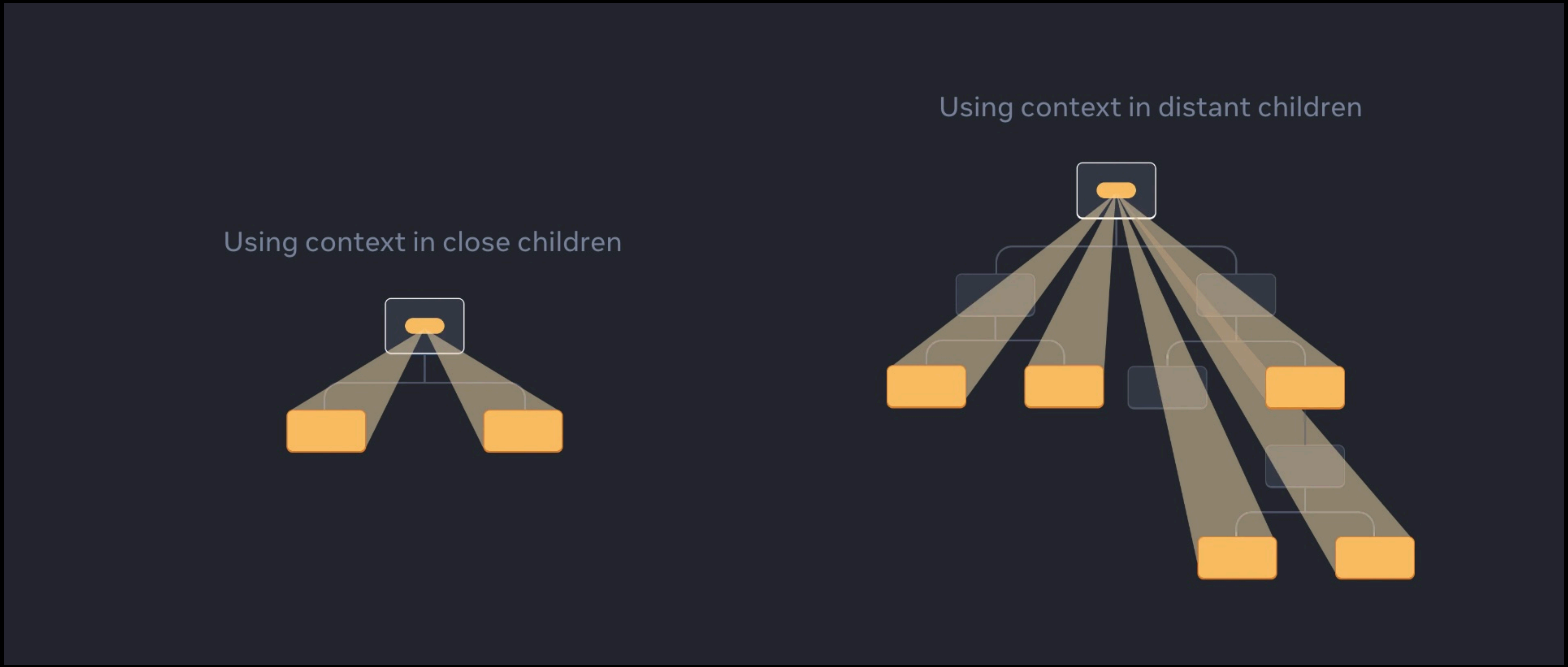
7.2 | Context, State management , recoil

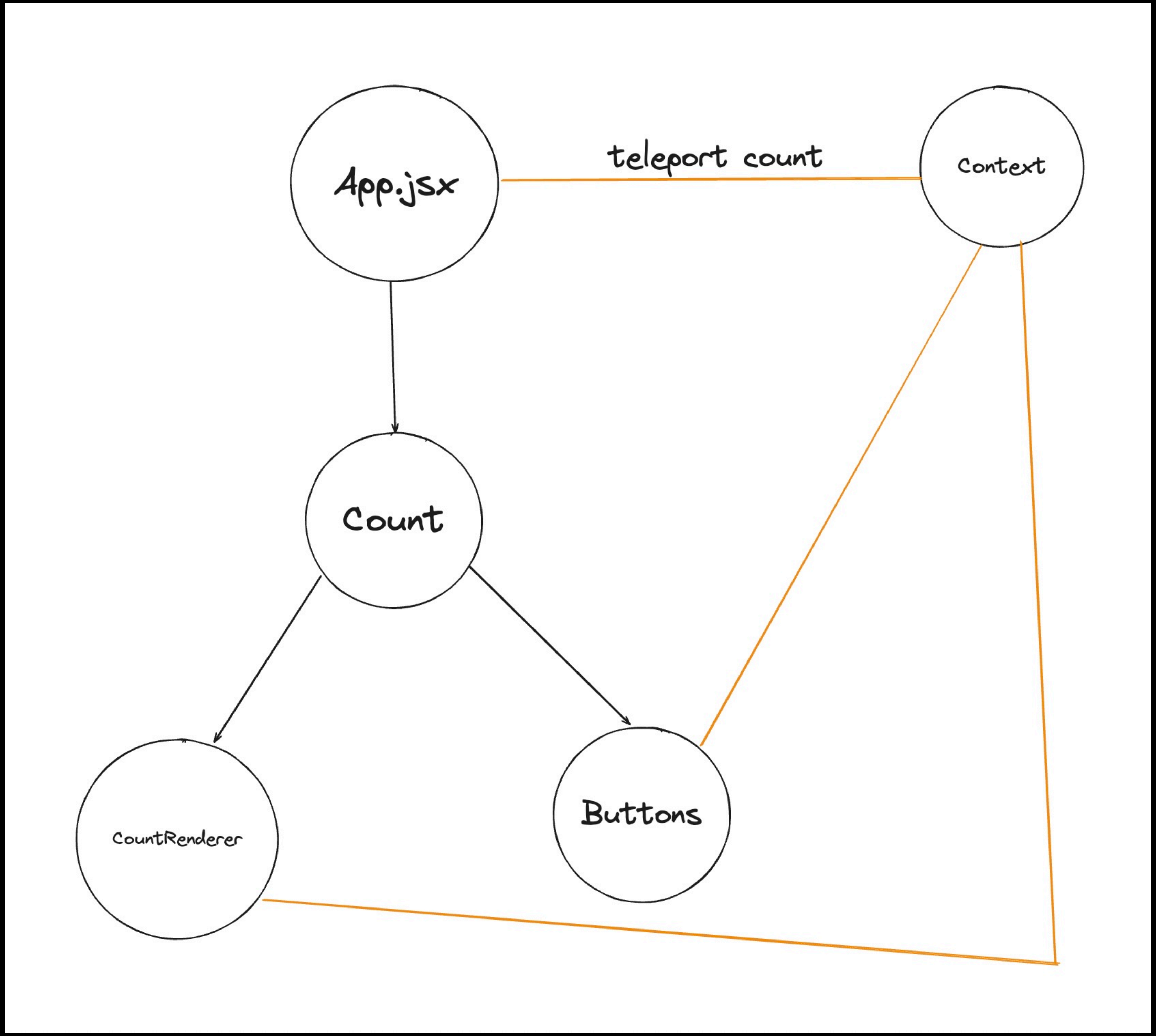
Repo for today - https://github.com/100xdevs-cohort-2/week-7

Context

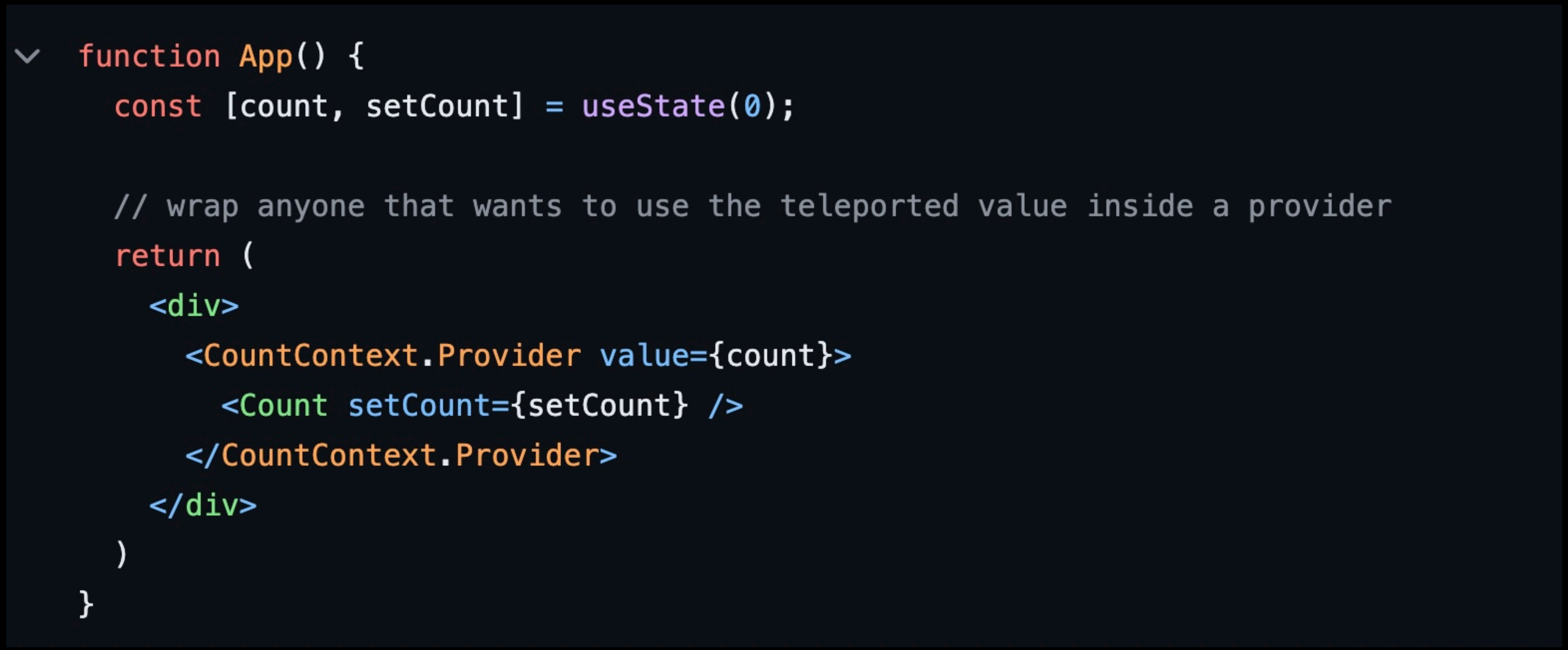
Let’s you teleport state values to distant children
Helps you get rid of prop drilling


Using context in close children
Using context in distant children

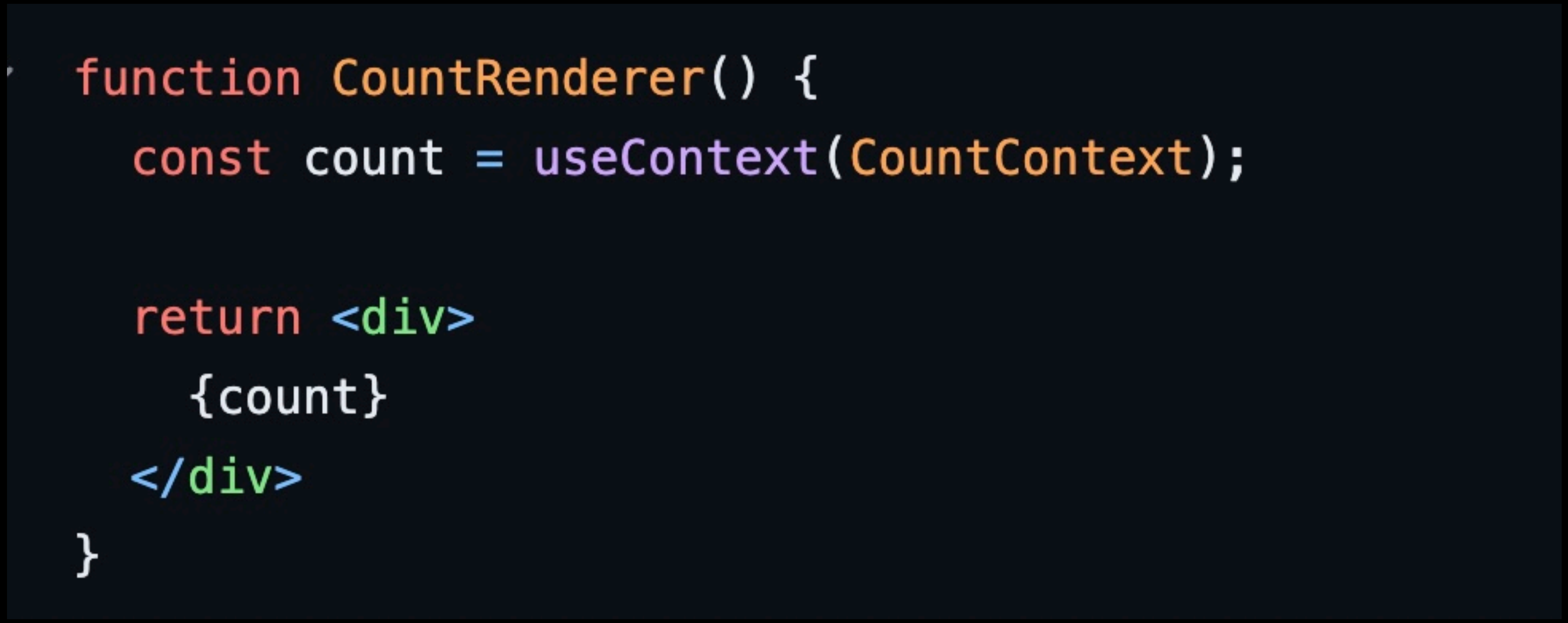
Yesterday, we did the Context API



Yesterday, we did the Context API

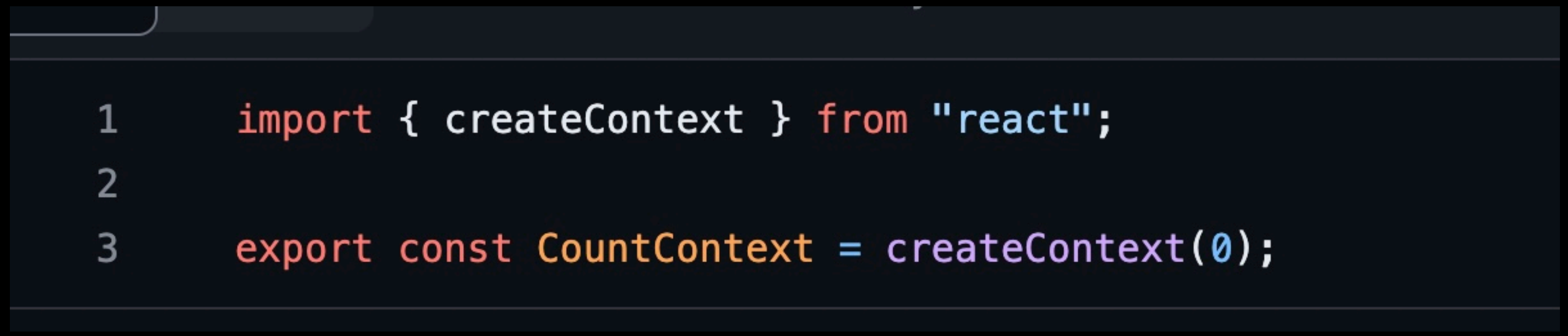


```jsx
function App() {
  const [count, setCount] = useState(0);

  // wrap anyone that wants to use the teleported value inside a provider
  return (
    <div>
      <CountContext.Provider value={count}>
        <Count setCount={setCount} />
      </CountContext.Provider>
    </div>
  )
}
```



```jsx
function CountRenderer() {
  const count = useContext(CountContext);

  return <div>
    {count}
  </div>
}
```

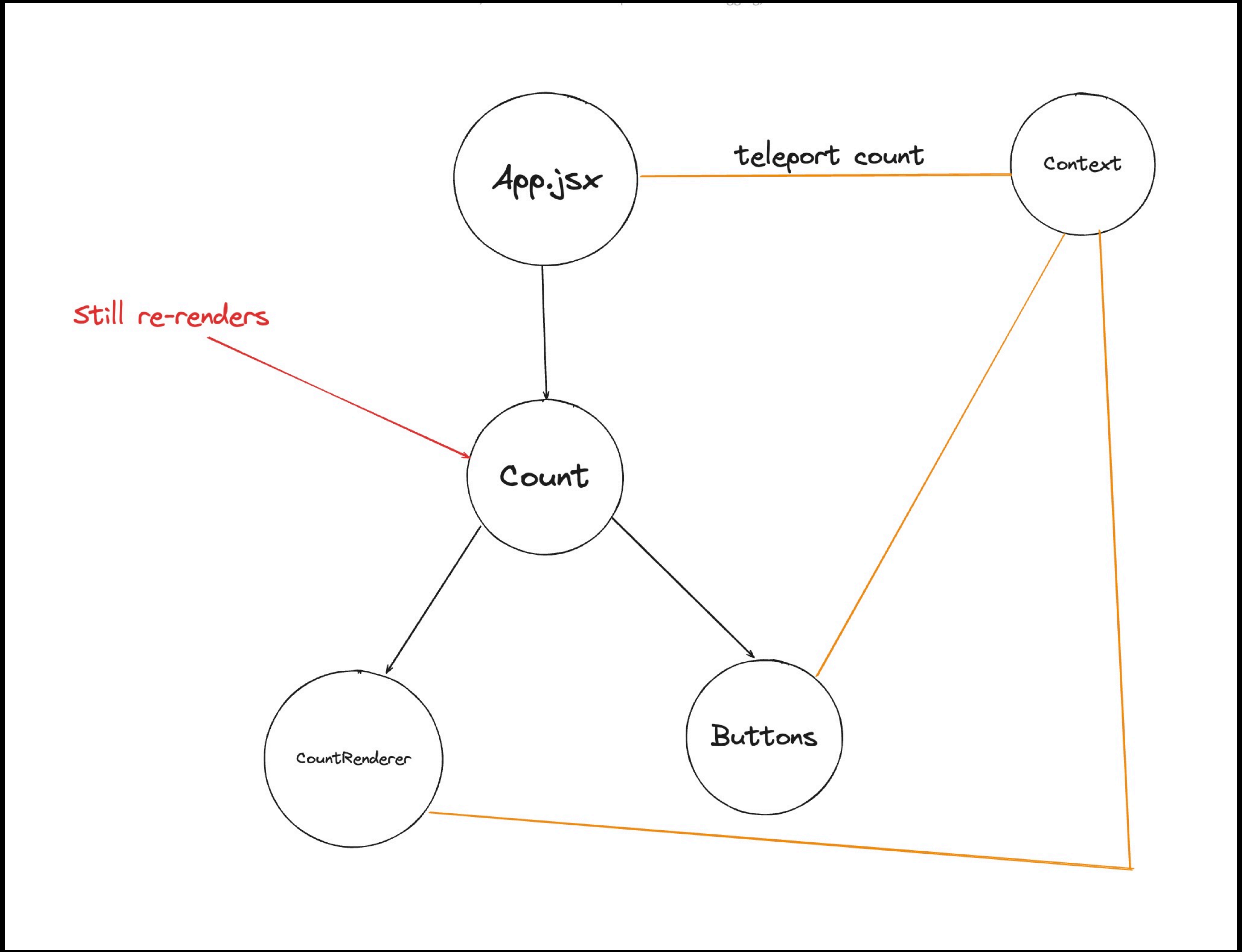
App.jsx



```js
import { createContext } from "react";

export const CountContext = createContext(0);
```

context.js

Problem with context?
Doesn’t fix re-rendering, only fixes prop drilling



7.2 | Context, State management, recoil

State management using Recoil

What is state management

A cleaner way to store the state of your app
Until now, the cleanest thing you can do is use the Context API.
It lets you teleport state

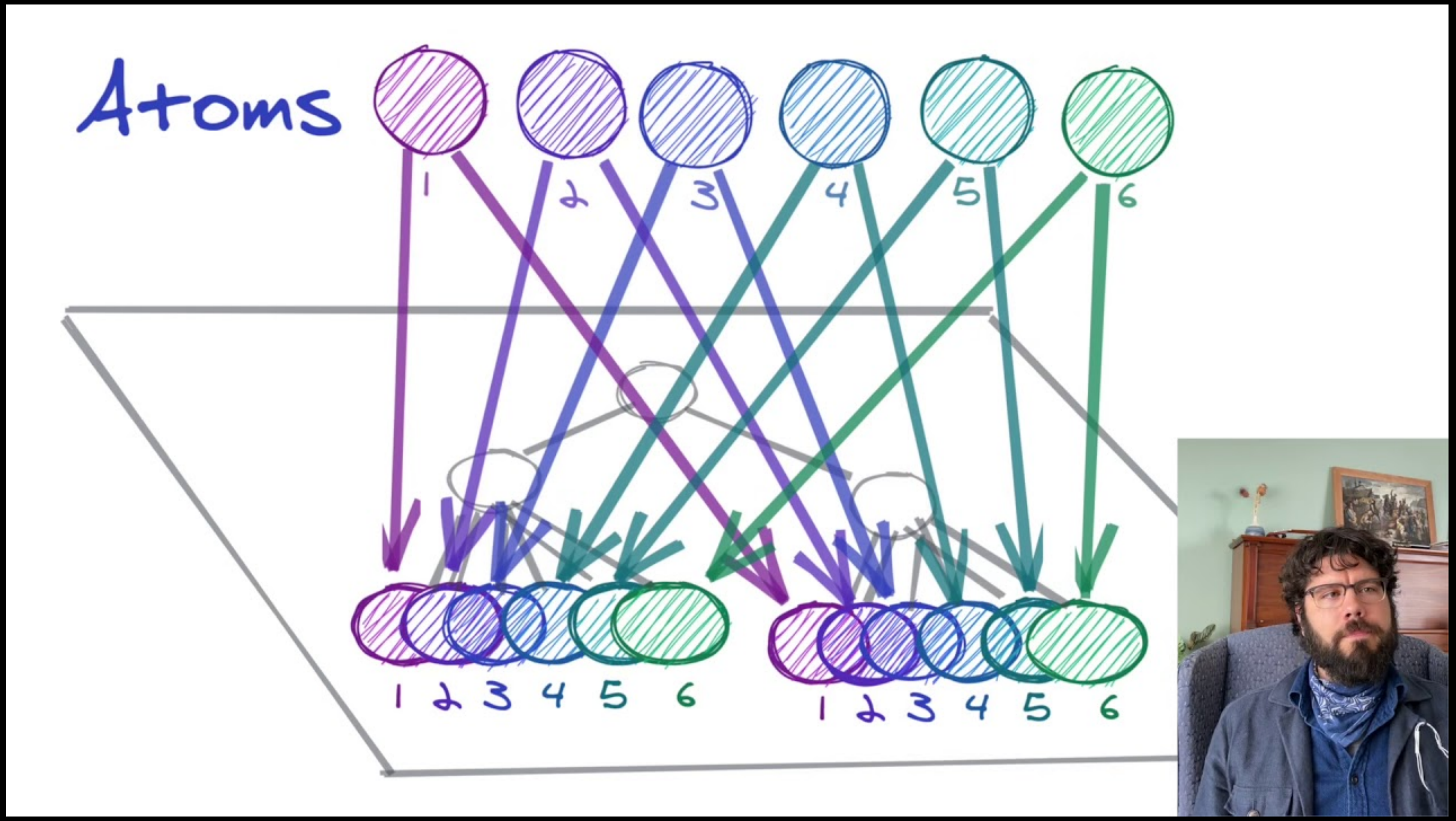
But there are better solutions that get rid of the problems that Context Api has (unnecessary re-renders)

State management using Recoil

Recoil

A state management library for React
Written by some ex React folks (I think)

Other popular ones -
1. Zustand
2. Redux



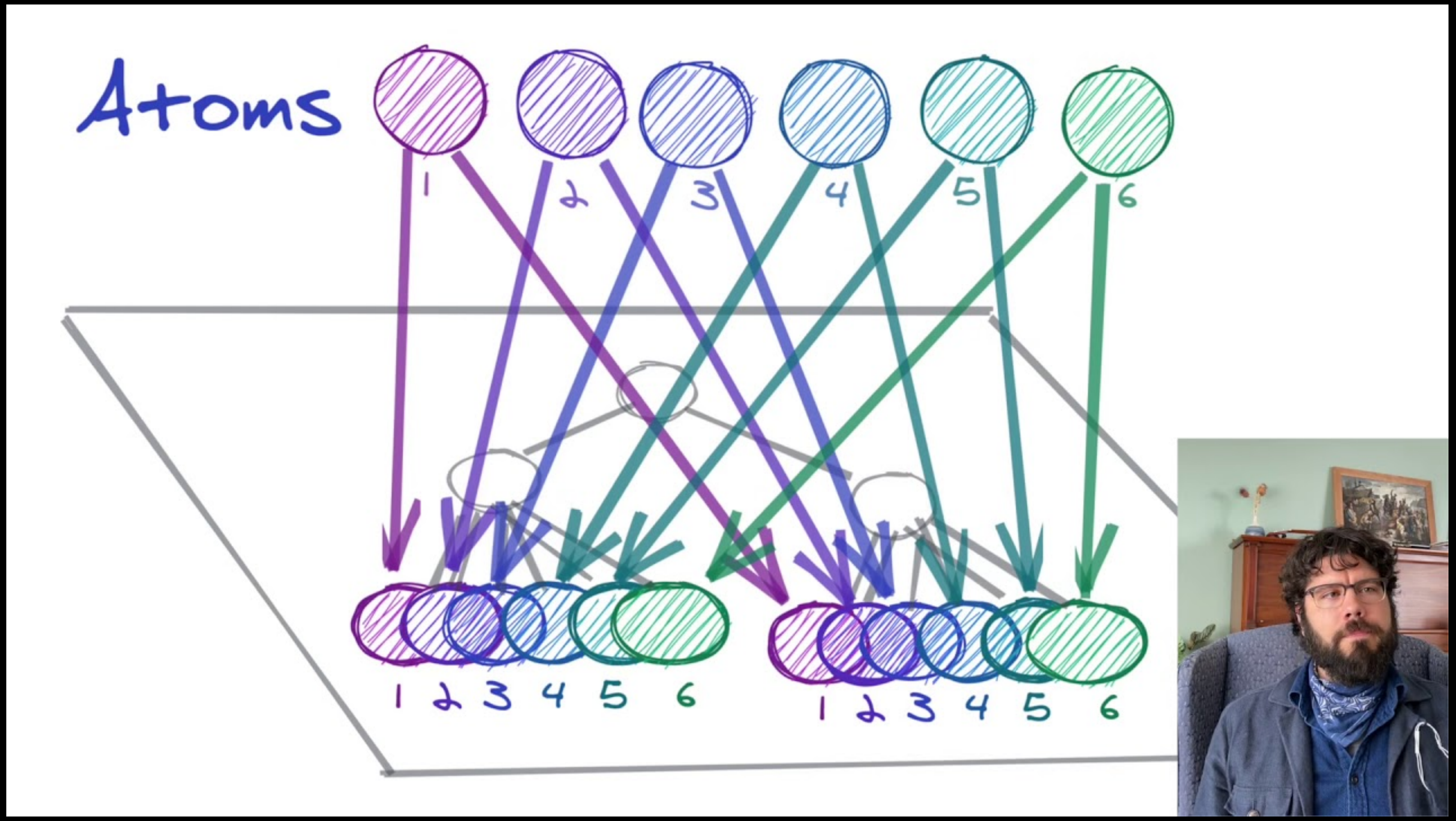
State management using Recoil

Recoil

Has a concept of an atom to store the state

An atom can be defined outside the component

Can be teleported to any component



State management using Recoil

Recoil

```
npm install recoil
```

State management using Recoil

npm install recoil

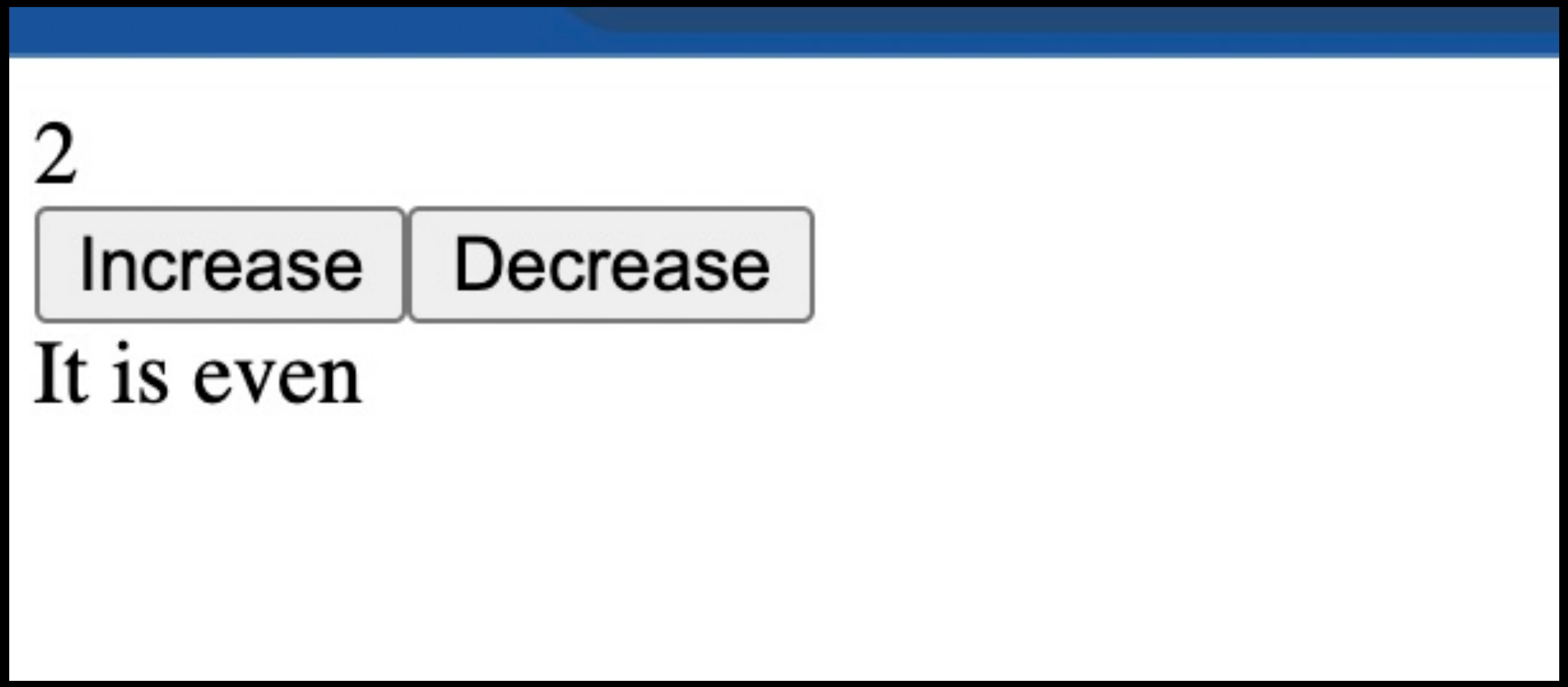
Things to learn -
RecoilRoot
atom
useRecoilState
useRecoilValue
useSetRecoilState
selector

State management using Recoil

npm install recoil

Things to learn -
RecoilRoot
atom
useRecoilState
useRecoilValue
useSetRecoilState
selector

Let’s say I ask you to render
IT IS EVEN
if the current count is even


2

It is even