



STATE MANAGEMENT

STANDARD REACT

OBS

COMPONENT BASED

PASS THROUGH PROPS

PASS-DOWN
ONE-WAY



CONTEXT

"CLOUD" BASED

- TOP LEVEL

- WRAPS APP/PARTS

- ANY COMPONENT IN
TREE CAN

"OPT-IN" ←

<CTX1> - COMPLEX
, <CTX2> - RENDERERS
| <CTX3> -

| <CTX4> -

| (CP)

REDUX

- GLOBAL "CLOUD"

- PROVIDER AT TOP

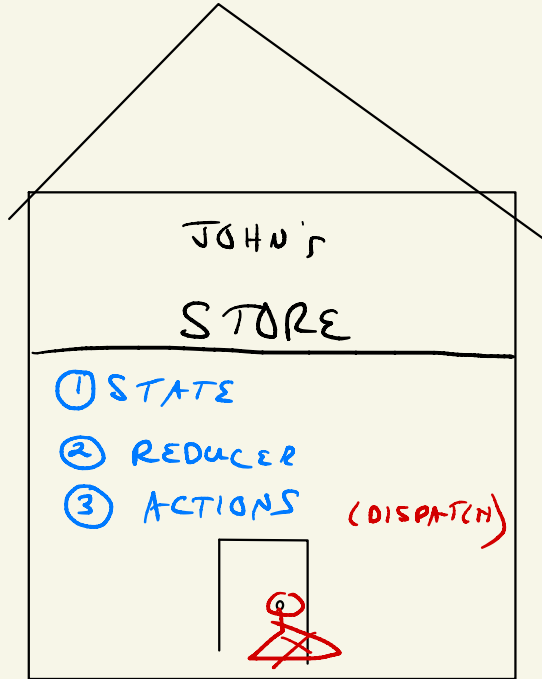
- OPT-IN

+ MASSIVE-RE-RENDERS
ARE NOT AN ISSUE

+ ORGANIZED

+ CONSISTENT API

REDUX



REDUCERS
MANAGE
STATE

LAST STATE =

ARR. REDUCE ((ACC, VAL, IDX) => {

RETURN ~~WHATEVER~~
NEXT STATE

}, 3);

↳ INITIAL STATE

STATE: {

NAME: "JOHN"

}

ACTION = {

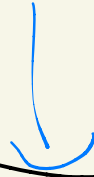
TYPE: "CHANGENAME"

PAYLOAD: NEW NAME

}

FILE =
'STORE'

DISPATCH (CHANGER, "ALLIE")



REDUCER (ACTION)

WHEN

TYPE IS

"CHANGENAME"

THEN

NAME NAME

'PAYLOAD'