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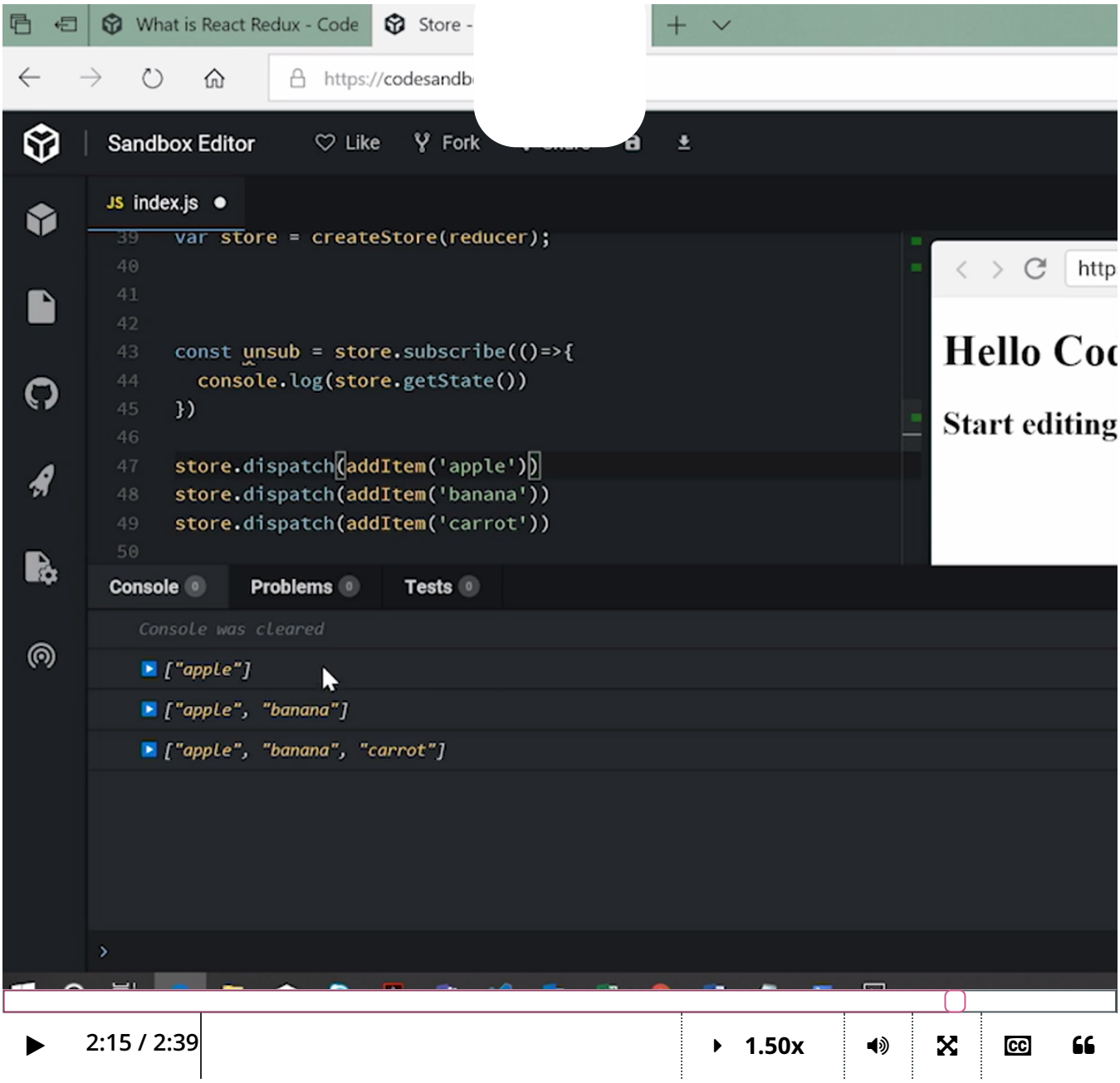
Store



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Store

Store

The Store is the object that holds all of your application state. It is important to only have a single store.

Creating a Store

You can create a store using the `createStore(reducer,[preloadedState], [enhancer])` method from the Redux library. The createstore takes the following arguments:

1. reducer - reducer that describes how dispatched actions should update the state
2. preloadedState - optional initial state
3. enhancer - optional middleware

You can import createStore by doing the following:

```
import {createStore} from 'redux'
```

You can create a store by calling the createStore method with a reducer:

```
const reducer = (state, action) => {
 //return updated state
}

const store = createStore(reducer)
```

Getting state from a store

You can access the state from the store using the `store.getState()` method:

```
var state = store.getState()
console.log(state)
// {...}
```

Dispatching actions to update the store

You can dispatch actions using the `store.dispatch(action)` method:

```
  store.dispatch(addItem('apple')) //'apple' is now added to the ite
```

try running this code to add a few items and delete a few items and log the store!

Subscribing to store updates

The `store.subscribe()` method is used to trigger a function whenever the store updates.

Here is an example to log the store everytime it updates:

```
//trigger a console log every time the store updates
const unsubscribe = store.subscribe(() => console.log(store.getState

//stop subscribing to store updates
unsubscribe()
```

To unsubscribe, call the method that is returned by `store.subscribe()`:

Try out this live example on CodeSandbox: https://codesandbox.io/s/m4j9656xwx