

FE Pagination

⇒ We will define all states, derived states & useEffect in

⇒ We will import those states & derived states in (via custom hook)

⇒ Those cards will be rendered via .map

⇒ Also we will have states like these in hook:

→ data, error, load → States
[{} , {} ...]
all records

→ ItemsPerPage

→ pages, dataOfSlices (derived from data) → derived States
[[{} , {} ...], [], ...]

→ numberWindows (of a fixed size let be 10)
(using dataOfSlices)
[[] , [] ... 9], [10, ... 3, ...]

→ currentWindow, currentItemInWindow

both should be
∴ they both
depend on
user events
not on other states.

*NOTE: For many events (handlers) we may need to set those states which have some relation depend on derived states

