

Coding Challenge - Week 10/32 Day 3

The coding challenge for you today is to replicate the same structure I have mentioned in our lecture and experiment passing objects around dispatchers. **If possible**, try to define the DELETE_TODO and GET_TODO actions as well. GET_TODO is just a dumping action which dumps some 10 - 15 todos into the state whereas DELETE_TODO will allow you to delete a todo with respect to its id. Not doing the above **will not affect your marks**.