

# Three Principles

Single source of truth

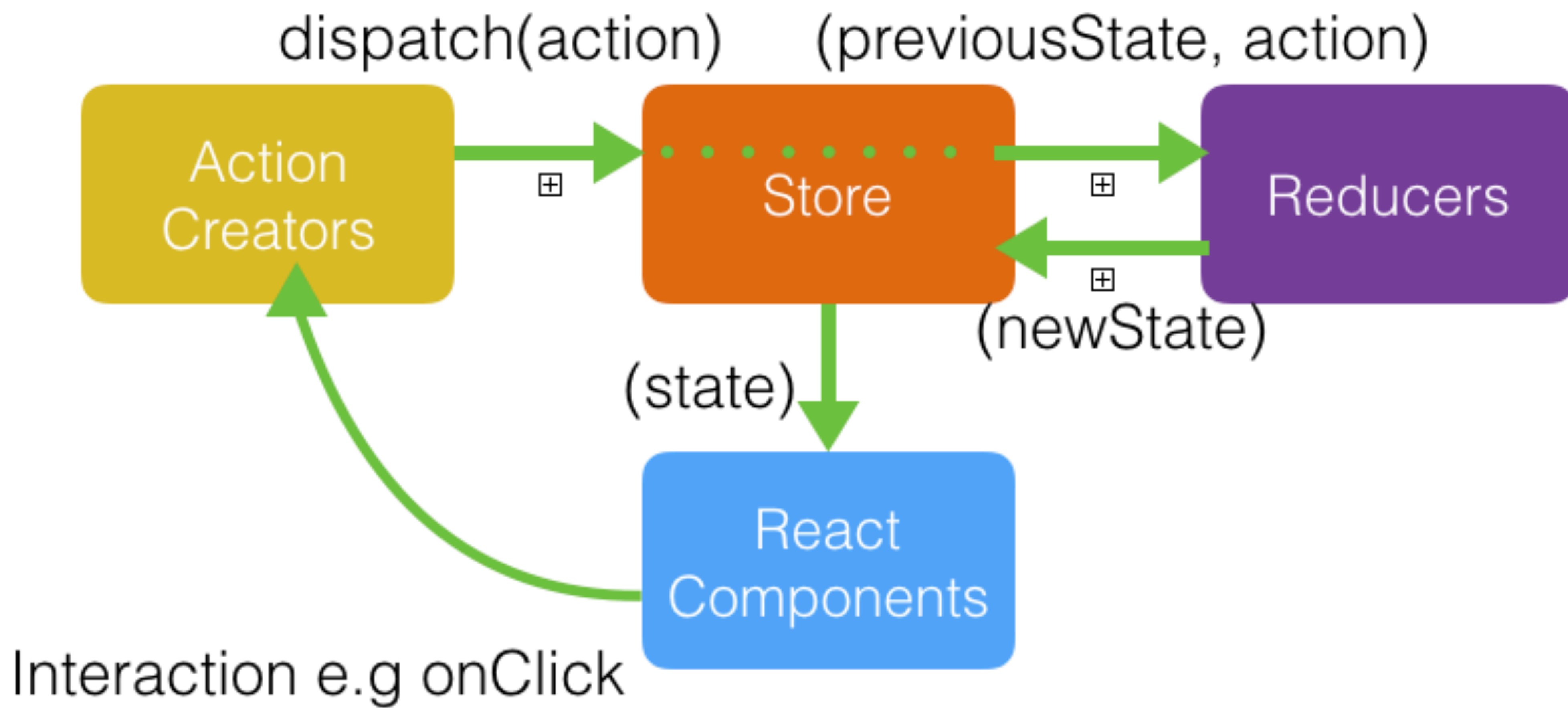
The state of your whole application is stored in an object tree within a single store.

State is read-only

The only way to change the state is to emit an action, an object describing what happened.

Changes are made with pure functions

To specify how the state tree is transformed by actions, you write pure reducers.



... and then there are  
middleware

**Many many flavours!**

**Probably the future: <https://github.com/reduxjs/redux-toolkit>**

# Redux-React



**Counter Demo!**