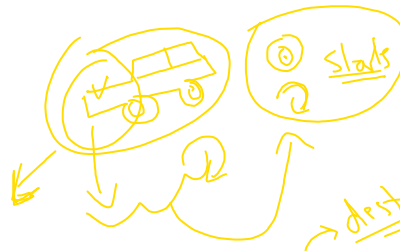


# Agenda

1) built our foundation of redux {  
 reduce  
 state  
 action

fn2()

2) redux boilerplate



var obj = {  
 val: 10  
}

obj → 4k

4k

const [val, setVal] = useReducer  
 state { }  
 re-renders

destructuring  
 extracting val from useReducer

val → 20  
 40/20  
 parallel  
 4k

obj.val = 20

obj = {  
 val: 20  
}

obj → 4k

return {

...obj  
 val: 20  
 obj.val + 10  
 }  
 →  
 val: 30

obj → 8k  
 → 8k

obj = {  
 num: 10  
 age: 25  
 name: 'CSE'

spreading  
 ...obj

name  
 or  
 id