

Redux

# What is Redux?

# As the documentation states,

Redux is a predictable state

container for JavaScript apps.

To put it in simpler terms, Redux maintains the state of an entire app in a single <u>immutable</u> state tree (object).

Or even simpler,

Redux is a state management library.

Redux was created by Dan
Abramov in 2015, while working
for Facebook in London as part
of the React Core team, and it
was inspired by Facebook's Flux
architecture.

It got popular very quickly because of its "simplicity", small size (about 2.6kb), and great documentation.



- Dan Abramov

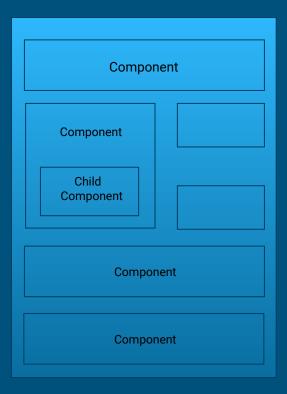


github.com/gaearon



@dan\_abramov

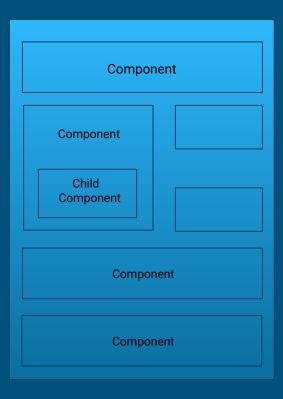
www.egghead.io/q/resources-by-dan-abramov



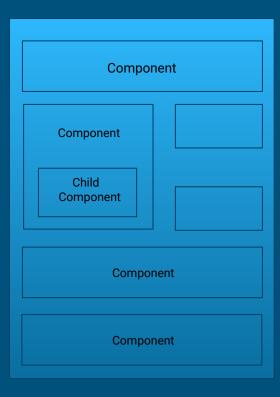
Component Component Child Component Component Component

APP

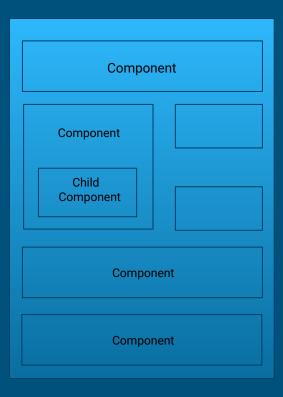
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- A child can only update a parents state by calling a callback function that its parent gave it.

Parent Component Child Component Nested Nested Compon Compon ent ent Child Component

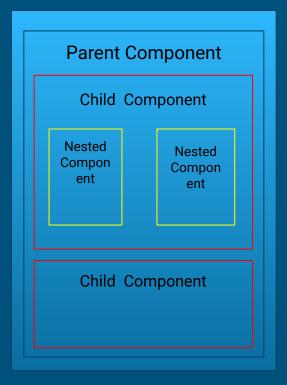


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**Parent Component** Child Component Nested Nested Compon Compon ent ent Child Component



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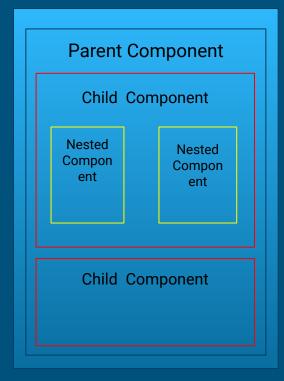






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APP







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THIS IS CALLED PROP DRILLING



Component Component

 Another problem you are going to face is, what if you want to pass a prop from one adjacent component to another?

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**APP** 

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REDUX GLOBAL STORE

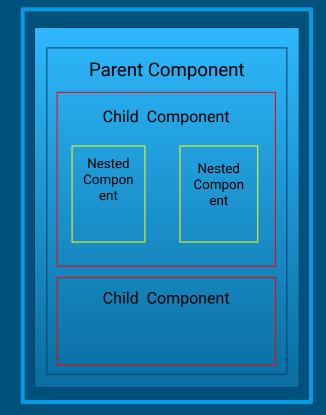
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- Redux wraps the whole entire app, in an HOC (Higher order component) and provides a global state.
- Creating what is called a global store
- With this architecture and functionality, we can now access any stored state in any given component.

**APP** 



REDUX GLOBAL STORE

```
index.js
    import store from "./Redux/store";
    import { Provider } from "react-redux";
    ReactDOM.render(
       <Provider store={store}>
        <App />
      </Provider>,
      document.getElementById("root")
    );
```

Redux has three building parts:

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  - ACTIONS

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2    dispatch({
3         type: "ADD_TODO",
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You can think of an action as an event that describes something that happened in the application.

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```
const initialState = {
  todos: [],
export const todosReducer = (state = initialState, action) => {
  switch (action.type) {
    case "ADD_TODO":
      return {
        ...state,
        todos: action.payload
        return state;
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   case "ADD TODO":
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        todos: action.payload
      default:
        return state;
```

You can think of a reducer as an event listener which handles events based on the received action (event) type.

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The store is created by passing in a reducer or reducers.

```
const reducers = combineReducers({
      todos: todosReducer,
    });
    const middleware = [thunk];
    const store = createStore(
      reducers,
      composeWithDevTools(applyMiddleware(...middleware))
10 );
```

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You can think of dispatching actions as "triggering an event" in the application.

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In order to update values immutably, our code must make copies of existing objects/arrays, and then modify the copies.

```
const obj2 = {
      // copy obj
      ...obj,
      // overwrite a
      a: {
        // copy obj.a
        ...obj.a,
        // overwrite c
        c: 42
11
```

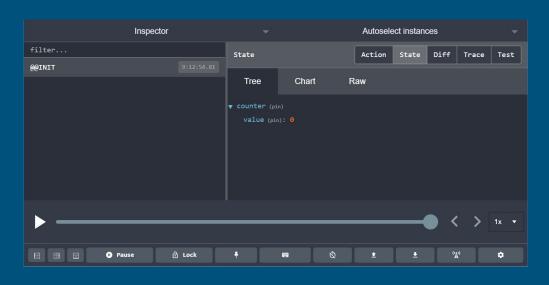
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#### - DEVELOPER TOOLS



# That is Redux in a nutshell

If you are still confused, don't worry it is a bit confusing, but practice makes perfection.

Now let's build a Redux app...

Pedro Gonçalves