

SWPP Practice Session #4

Introduction to Redux

2022 Sep 28

Announcement

- Project proposal due 9/28 6pm.

Recap on the last practice session

- We covered...
 - Frontend Basics(HTML/CSS/Type(Java)script)
 - React
 - React Router

Today's Objective

- Redux Basics
 - Flux Design Pattern
- React + Redux
- HTTP Request
 - Axios(Promise Design Pattern)
 - Redux Middleware

Clone Repo

- Fork and clone the repo (We'll be using this regardless of the previous todo project. We've got something new in the repo.)
 - <https://github.com/swpp22fall-practice-sessions/swpp-p4-redux-tutorial.git>
- We have 4 branches ready. If you're in trouble and can't keep up, you can jump to the following branches.

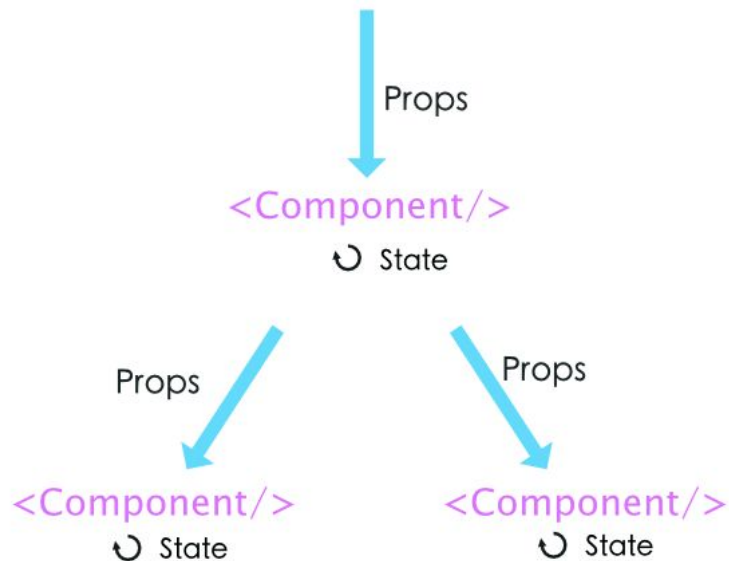
```
● ~/jong/ta/swpp-p4-redux-tutorial (practice/start ✓) git branch
  practice/1-prepare_slice
  practice/2-react_redux
  practice/3-todo-detail
  practice/4-finish
  practice/redux-example
* practice/start
```

Redux Basics

Two informative objects in React component: Props and State



ReactJS: Props vs. State



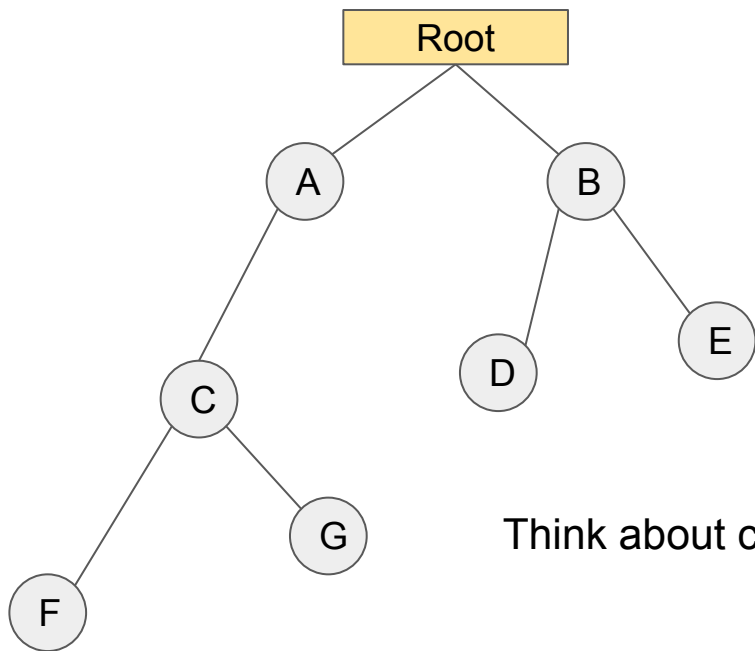
Changing *props* and *state*

-	<i>props</i>	<i>state</i>
Can get initial value from parent Component?	Yes	Yes
Can be changed by parent Component?	Yes	No
Can set default values inside Component?*	Yes	Yes
Can change inside Component?	No	Yes
Can set initial value for child Components?	Yes	Yes
Can change in child Components?	Yes	No

* Note that both *props* and *state* initial values received from parents override default values defined inside a Component.

Two-way binding is not enough

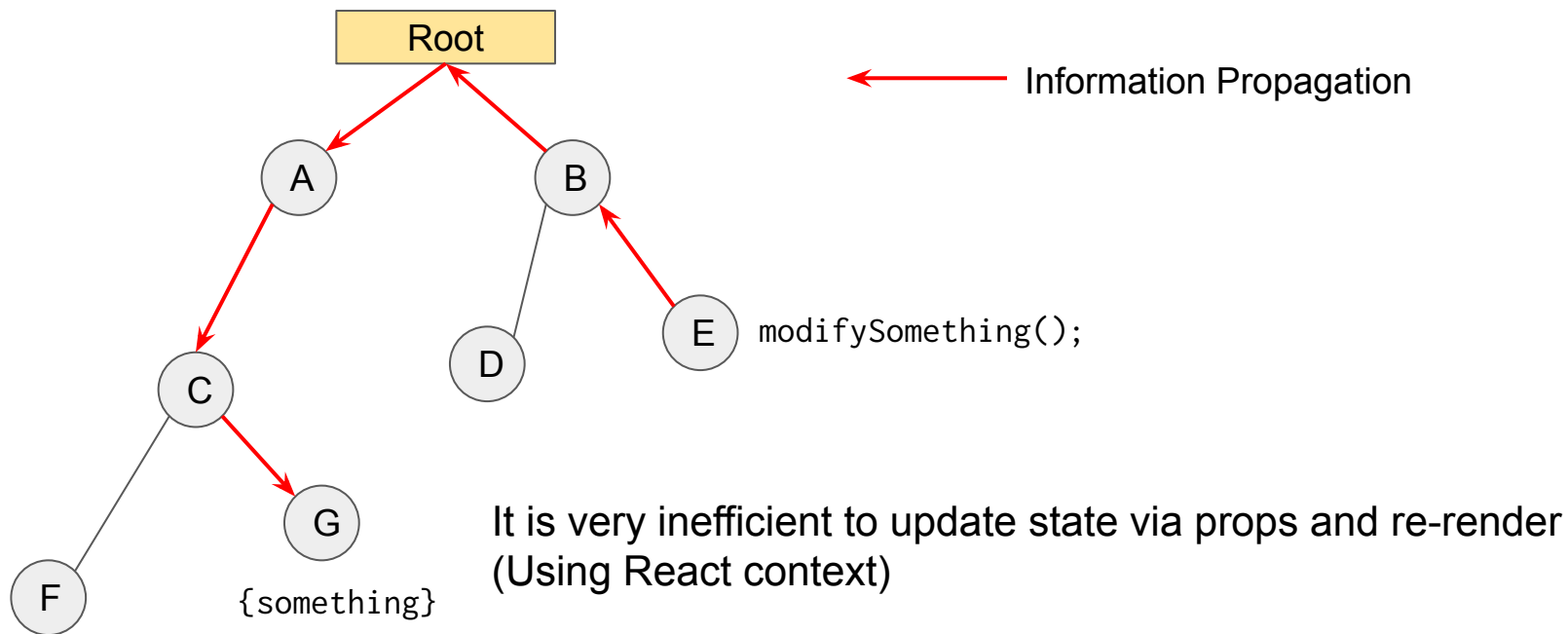
- What if multiple distant components had to share the same state?



Think about component E tries to modify state of component G

Two-way binding is not enough

- What if multiple distant components had to share the same state?



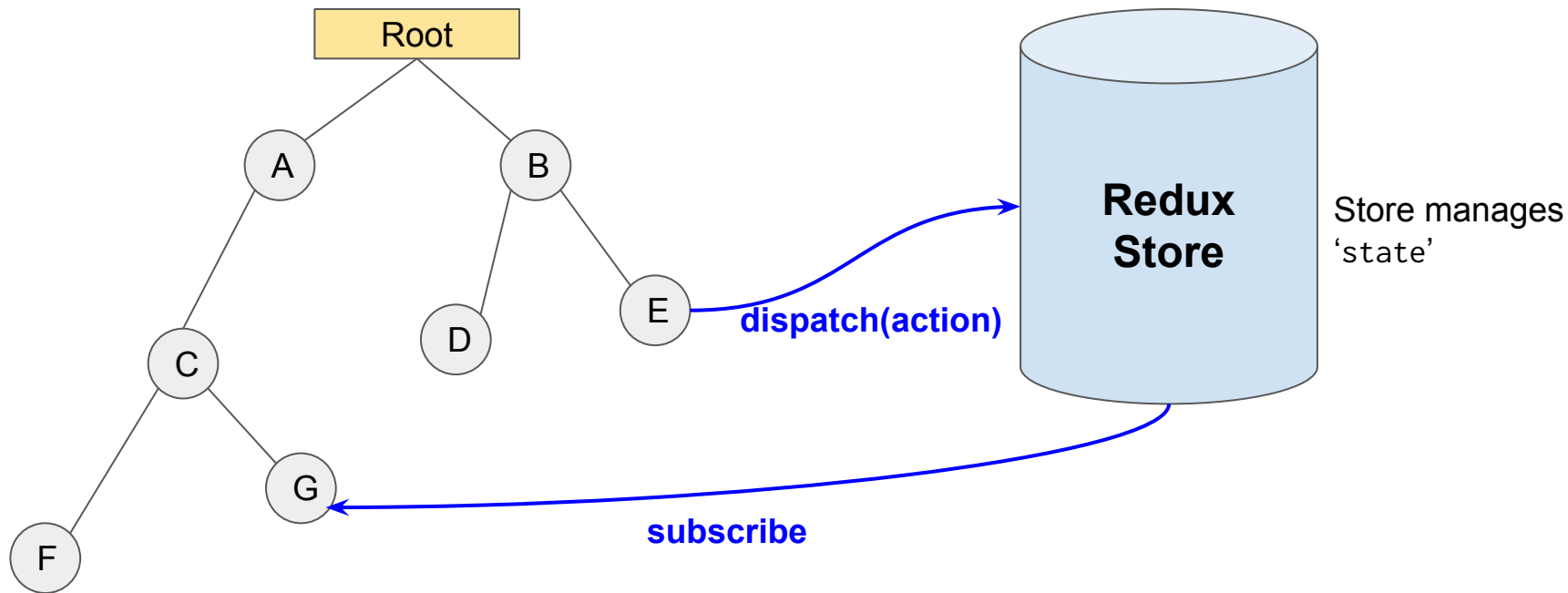
Why this happens?

- State can have several scopes:
 - Local state: value of input field, boolean state if todo is checked
 - Page-wise state: Shopping cart items on cart page
 - App-wise state: Name of user currently signed in
- For local state, length of information flow is short.
- Page-wise state or application-wise state should flow through almost a whole component tree because it should be able to be accessed by any component.
- There is a need for storing global state somewhere

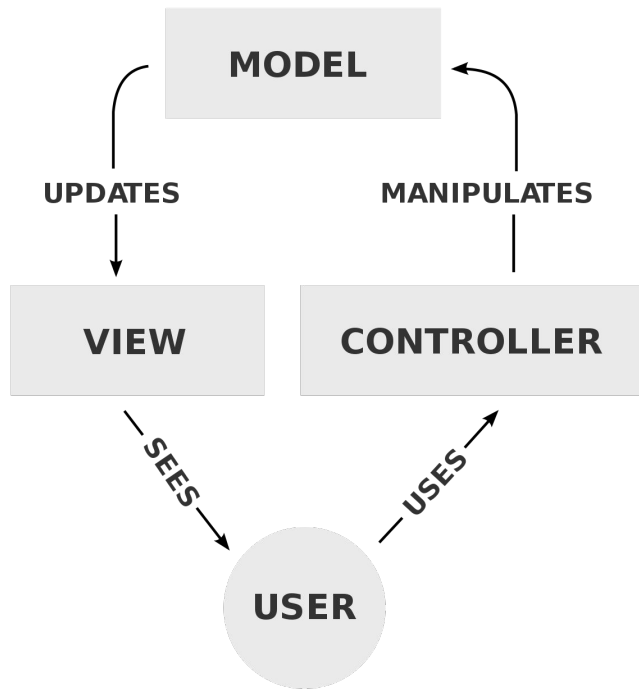
What's Redux

- Redux solves this problem!

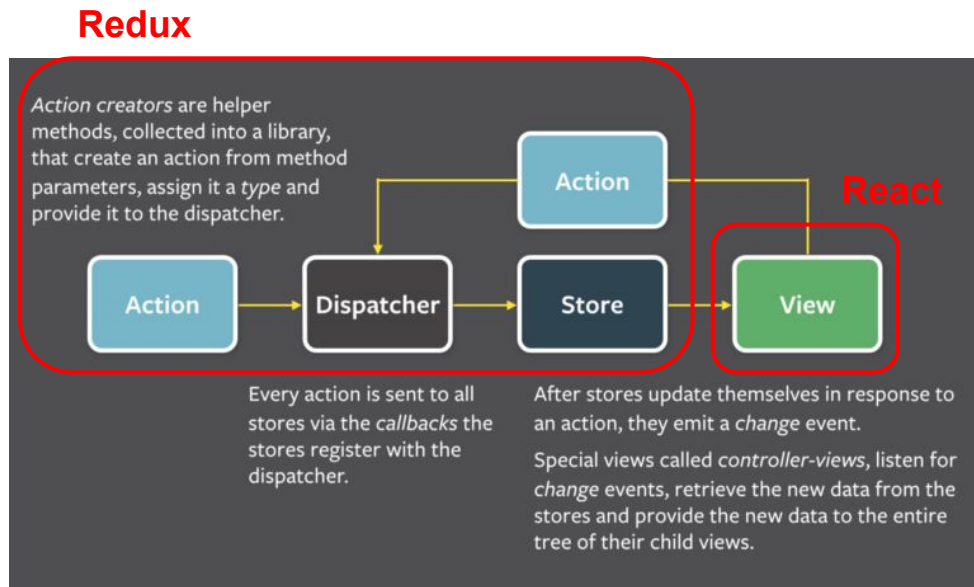
Reducer listens to action, and make state transition



MVC & Flux Design Pattern

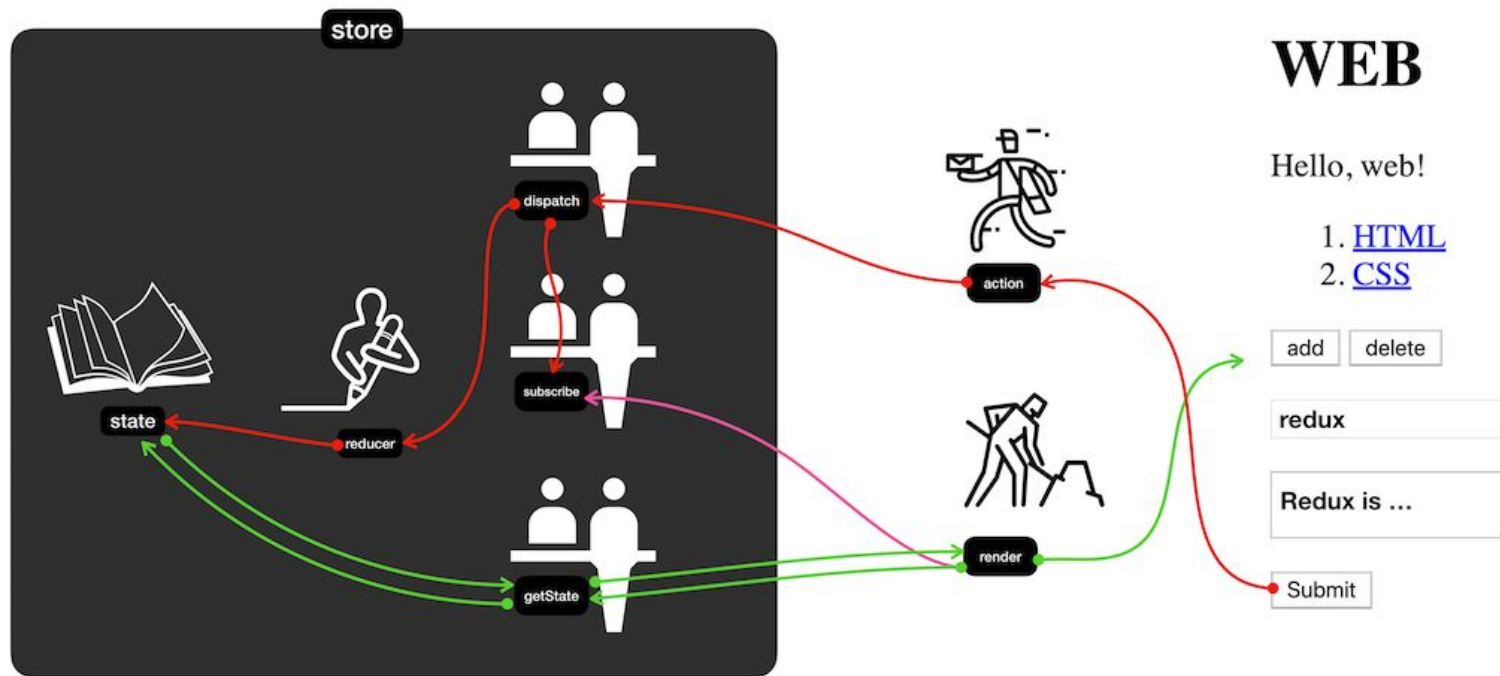


MVC Pattern



Flux Pattern

Redux main concept



Simplest Redux Example

- Let's understand the basic concept of redux
- Create javascript file `redux-basics.js`
- `# install package`
- `$ yarn add redux react-redux`

```
const { configureStore } = require('@reduxjs/toolkit'); // load module in Node.js
const initialState = { number: 0 }; // default state
// create identity reducer
const reducer = (state = initialState, action) => {
  return state;
}

// create redux store
const store = configureStore({ reducer: reducer });
console.log(store.getState());
```

```
# run
$ node redux-basics.js
{ number: 0 }
$
```

Simplest Redux Example

- Dispatch actions
 - Must set **type**, with some optional payloads
 - type naming convention == uppercase letter

```
store.dispatch({ type: 'ADD' });  
store.dispatch({ type: 'ADD_VALUE', value: 5 });  
console.log(store.getState());
```

- Now add behavior in reducer

```
const reducer = (state = initialState, action) => {  
  if (action.type === 'ADD') { return ({ ...state, number: state.number + 1}); }  
  else if (action.type === 'ADD_VALUE') {  
    return ({...state, number: state.number + action.value});  
  }  
  return state;  
}
```

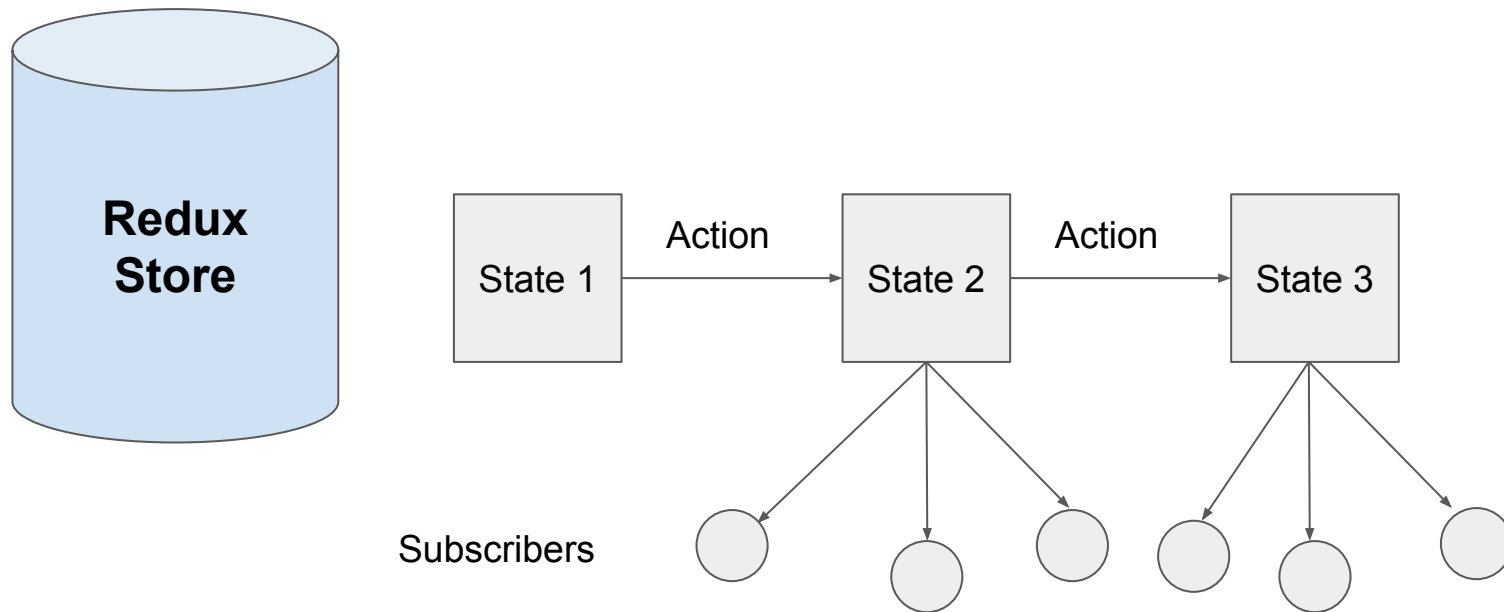
Simplest Redux Example

- # now we can make our number state changed
- \$ node redux-basics.js
- { number: 6 }
- Let's subscribe store

```
store.subscribe(() => {  
  console.log('[Subscription]', store.getState());  
});
```

- Then it prints...
- \$ node redux-basics.js
- [Subscription] { number : 1 }
- [Subscription] { number : 6 }
- { number: 6 }

Redux is a kind of state machine



A Redux store informs subscribers that state has changed by callback.

Redux in React

The src folder (reference)

- Recommended structure
- src
 - containers
 - Stateful components
 - components
 - Render related components
 - store
 - all store-related items

React + Redux

- Let's integrate redux with our TODO app
- First of all, make store in src/store/index.ts
- “store” contains our global state.

```
// src/store/index.ts
import { configureStore } from "@reduxjs/toolkit";

export const store = configureStore(
  { reducer: (state = {}, action) => state }
); // TODO

export type RootState = ReturnType<typeof store.getState>;
export type AppDispatch = typeof store.dispatch;
```

React + Redux

- Now wrap our App with Provider
 - Provider makes the Redux store available to any nested components.

```
import { Provider } from "react-redux";
import { store } from "../store";
...
root.render(
  <React.StrictMode>
    <Provider store={store}><App /></Provider>
  </React.StrictMode>
);
```

Prepare slice

- To manage large root state, we separate into functional scope slice.
- `@reduxjs/toolkit` help us implement slice easily.
- Reducer is a function that takes in a state and an action as an argument
- Reducer is responsible for changing the current state depending on the specific action.

```
// src/store/slices/todo.ts
import { createSlice, PayloadAction } from "@reduxjs/toolkit";
import { RootState } from "..";
import { Root } from "@reduxjs/toolkit";
export interface TodoType { id: number; title: string; content: string; done: boolean; }
export interface TodoState { todos: TodoType[]; selectedTodo: TodoType | null; }
const initialState: TodoState = {
  todos: [
    { id: 1, title: "SWPP", content: "take swpp class", done: true },
    { id: 2, title: "Movie", content: "watch movie", done: false },
    { id: 3, title: "Dinner", content: "eat dinner", done: false },
  ], selectedTodo: null,
}; // continue
```

Prepare slice

```
...  
export const todoSlice = createSlice({  
  name: "todo",  
  initialState,  
  reducers: {  
    getAll: (state, action: PayloadAction<{ todos: TodoType[] }>) => {},  
    getTodo: (state, action: PayloadAction<{ targetId: number }>) => {},  
    toggleDone: (state, action: PayloadAction<{ targetId: number }>) => {},  
    deleteTodo: (state, action: PayloadAction<{ targetId: number }>) => {},  
    addTodo: (state, action: PayloadAction<{ title: string; content: string }>) => {},  
  },  
});  
  
export const todoActions = todoSlice.actions;  
export const selectTodo = (state: RootState) => state.todo;  
  
export default todoSlice.reducer;
```

Implement addTodo

- `addTodo` function in reducers will make a new Todo using title and content in payload, and put it todos

```
// src/store/slices/todo.ts
addTodo: (
  state,
  action: PayloadAction<{ title: string; content: string }>
) => {
  const newTodo = {
    id: state.todos[state.todos.length - 1].id + 1, // temporary
    title: action.payload.title,
    content: action.payload.content,
    done: false,
  };
  state.todos.push(newTodo);
},
```


Store combined with reducer

- Return to store/index.ts

```
import { configureStore } from "@reduxjs/toolkit";
import todoReducer from "../slices/todo";

export const store = configureStore({
  reducer: {
    todo: todoReducer,
  },
});

export type RootState = ReturnType<typeof store.getState>;
export type AppDispatch = typeof store.dispatch;
```

useSelector & useDispatch

- useSelector
 - Allows you to extract data from the Redux store state, using a selector function.
 - Subscribe
- useDispatch
 - This hook returns a reference to the dispatch function from the Redux store.
 - You may use it to dispatch actions as needed.
 - Publish

Connect React Component to Redux Store

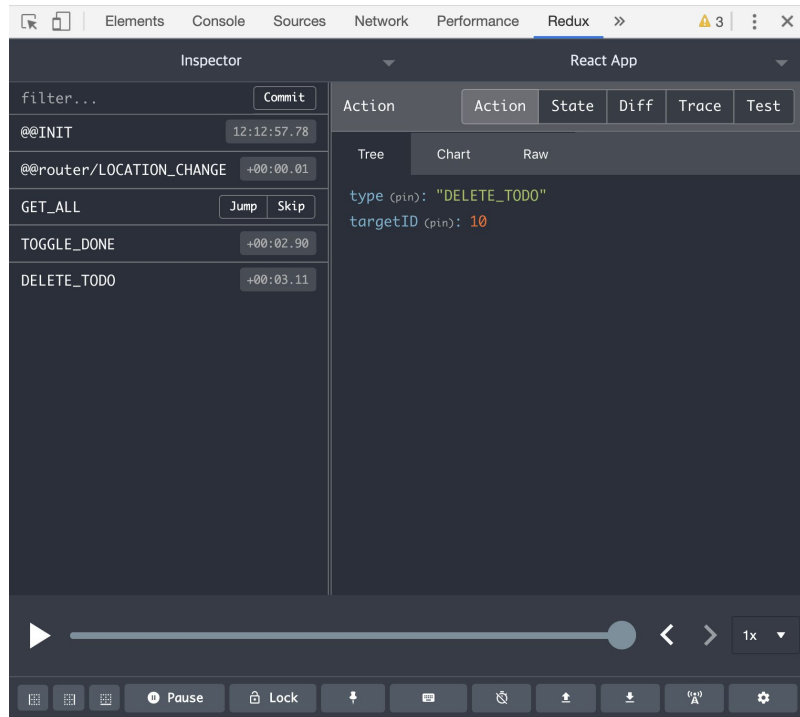
- Let's go back to our NewTodo.tsx component
- Publish addTodo action when postTodoHandler is called

```
import { useDispatch } from "react-redux";
import { todoActions } from "../../store/slices/todo";
...
export default function NewTodo() {
  ...
  const dispatch = useDispatch()
  ...
  const postTodoHandler = () => {
    const data = { title: title, content: content };
    dispatch(todoActions.addTodo(data))
    setSubmitted(true);
  };
  ...
};
```

ProTip: Redux Chrome Extension

- Now you can monitor your state transitions!
- Use this extension along with React extension we had installed in the last session.

<https://chrome.google.com/webstore/detail/redux-devtools/lmhkpmбексрmknklioebfkpmmfibljd>



At TodoList Component

```
import { useDispatch, useSelector } from "react-redux";
import { selectTodo, todoActions } from "../../store/slices/todo";

// Inside function
const todoState = useSelector(selectTodo);
const dispatch = useDispatch();
...
```

- Now use `todoState.todos` as our todo items

```
return (
  ...
  {todoState.todos.map((td) => {
});
```

- It now works!
- We can remove [todo, setTodo] with `useState`

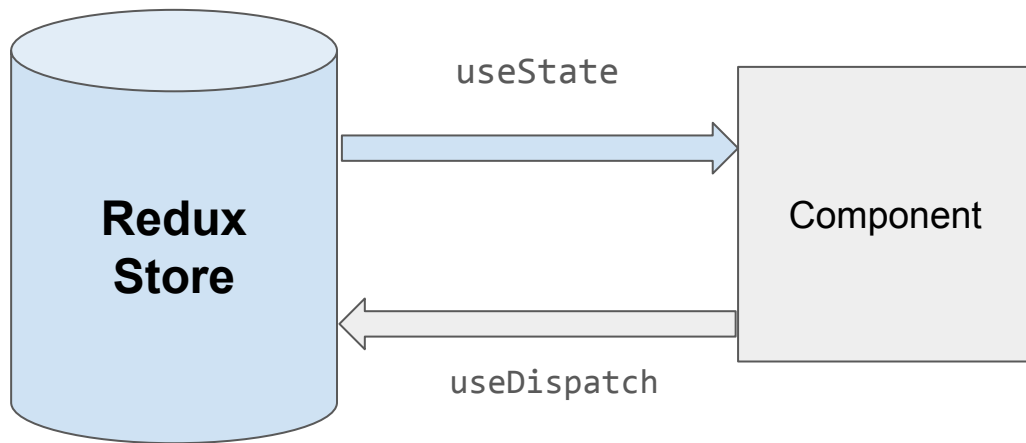
Redux State vs Component State

- We manage todos as redux state
- We manage title, content, submitted (NewTodo) as component state

Type	Example	Redux? Component?
Local UI State	Show / Hide / Input ...	Mostly within component
Persistent State	All Todos, All Users...	Stored on Server Managed by Redux
Client State	Authenticated?	Managed by Redux

Recap: Two-way binding

- ``useState`` and ``useDispatch`` can be thought of as two-way binding between a component connected to store and the store itself.



Add Other Actions

- At `TodoList.tsx` component, pass callbacks to `Todo`

```
{todoState.todos.map((td) => {  
  return (  
    <Todo  
      title={td.title}  
      done={td.done}  
      clickDetail={() => clickTodoHandler(td)}  
      clickDone={() => dispatch(todoActions.toggleDone({targetId: td.id}))}  
      clickDelete={() => dispatch(todoActions.deleteTodo({targetId: td.id}))}  
    />  
  );  
})}
```


Add Buttons in Todo Component


- At Todo.tsx, change IProps to match type

```
interface IProps {  
  title: string;  
  clickDetail?: React.MouseEventHandler<HTMLDivElement>; // Defined by React  
  clickDone?: () => void;  
  clickDelete?: () => void;  
  done: boolean;  
}
```

Add Buttons in Todo Component

- At Todo.tsx, change return() to add button and connect callbacks.
- Now you can see action is published when you click button in redux devtools

```
const Todo = (props: IProps) => {  
  return (  
    <div className="Todo">  
      <div className={`text ${props.done && "done"}`} onClick={props.clickDetail} >  
        {props.title}  
      </div>  
      {props.done && <div className="done-mark">&#x2713;</div>}  
      <button onClick={props.clickDone}>{(props.done) ? 'Undone' : 'Done'}</button>  
      <button onClick={props.clickDelete}>Delete</button>  
    </div>  
  );  
};
```



```
todo/toggleDone  
▼ action: {} 1 key  
  ► payload: {} 1 key  
▼ state: {} 1 key  
  ► todo: {} 2 keys  
  
todo/deleteTodo  
▼ action: {} 1 key  
  ► payload: {} 1 key  
▼ state: {} 1 key  
  ► todo: {} 2 keys
```

`toggleDone` & `deleteTodo`

- Now, these actions should be handled in store/slices/todo.ts

```
toggleDone: (state, action: PayloadAction<{ targetId: number }>) => {
  const todo = state.todos.find(
    (value) => value.id === action.payload.targetId
  );
  if (todo) {
    todo.done = !todo.done;
  }
},
deleteTodo: (state, action: PayloadAction<{ targetId: number }>) => {
  const deleted = state.todos.filter((todo) => {
    return todo.id !== action.payload.targetId;
  });
  state.todos = deleted;
},
```

Modify TodoDetail as page

- Now, we will modify TodoDetail as page
- Modify clickTodoHandler in TodoList.tsx as

```
import { NavLink, useNavigate } from "react-router-dom";  
...  
  
const navigate = useNavigate()  
  
const clickTodoHandler = (td: TodoType) => {  
  navigate('/todos/' + td.id)  
};
```

Modify TodoDetail as page

- Now you will be at separated page when you click one of the todos
- Due to
 - `<Route path='/todos/:id' component={RealDetail} />`
- Now implement getTodo reducer in store/slices/todo.ts

```
getTodo: (state, action: PayloadAction<{ targetId: number }>) => {  
  const target = state.todos.find((td) => td.id === action.payload.targetId);  
  state.selectedTodo = target ?? null  
},
```

Modify TodoDetail as page

- Import required

```
import { useEffect } from "react";  
import { useDispatch, useSelector } from "react-redux";  
import { useParams } from "react-router";  
import { selectTodo, todoActions } from "../../store/slices/todo";
```

Modify TodoDetail as page

- Delete Props and get url parameter using `useParams`
 - You can get url parameter using useParams
 - url parameter is parameter in path.
 - When path is 'todo/:id' and real url is 'todo/4', parameter id will be '4' (**string**)
- Get Selected todo using useEffect
 - useEffect will run whenever any dependency array item is changed

```
const { id } = useParams();
const dispatch = useDispatch();
const todoState = useSelector(selectTodo);
useEffect(() => {
  dispatch(todoActions.getTodo({ targetId: Number(id) }));
}, [dispatch, id]);
```

Modify TodoDetail as page

- Use `Optional Chaining` for null check
 - to prevent trying to get null's attribute error, use optional chaining

```
return (  
  ...  
  <div className="right">{todoState.selectedTodo?.title}</div>  
  ...  
  <div className="right">{todoState.selectedTodo?.content}</div>  
  ...  
);
```


Redux and Immutability - legacy

- Redux state has to be *immutable*. That is, you should not directly modify its content.
- You should do it in “constructive” manner, not with in-place operation.
- **@redux/toolkit will handle this.**

BAD

```
const prime = [2, 3];

const reducer = (state = {prime: prime}, action) => {
  if (action.type === 'ADD_PRIME') {
    state.prime.push(action.value);
    return state;
  }
  return state;
};
```

GOOD

```
const prime = [2, 3];

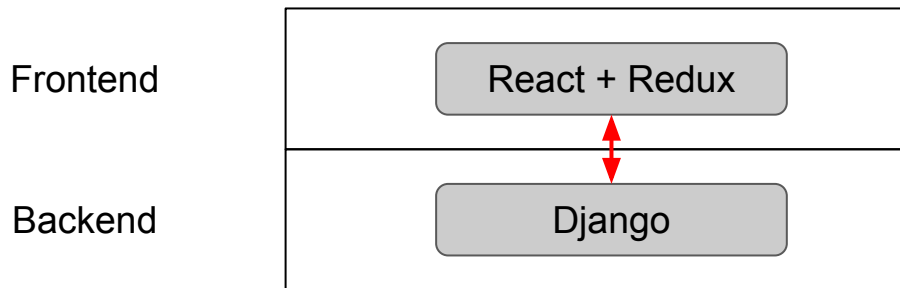
const reducer = (state = {prime: prime}, action) => {
  if (action.type === 'ADD_PRIME') {
    return {prime: [...state.prime, action.value]};
  }
  return state;
};
```

HTTP Request

Our App's Problem

- Refresh your app right after making / deleting many TODOs
- Our modifications are gone when we refresh page!
- We want to store them in **server**
 - Let's connect our store to server!

HTTP Communication Overview



- Service will communicate with the backend that we have prepared for the session.
- Using HTTP, we will **C**reate, **R**ead, **U**ppdate, and **D**eleate our TODOs.
We call this **CRUD**

Prepare (Server)

- Modify `package.json`

```
{
  "name": "todo",
  "version": "0.1.0",
  "private": false,
  "proxy": "http://127.0.0.1:8000",
  "dependencies": {
    ...
  }
  ...
}
```

- Run django

```
$ pip install django==4.1.1
$ cd backend
$ python manage.py migrate
Operations to perform:
  Apply all migrations: admin, auth, contenttypes, sessions, todo
Running migrations:
  Applying auth.0012_alter_user_first_name_max_length... OK

$ python manage.py runserver &
System check identified 1 issue (0 silenced).
September 15, 2022 - 14:59:29
Django version 3.2.6, using settings 'todo_backend.settings'
Starting development server at http://127.0.0.1:8000/
Quit the server with CONTROL-C.
```

Prepare (Package)

- # download and install package
- \$ yarn add axios
- # now you can use as

```
import axios from 'axios';
```

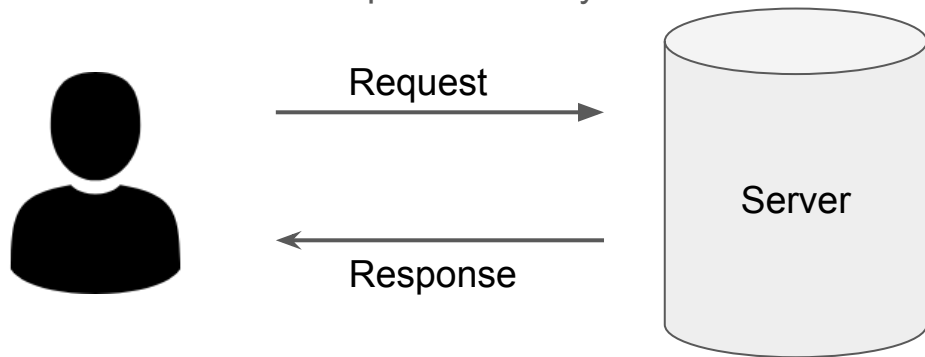
What's **A X I O S**

- Promise based HTTP client for node.js
- Features
 - Make http requests from node.js
 - Supports the Promise API
- Example

```
const axios = require('axios');  
  
axios.get('/api/todos')  
  .then(response => console.log(response))  
  .catch(error => console.log(error));
```

Promise Pattern

- Promise is an object that may produce a single value sometime in the future
- Using when handling async
- Useful in client - server communication
 - We cannot claim that server sends response directly

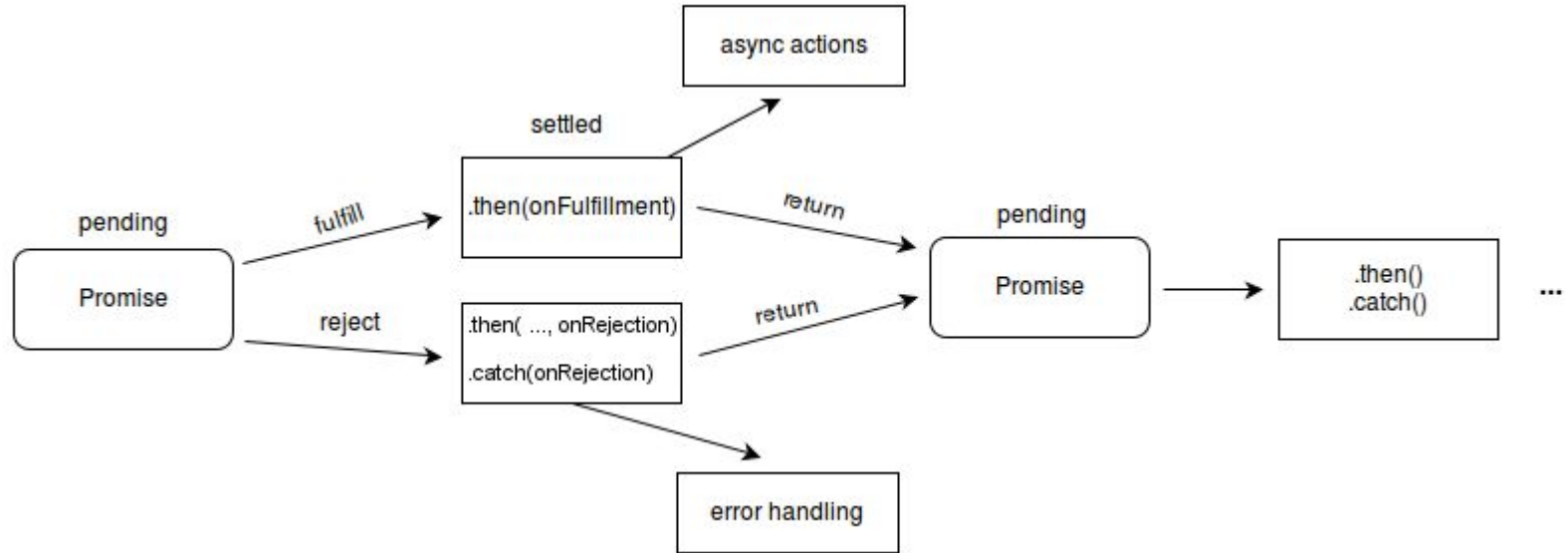


Promise Pattern

- Simple example

```
const sayHello = () => {  
  const number = Math.random();  
  return (new Promise<string>((resolve, reject) => {  
    if (number > 0.5) { resolve("Hello"); }  
    else { reject("Bye"); }  
  }));  
};  
  
sayHello()  
  .then(res => console.log(res))  
  .catch(err => console.log(err));
```

Promise Pattern



Async Function

- Promise is redundant and Hard to read
- Async-Await is accepted in javascript;

```
const sayHelloAwait = () => {  
  const number = Math.random();  
  return new Promise((resolve, reject) => {  
    if (number > 0.5) { resolve("Hello");}  
    else { reject("Bye"); }  
  });  
};  
  
const main = async () => {  
  const result = await sayHelloAwait();  
  console.log(result);  
};  
main();
```

- “await” has to exist in async function
- async is same with Promise

new Promise(res => res("hi"))
async () => {return "hi"}

Simple Test

- inside `TodoList.tsx` add

```
useEffect(() => {  
  axios.get('/api/todo')  
    .then(result => console.log(result));  
})
```

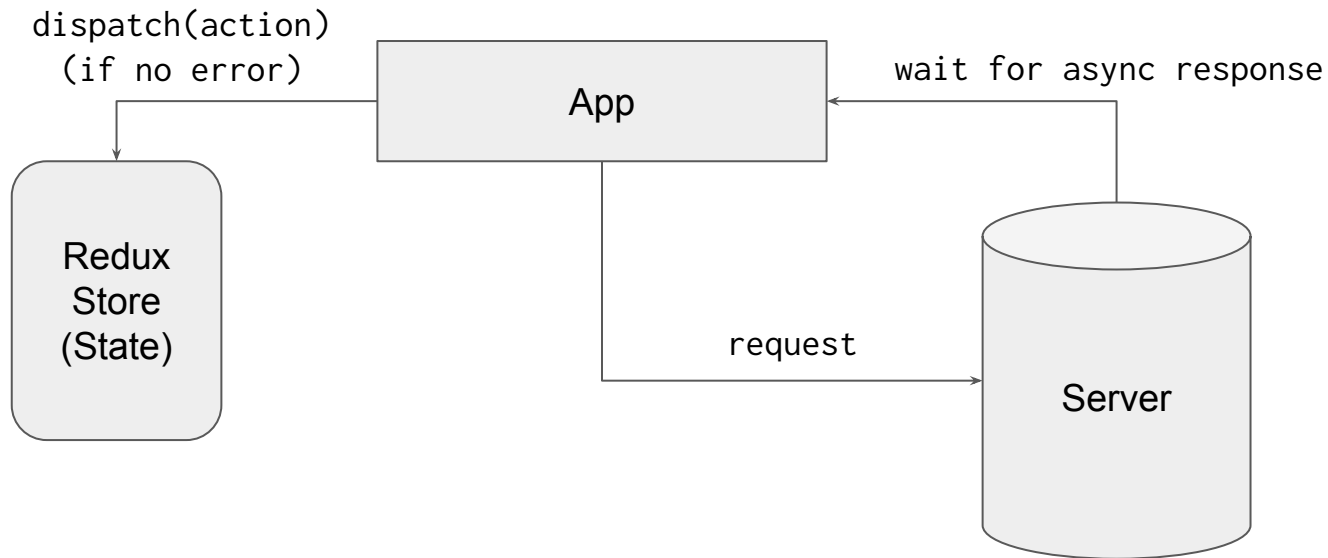
asynchronous

- We can catch error via

```
useEffect(() => {  
  axios.get('/api/todoerror')  
    .then(result => console.log(result))  
    .catch(err => console.log(err));  
})
```

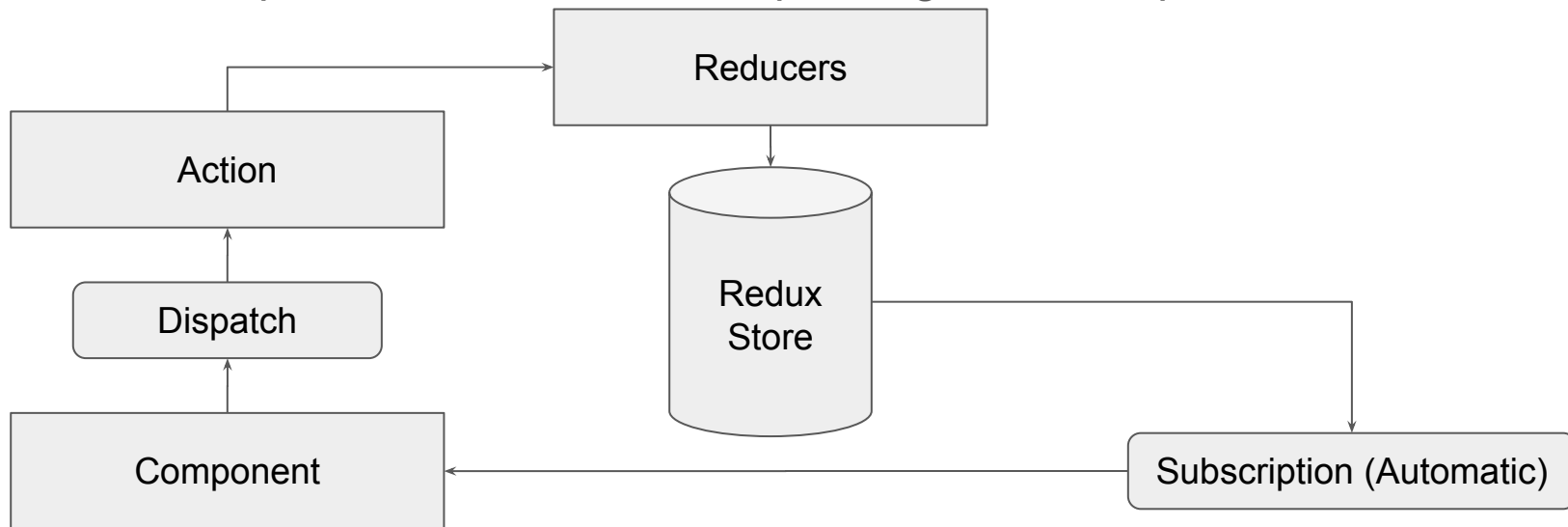
Integrate With Redux

- What we want to do is ...



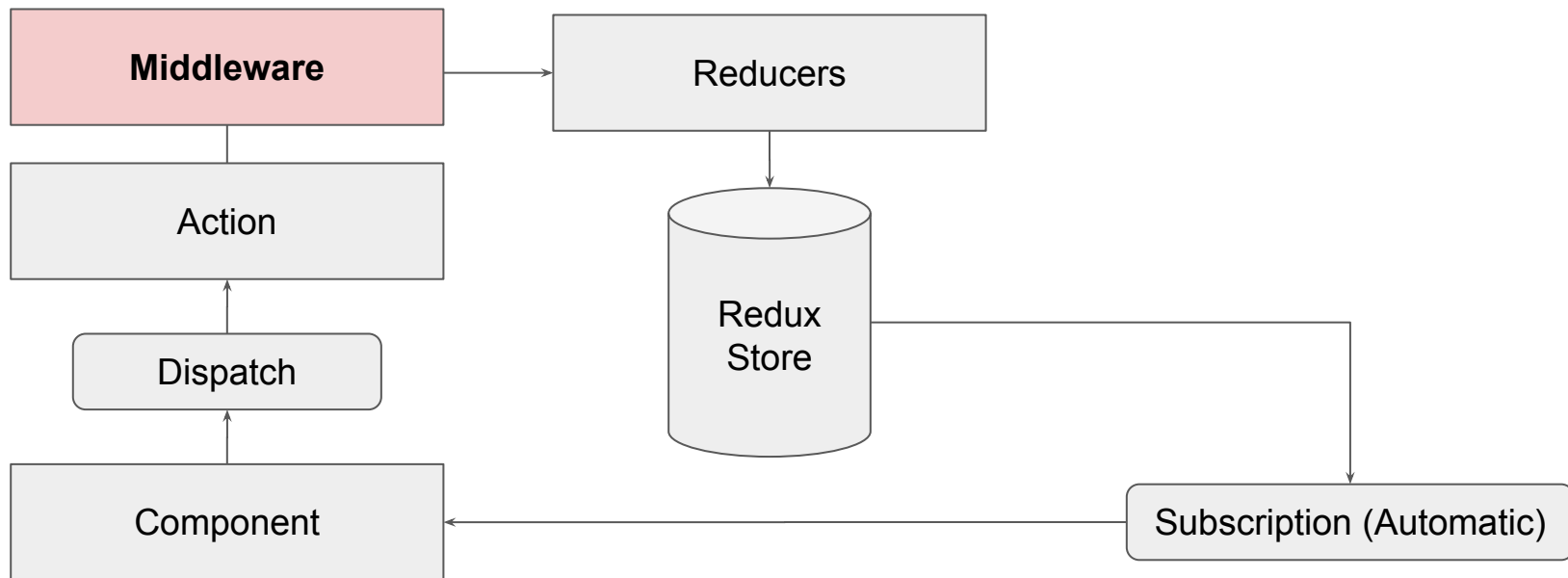
Redux Middleware

- We want to communicate and get some data from the server before or after action dispatched
- We want to dispatch different actions depending on the response of server

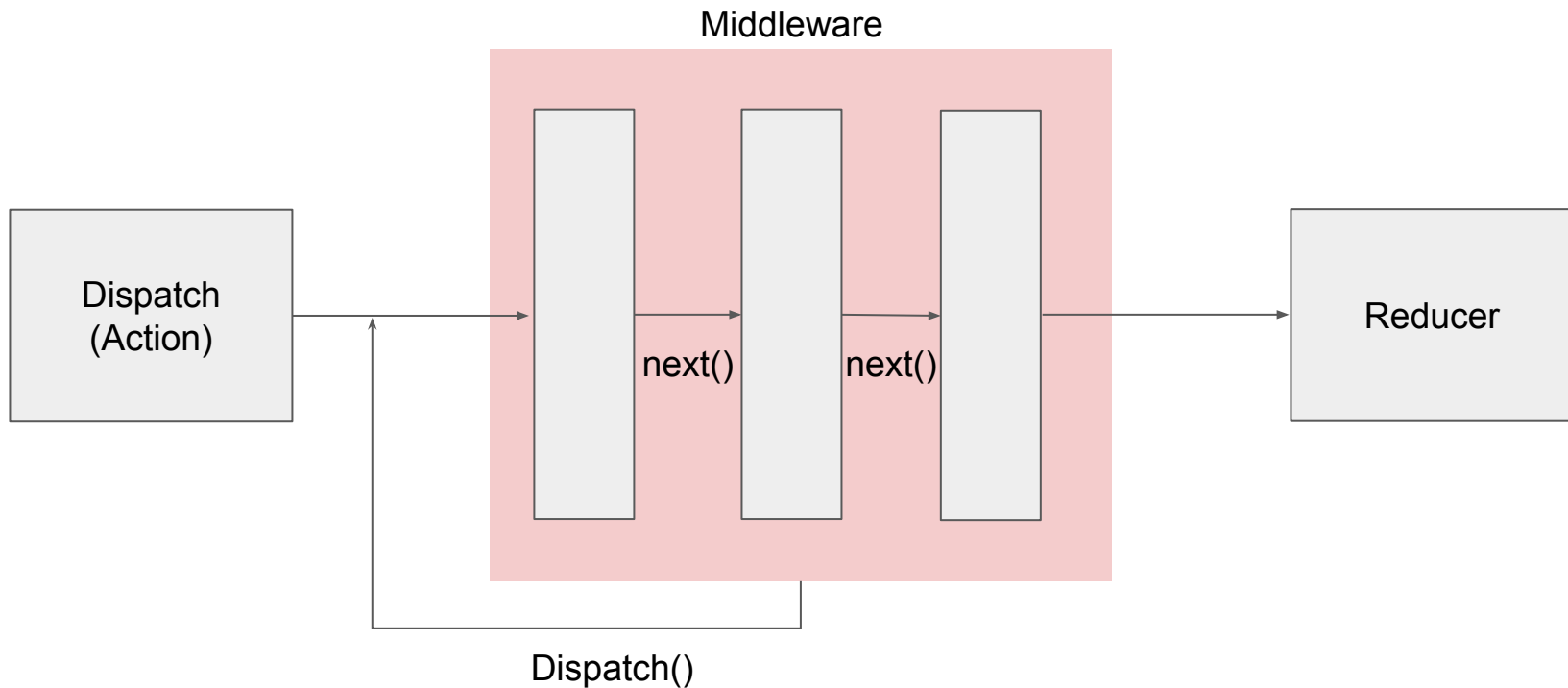


Redux Middleware

- Middleware provides an extension between dispatching an action, and the moment it reaches the reducer



Redux Middleware



Axios in Middleware

- Redux-Thunk enables insert an asynchronous job in the middle of component-store chain.
- Redux-Thunk is included in @redux/toolkit

Axios in Middleware

```
// Add to store/slices/todo.ts
...
export const fetchTodos = createAsyncThunk(
  "todo/fetchTodos",
  async () => {
    const response = await
    axios.get<TodoType[]>("/api/todo/");
    return response.data;
  }
);
```

```
export const todoSlice = createSlice({
  ...
  reducers: {
    ...
    extraReducers: (builder) => {
      // Add reducers for additional action types
      // here, and handle loading state as needed
      builder.addCase(fetchTodos.fulfilled, (state,
      action) => {
        // Add user to the state array
        state.todos = action.payload
      })
    }
  }
});
```

Axios in Middleware

- Update useEffect in TodoList Component

```
import { fetchTodos, selectTodo, todoActions } from "../../store/slices/todo";

export default function TodoList(props: IProps) {
  const dispatch = useDispatch<AppDispatch>();

  useEffect(() => {
    dispatch(fetchTodos())
    // eslint-disable-next-line react-hooks/exhaustive-deps
  },[]);
  ...
}
```

Axios in Middleware

- Post new todo

```
// store/slices/todo.ts
export const postTodo = createAsyncThunk(
  "todo/postTodo",
  async (td: Pick<TodoType, "title" | "content">, { dispatch }) => {
    const response = await axios.post("/api/todo/", td);
    dispatch(todoActions.addToDo(response.data));
  }
);
```

```
// NewTodo.tsx
import { AppDispatch } from "../../store";
import { postTodo } from "../../store/slices/todo";

...
const postTodoHandler = () => {
  const data = { title: title, content: content };
  dispatch(postTodo(data));
  setSubmitted(true);
};
...
```

Axios in Middleware (example)

- Error handling included. (optional)

```
// NewTodo.tsx
const postTodoHandler = async () => {
  const data = { title: title, content: content };
  const result = await dispatch(postTodo(data));
  if (result.payload) {
    setSubmitted(true);
  } else {
    alert("Error on post Todo");
  }
};
```

```
// slices/todo.ts
extraReducers: (builder) => {
  builder.addCase(fetchTodos.fulfilled, (state, action) => {
    state.todos = action.payload;
  });
  builder.addCase(postTodo.rejected, (_state, action) => {
    console.error(action.error);
  })
},
```

Axios in Middleware

- Delete Todo

```
// store/slices/todo.js
export const deleteTodo = createAsyncThunk(
  "todo/deleteTodo",
  async (id: TodoType["id"], { dispatch }) => {
    await axios.delete(`/api/todo/${id}/`);
    dispatch(todoActions.deleteTodo({ targetId: id }));
  }
);
```

```
// TodoList.js
import {
  ...
  deleteTodo,
} from "../../store/slices/todo";

// Update <Todo /> in return
clickDelete={() => dispatch(deleteTodo(td.id))}
```

Axios in Middleware

- Toggle Todo

```
// store/slices/todo.js
export const toggleDone = createAsyncThunk(
  "todo/toggleDone",
  async (id: TodoType["id"], { dispatch }) => {
    await axios.put(`/api/todo/${id}/`);
    dispatch(todoActions.toggleDone({ targetId: id }));
  }
);
```

```
// TodoList.js
import {
  ...
  toggleDone,
} from "../../store/slices/todo";

// Update <Todo /> in return
clickDone={() => dispatch(toggleDone(td.id))}
```

Axios in Middleware

- Get Single Todo (in TodoDetail Component)

```
// store/slices/todo.js
export const fetchTodo = createAsyncThunk( "todo/fetchTodo",
  async (id: TodoType["id"], { dispatch }) => {
    const response = await axios.get(`/api/todo/${id}/`);
    return response.data ?? null;
  }
);
...
extraReducers: (builder) => {
  builder.addCase(fetchTodo.fulfilled,
    (state, action) => {
      state.selectedTodo = action.payload;
    });
},
...
```

```
// TodoDetail.js
import { AppDispatch } from "../../store";
import { selectTodo, fetchTodo } from "../../store/slices/todo";

// update useEffect
useEffect(() => {
  dispatch(fetchTodo(Number(id)));
  // eslint-disable-next-line react-hooks/exhaustive-deps
}, [id]);
```


Wrap up(1/2)

- A Redux store is one single store in which your *global state* is stored.
 - `dispatch`
 - `slice`
 - `createAsyncThunk`
- Reducer receives an action and then returns a new state according to the action's type. You shouldn't modify received state *in-place*!
- For communication with server, we can utilize Axios package in HTTPRequest
 - Promise Pattern
- You can make `dispatch(..)` accept an asynchronous code with `redux-thunk`.

Wrap up(2/2)

- Like the last practice session, there is no additional exercise.
- Please make a Pull Request of your works to the original repo.
 - into `swpp-p4-redux-tutorial:master` from `{yours}:main`
 - until tomorrow 9PM for your attendance check.

Next Week

- Frontend Code testing
 - Basic Concept of testing
 - frontend testing frameworks (Jest + Testing Library)

Q & A

Useful References

- <https://redux.js.org/>
- <https://www.freecodecamp.org/news/an-introduction-to-the-flux-architectural-pattern-674ea74775c9/>
- <https://medium.com/@madasamy/flux-vs-mvc-design-pattern-de134dfaa12b>
- <https://blog.isquaredsoftware.com/2016/10/idiomatic-redux-why-use-action-creators/>
- <https://medium.com/dailyjs/asynchronous-adventures-in-javascript-promises-1e0da27a3b4>
- <https://velopert.com/3401>
- <https://stackoverflow.com/questions/35411423/how-to-dispatch-a-redux-action-with-a-timeout/35415559#35415559>
- <https://opentutorials.org/module/4078/24935>
- https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/Optional_chaining