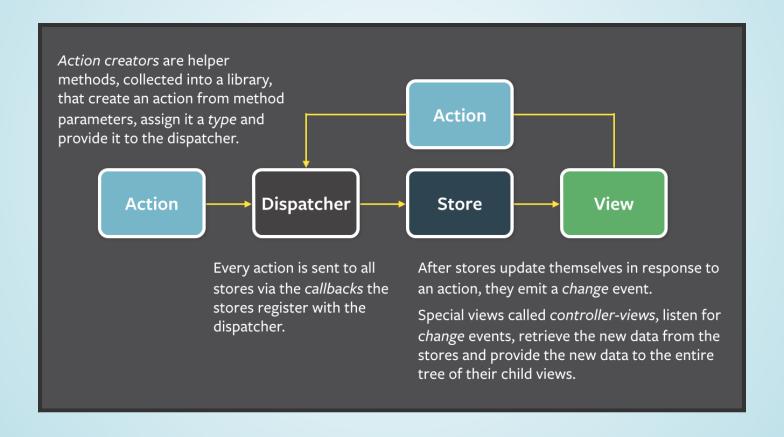


#### AGENDA

- Introduction to Flux
- Actions, Dispatchers, Stores
- Overall Result of Flux Architecture

# FLUX



Flux is really just a fancy term for pub/sub architecture, i.e. data always flows one way through the application and it is picked up along the way by various subscribers (stores) who are listening to it.

Flux eschews MVC in favor of unidirectional data flow. What this means is that data enters through a single place (your actions) and then flow outward through their state manager (the store) and finally onto the view. The view can then restart the flow by calling other actions in response to user input.

## WHYFLUX

- State is messy
- Unidirectional data makes for easy debugging
- Composable components favor reuse
- Stores as a single domain also simplifies debugging

#### DISPATCHER

- \*SINGLE\* messaging hub in the application
- Registry of callbacks
- Has no logic
- Dispatcher recieves actions and fires corresponding callback
- Can manage dependencies between stores

## STORES

- Contain the domain logic
- More than just a model
- All stores get the callback from the dispatcher and handle in a case statement
- Changes made through dispatcher -> Store's case statement on action type -> Data update -> Fire change event
- Views can query the store but they are treated as immutable from view's perspective

## ACTIONS

- Views can start the communication intents via actions
- Actions are sent through the dispatcher and sent out to the stores
- We have had luck with past tense but it doesn't matter as long as you are consistent
- Try to keep actions generic where possible

#### **Component Views**

Plain old React
Component. When it
mounts it gets initial
state from store and sets
up a listener for change
events in the store's data
that it is concerned with.
On a change even the
component will fetch the
new data from the store
and rerender



#### **Action Creators**

Component calls to action creator to perform and action eg fetchData





Listens for events it is concerned with from the Dispatcher. When event is received store may modify it's own internal data and emit a changed event which view components can register to listen for. The view can then update it's internal state.



#### <u>Dispatacher</u>

Action method is invoked here with a data payload and an event is emitted with that payload