

Redux: A Quick Overview

Jogesh K. Muppala

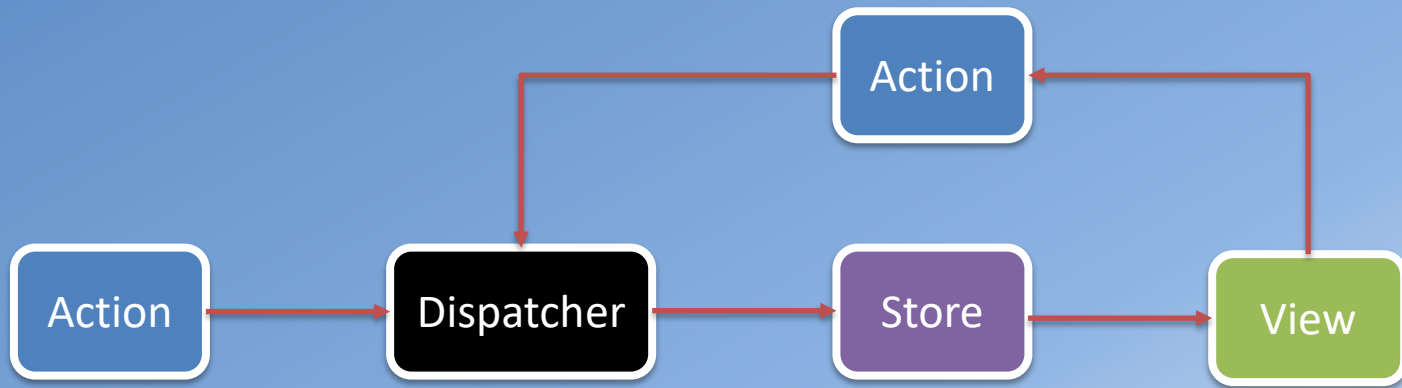


THE DEPARTMENT OF
COMPUTER SCIENCE & ENGINEERING
計算機科學及工程學系



香港科技大學
THE HONG KONG UNIVERSITY OF
SCIENCE AND TECHNOLOGY

The Flux Architecture

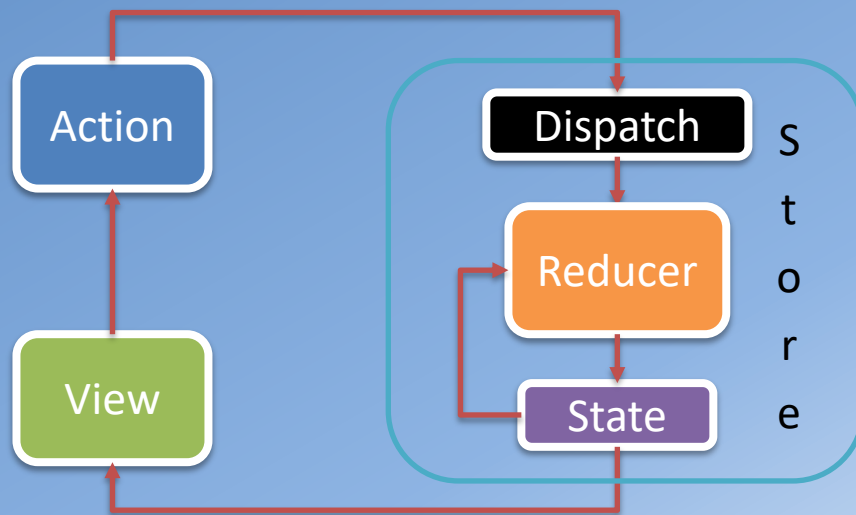


Main Principles of Redux

- Single source of truth
 - Single state object tree within a single store
- State is read-only (only getters, no setters)
 - Changes should only be done through actions
- Changes are made with pure functions
 - Take previous state and action and return next state
 - No mutation of the previous state

Redux Data Flow

- Uni-directional data flow



Redux Thunk

- Middleware that allows you to write action creators that return a function instead of an action
 - Can be used to delay the dispatch of an action, or
 - Dispatch only if a certain condition is met
- Inner function receives the `dispatch()` and `getState()` store methods

Fetch

- XMLHttpRequest() is quite cumbersome and outdated
 - Has been made palatable by wrapping it appropriately in most JavaScript libraries like jQuery as Ajax
- The Fetch API is a modern replacement for XMLHttpRequest
 - Provides an interface for fetching resources (including across the network)
 - More powerful and flexible feature set
 - Promise based