



live vs. cancel pattern

# enhancing behavior

```
// reducers/index.js
```

```
const cancellable = makeCancellableReducer(  
  inputReducer,  
  "MARK_STATE_ACTION", // ← mark state to restore  
  "CANCEL_ACTION"      // ← restore it!  
);
```

```
// state looks like:
```

```
type CancellableState<YourState> = {  
  markedState: YourState,  
  state: YourState // ← select this  
};
```

pagination



# enhancing behavior

paging

infinite scroll

resets data

keep data around!