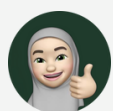


WHAT IS

REDUX?



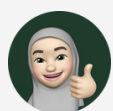
@codewithatia



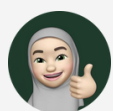
REDUX

Redux is predictable **state** container.

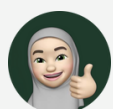
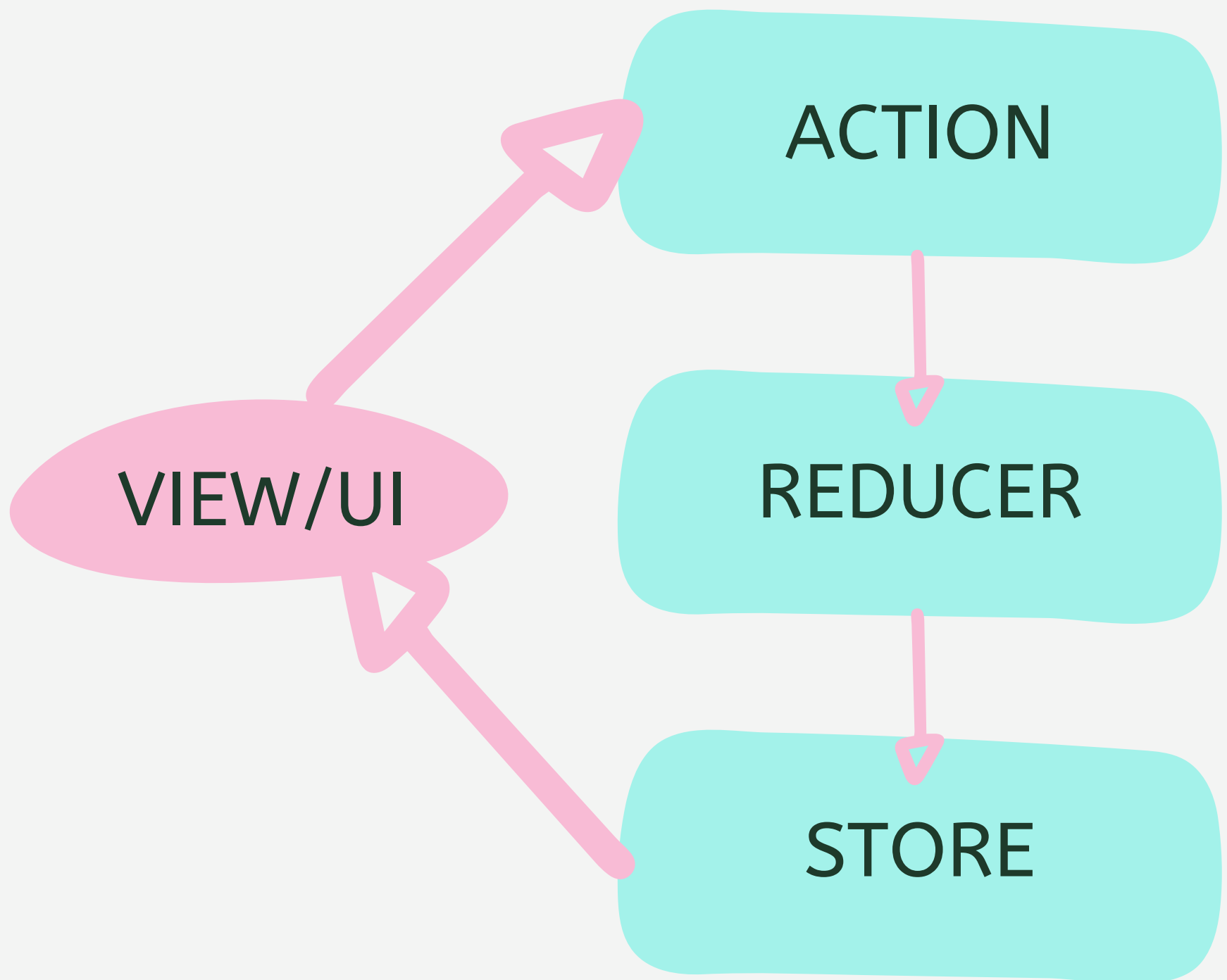
It **stores** the entire **state** of an application in one, **centralized location.**



To make change in **state** we need to **dispatch** an **action** which describes what **changes** we want to make in the **state**.



Anatomy of Redux



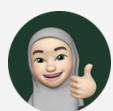
Actions

Actions are simple **JavaScript object** which contains **information**.

```
{  
  type: 'ADD_USER',  
  user:user  
}
```

We have **action creators**, functions which are used to create **actions**, it returns actions

```
function addUser(user){  
  return {  
    type:"ADD_USER",  
    user:user  
  }  
}
```

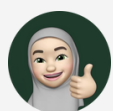


Reducer

Reducer tells **How to do it?**
whole logic is defined in
reducers

Reducers are functions which
takes **initial state, action to
perform & return new state.**

```
function user(users = [], action) {  
  
  if (action.type === 'ADD_USER') {  
    return [...users, action.user];  
  }  
  return users;  
}
```



Store

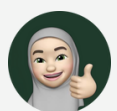
Store is object which holds **state** of the **application**.

`createStore(reducer)` – To create a store

`dispatch(action)` – To change the state

`getState()` – for getting current state of store.

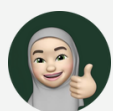
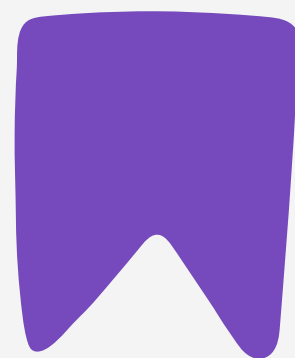
```
// Creating store (reducer as argument)
const store = createStore(user);
//dispatch action
store.dispatch(addUser('Atia'));
// getState() is used to get current state
console.log(store.getState());
```



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