

The image displays the Redux DevTools interface, which is used for debugging Redux state changes. It is divided into several panels:

- Left Panel:** Shows the Redux state as a tree structure. The state is an object with a `state` property and a `todos` array. The `todos` array contains three items: `todos[0]`, `todos[1]`, and `todos[2]`. Below the state tree is a **Dispatch** button and a **Log monitor** section.
- Top Panel:** Displays the Redux state as a tree structure. The state is an object with a `state` property and a `todos` array. The `todos` array contains three items: `todos[0]`, `todos[1]`, and `todos[2]`. Below the state tree is a **Dispatch** button and a **Log monitor** section.
- Right Panel:** Shows the Redux state as a tree structure. The state is an object with a `state` property and a `todos` array. The `todos` array contains three items: `todos[0]`, `todos[1]`, and `todos[2]`. Below the state tree is a **Dispatch** button and a **Log monitor** section.
- Bottom Panel:** Shows the Redux state as a tree structure. The state is an object with a `state` property and a `todos` array. The `todos` array contains three items: `todos[0]`, `todos[1]`, and `todos[2]`. Below the state tree is a **Dispatch** button and a **Log monitor** section.

The **Log monitor** section at the bottom of the interface shows a list of actions dispatched to the Redux state. The actions are:

- `ADD_TODO`
- `COMPLETE_TODO`
- `DISPATCH`
- `SLIDER`
- `IMPORT`
- `EXPORT`
- `RESET`

The **Dispatch** button is located at the bottom right of the interface. The **Log monitor** section is located at the bottom left of the interface.

Выводы

1. Скорее всего, вы будете точно знать, надо ли прикручивать Redux в приложение
2. Классные тулзы для дебага, легко тестировать
3. Все состояние программы в одном хранилище