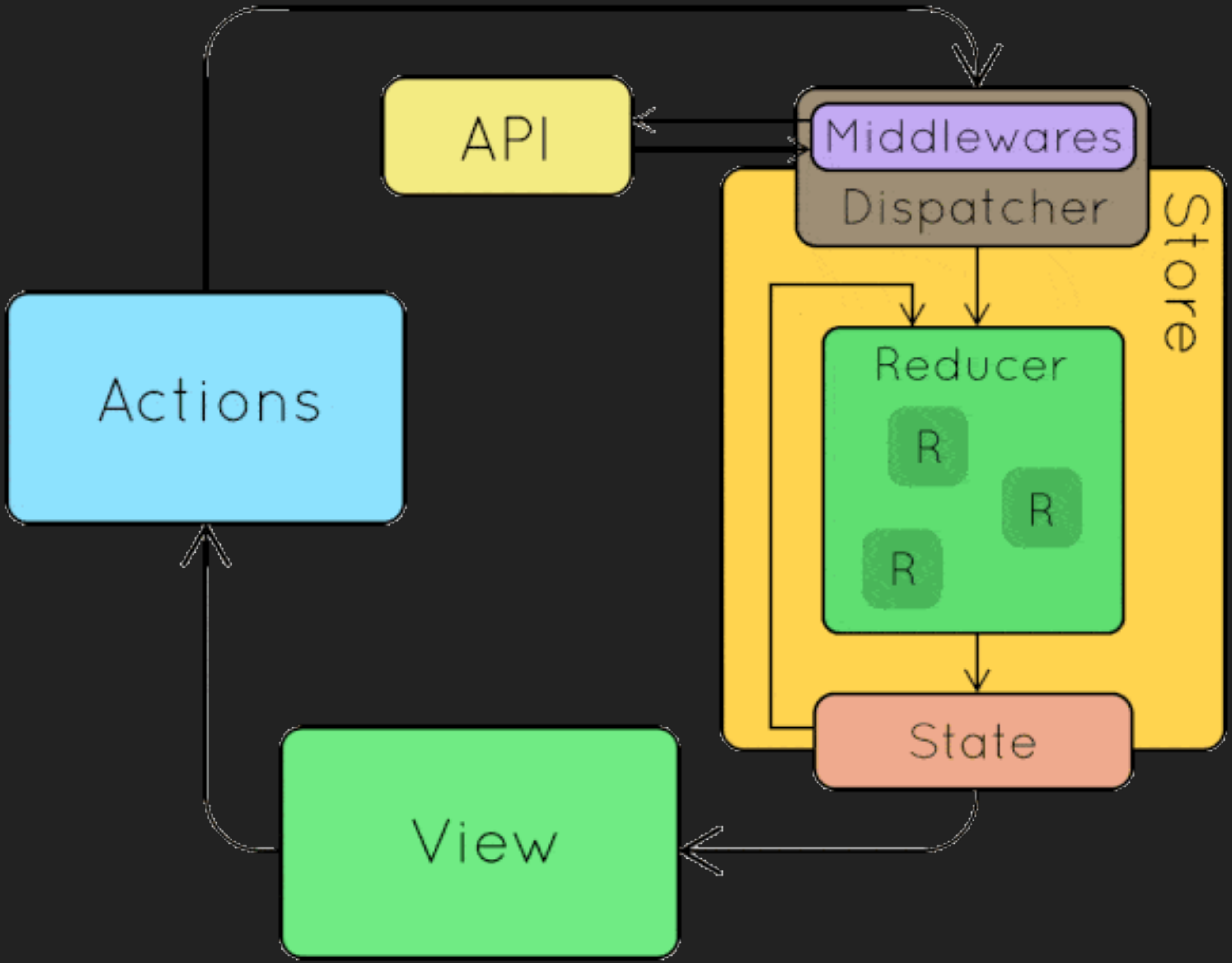
Effects can react to actions after reducers ("side *effects*")

Effects can call APIs over a network

API returns response

Effects translate API responses into *more* actions to be handled by reducers


API
Middlewares
Dispatcher
Store
Actions
Reducer
R
R
R
State
View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- Testing is easier
- More performant - reducing Angular change detection, onPush: assuming all inputs are immutable

Additional resources:

https://github.com/apasternack/Presentations/tree/master/AngularRedux

THE END

STAY IN TOUCH

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