

`const sin = x \Rightarrow Math.sin(x)`

`const double = x \Rightarrow 2 * x`

`const x5 = obj \Rightarrow { obj.x = 5 }`

`const log = text \Rightarrow console.log(text);`

//

pure

///

impure

```
const sin = x  $\Rightarrow$  Math.sin(x) // pure
```

```
const double = x  $\Rightarrow$  2 * x // pure
```

```
const x5 = obj  $\Rightarrow$  { obj.x = 5 } // impure
```

```
const log = text  $\Rightarrow$  console.log(text); // impure
```

```
function reducer(state = 0, action) {  
  switch (action.type) {  
    case 'INCREMENT':  
      return state + 1;  
    case 'DECREMENT':  
      return state - 1;  
    default:  
      return state;  
  }  
}
```