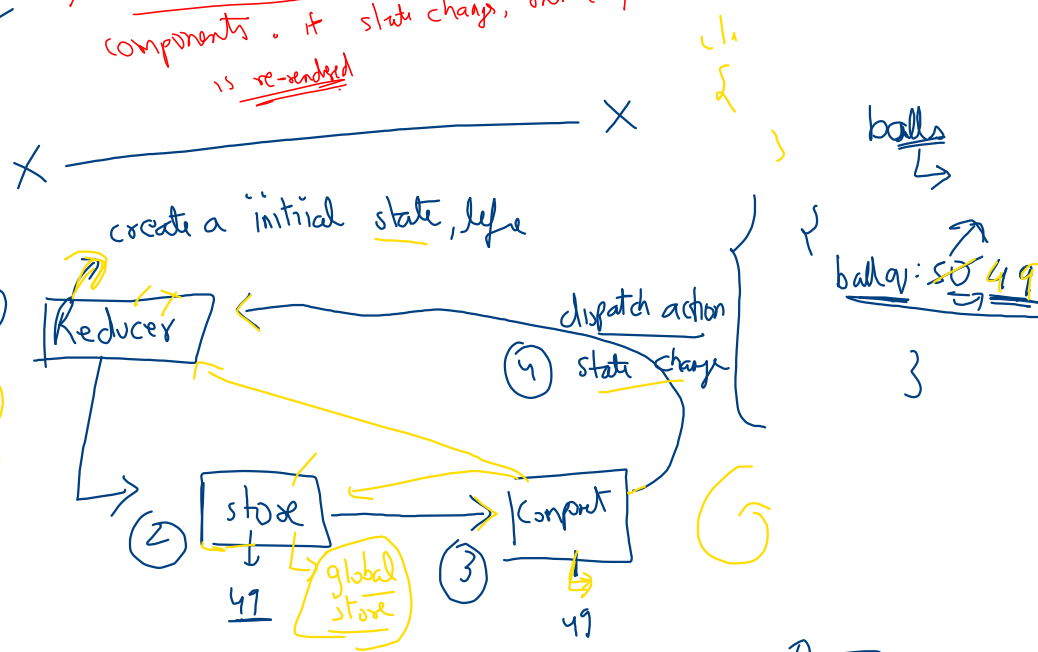# Redux

what?

1) state management tool; easy
2) Meta
3) better than Context API
   ↳ 1 provider can only have one data `<myContProvid value={ }>` one value
   ↳ if that value changes, then all consumer component would re-render
   `<< 1 />`
   `<<< 2>`
   `< nya />`
   ↳ observer →

4) create a state object, it is observed by components. if state change, then component is re-rendered

working

---

balls

balls: 50 49

Cycle of Redux

① Reducer — create a initial state, life

30
30
10
100

② store → global store
47

③ Conpont
49

④ state change   dispatch action

---

i) how to access values from global store
2)   ''   ''   ata ''
3) how to dispatch the action

x 12 →
when X ≥ 10

need?

---

50 reducers → 50 state obj
store
5 .. key valu stats

Ball → ③ ② ①