

# CONTEXT

★ ~~PASS~~ STATE TO MULTIPLE COMPONENTS  
MAKES

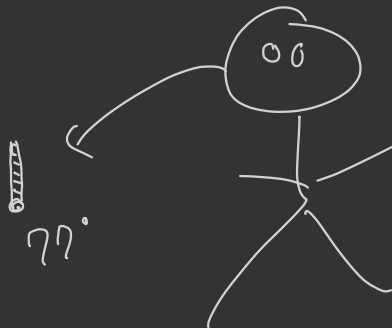
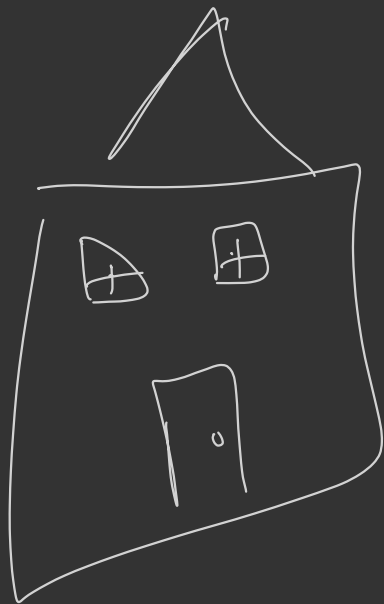
↑  
AVAILABLE

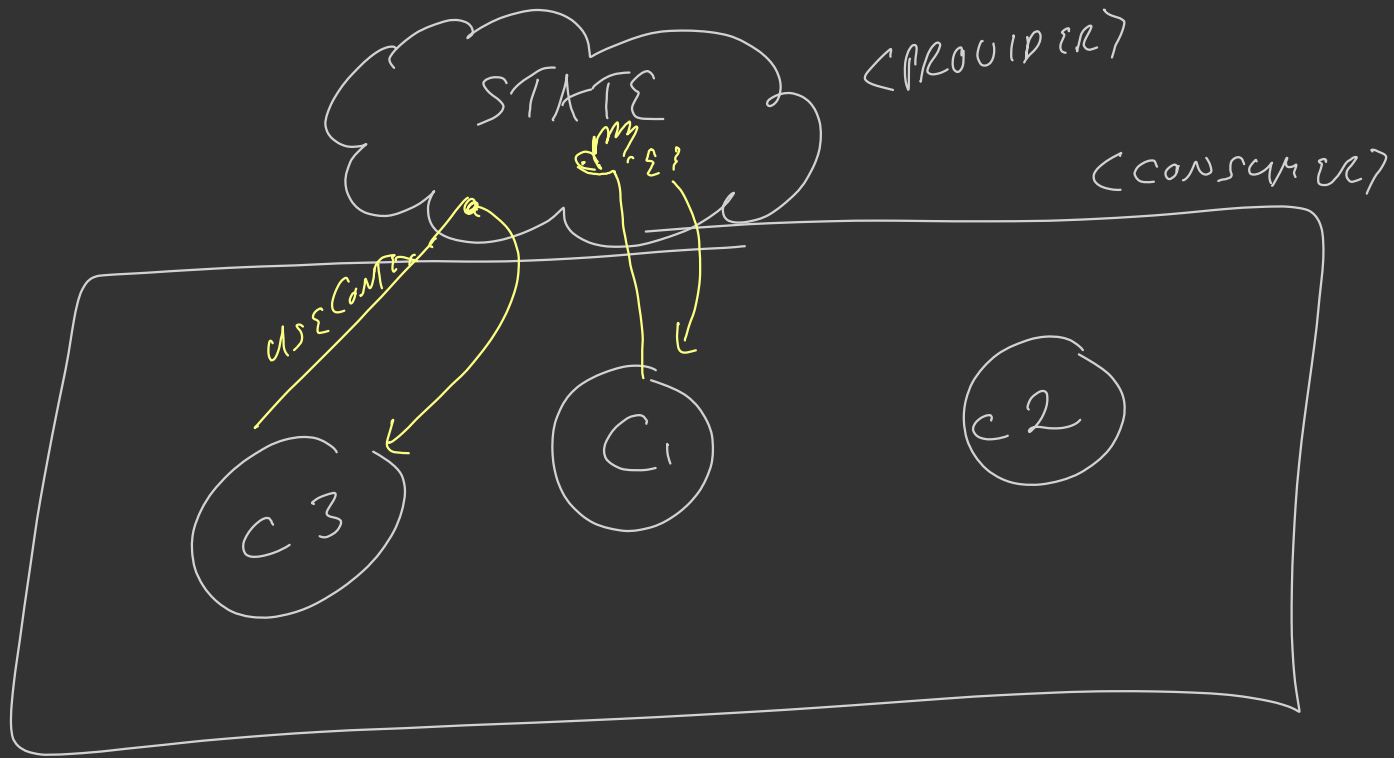
CHILDREN: ALL

wet  
HUGE  
COLD  
TUMULTUOUS

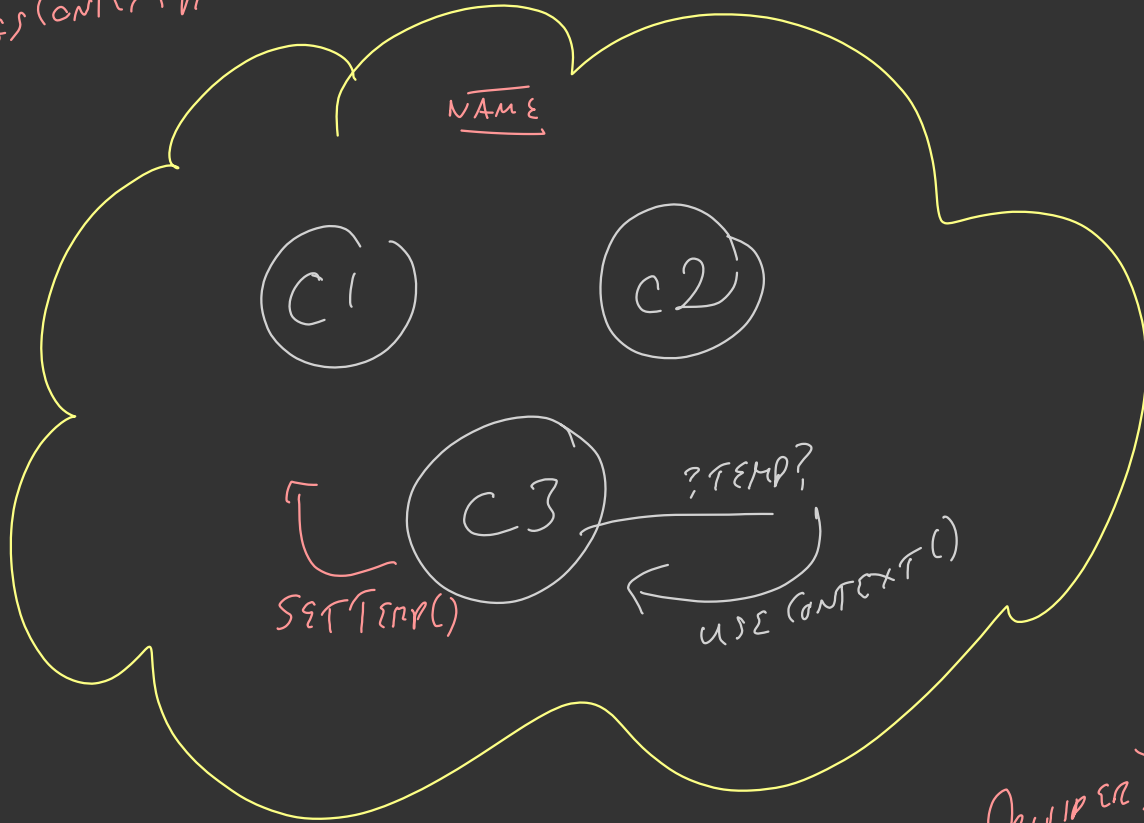


POPULATED  
DARK  
LOSE STUFF  
VISCOSITY





< SETTINGS CONTEXT PROVIDER >



< / SETTINGS CONTEXT PROVIDER >

# W R R C

① CLIENT

② SERVER

Function  $Add(A, B)$  {

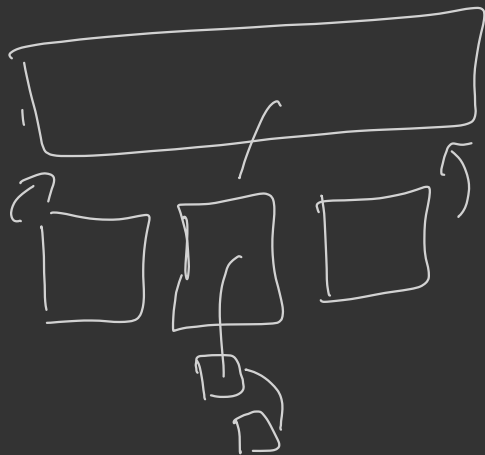
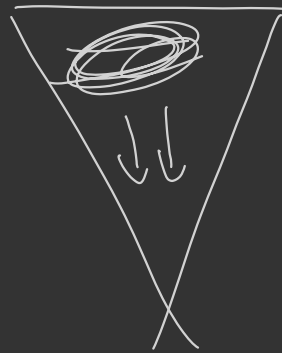
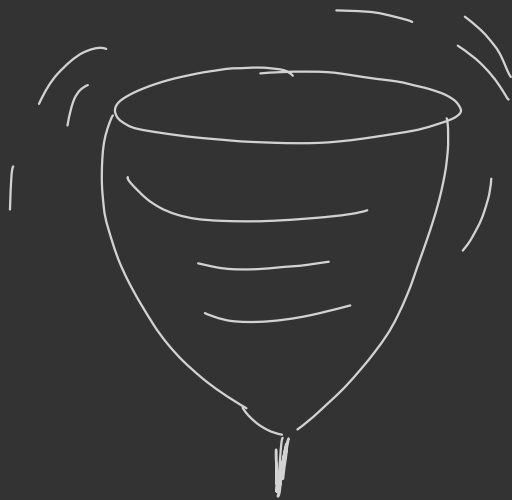
⑤

RETURN  $A+B$ ;

}

⑥

$Add(3, 4)$ ; // 7



# CONTEXT BAD NEWS

- ★ COMPONENT RE-USE
- ★ RE-RENDERING - BAD
  - \* REDUCE FTW

<CX>

REORDER = USE CONTEXT (~);

≡

LESS VOLATILE STATE

SMALLER APP?  
SIMPLER TREE?

<CONTEXT HINT>

{TEMP = PO}

<APP>

<C1> \*

<C2>

<CC3>

<C4>

<IAPP>

<CONTEXT HINT>

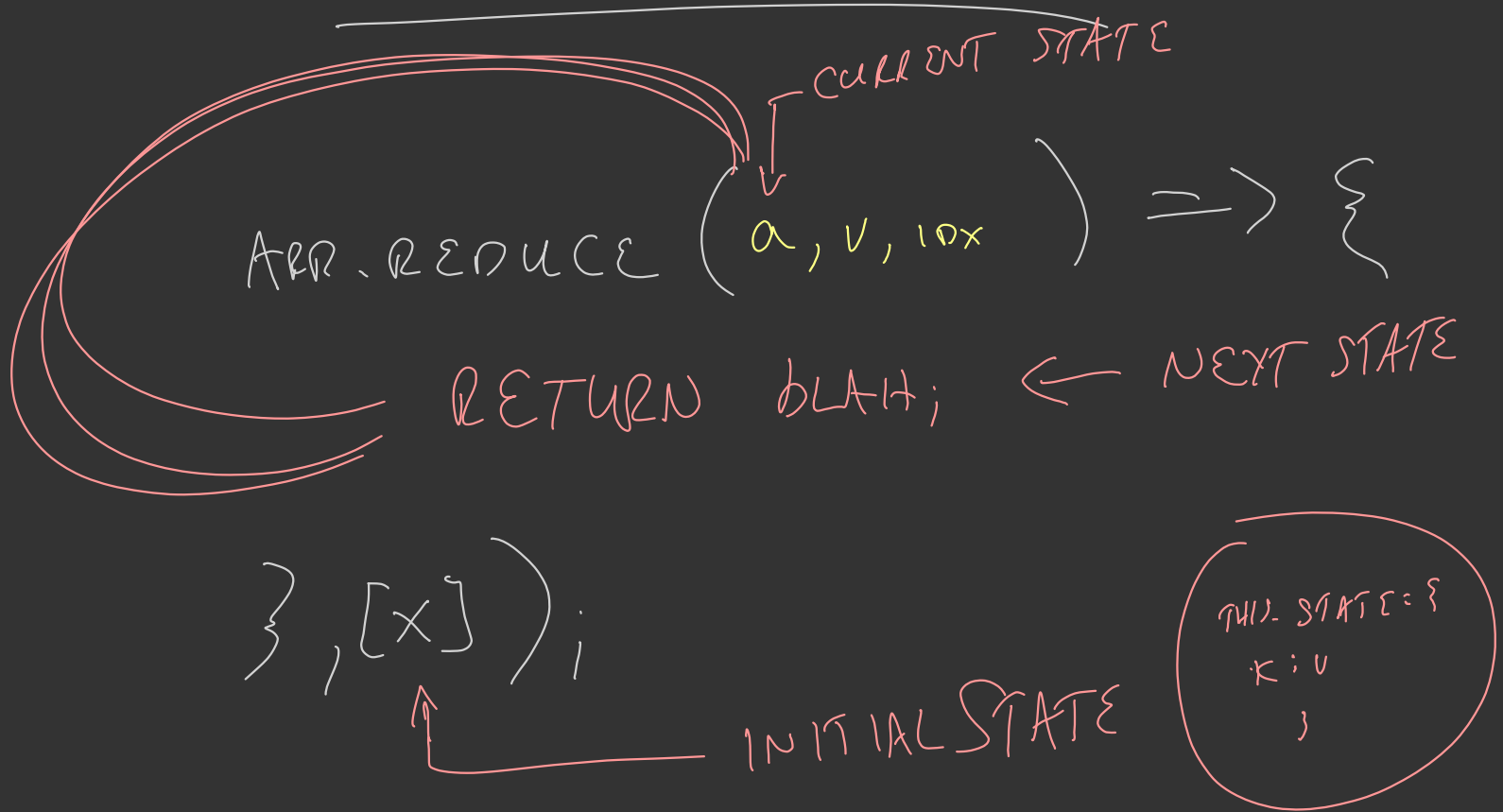
# WHEN IS CONTEXT GOOD?

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- ① THINGS MOST COMPONENTS NEED
- ② THINGS THAT RARELY CHANGE
  - \* THEME — LIGHT/DARK
  - \* LANGUAGE / REGION
  - \* LOGIN STATUS



# USE Reducer



REDUCER ( <sup>STATE</sup> ACTION, PAYLOAD ) { <sup>CURRENT STATE</sup>

ACTION = "SAVE"

RETURN NEXT STATE

}

THE STATE

OF STATE

INITIAL VALUE  $[x, \text{SETX}] = \text{WCSTATE}(2)$

CURRENT VALUE  $\langle \text{DIU} \rangle \{x\} \langle \text{DIU} \rangle$

NEXT VALUE SETX (3)

CONTEXT

STATE =  $\Sigma$

KEY = VALUE,  
CHANGE TEMP = THIS CHANGE TEMP  
}

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CONTEXT.CHANGE TEMP (??)

COMPONENT

USE CONTEXT ( )

{ CONTEXT.KEY }