

Redux vs MobX

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What Do Redux and MobX Have in Common?

First, let's look at what they both have in common:

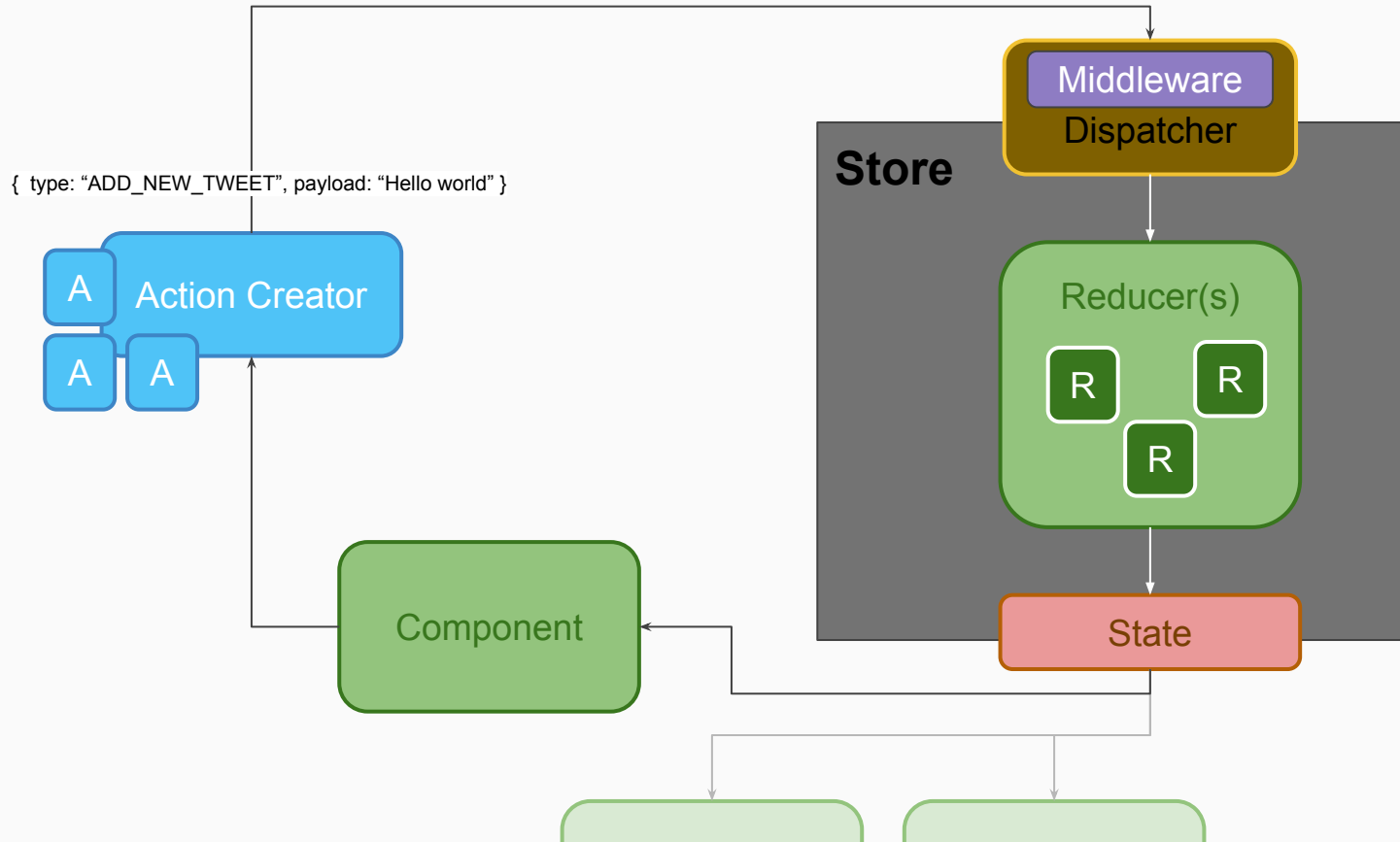
- Open-source libraries
- Provide client-side state management
- Not tied to specific framework
- Extensive support for React/React Native framework

Redux vs MobX

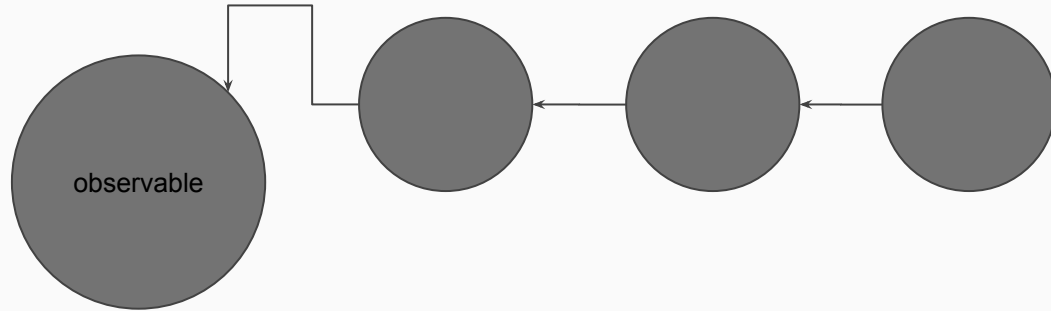
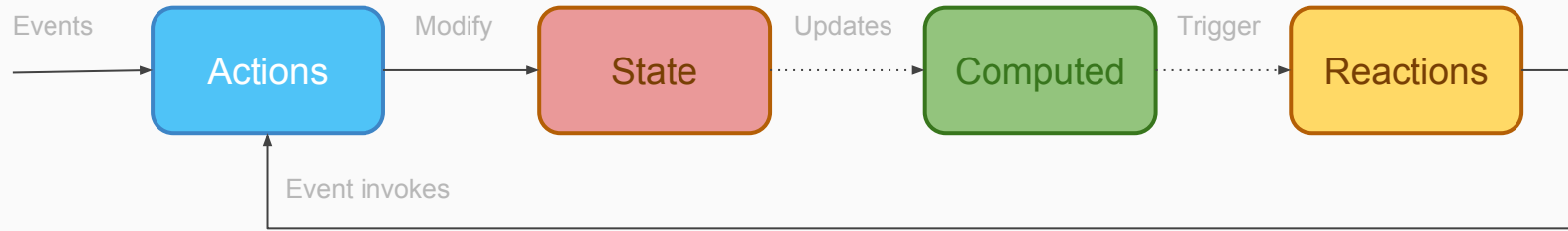
State management libraries


What's the difference

How Redux works



How MobX works





```

import React from 'react';
import ReactDOM from 'react-dom';
import './index.css';
import App from './App';
import registerServiceWorker from './registerServiceWorker';
import { Provider } from 'react-redux';
import { applyMiddleware, createStore } from 'redux';
import logger from 'redux-logger';
import thunk from 'redux-thunk';
import promise from 'redux-promise-middleware';
import TweetReducer from './reducers/TweetReducer';

const middleware = applyMiddleware(promise(),thunk,logger);
const store = createStore(TweetReducer,middleware);

ReactDOM.render(
  <Provider store={store}>
    <App />
  </Provider>
  , document.getElementById('root'));
registerServiceWorker();

```

Redux index.js



```

import React, { Component } from 'react';
import { Provider } from 'mobx-react';
import { initStore } from './stores/store';
import App from './App';

export default class Counter extends Component {
  static getInitialProps ({ req }) {
    const isServer = !!req;
    const store = initStore(isServer);
    return { lastUpdate: store.lastUpdate, isServer }
  }

  constructor (props) {
    super(props);
    this.store = initStore(props.isServer, props.lastUpdate);
  }

  render () {
    return (
      <Provider store={this.store}>
        <App />
      </Provider>
    )
  }
}

```

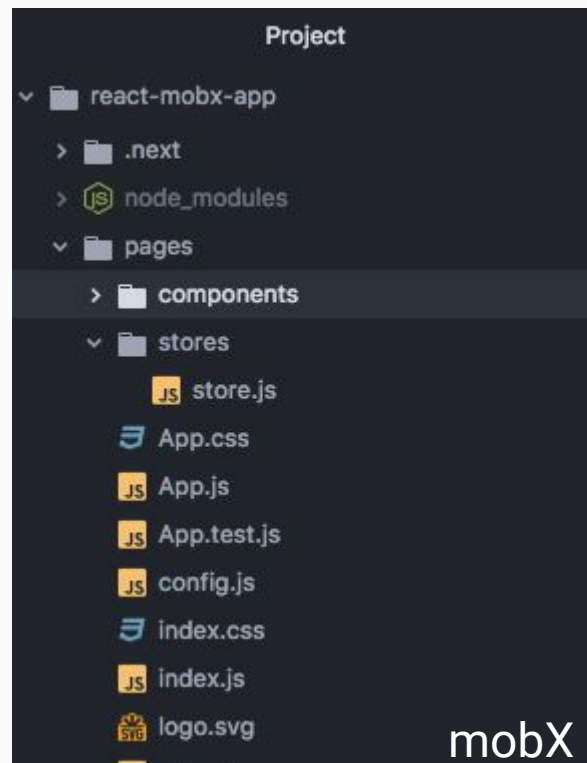
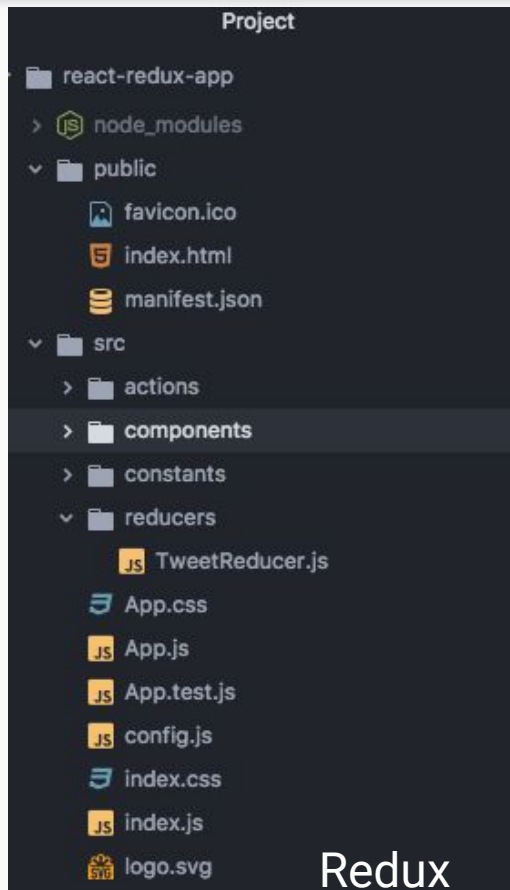
MobX index.js

```
index.js | TweetReducer.js | config.js
1 import { Constants } from '../constants/Constants';
2
3 const user = (action) => {
4   console.log('connect to ther server');
5   return {
6     id:Math.floor(Math.random()*1234567890),
7     user:action.user
8   }
9 }
10
11 const message = (action) => {
12   console.log('connect to ther server');
13   return {
14     id:Math.floor(Math.random()*1234567890),
15     message:action.message
16   }
17 }
18
19 const tweets = (state=[], action) => {
20   console.log(action);
21   let users = null;
22   let messages = null;
23   switch (action.type) {
24     case Constants.GET_USER:
25       users = [...state, user(action)];
26       return users;
27     case Constants.ADD_MESSAGE:
28       messages = [...state, message(action)];
29       return messages;
30     default:
31       return state;
32   }
33 }
34
35 export default tweets;
```

Redux Reducer

```
index.js | App.js | App.css | Clock.js
1 import { action, observable } from 'mobx'
2
3 let store = null
4
5 class Store {
6   @observable lastUpdate = 0
7   @observable light = false
8
9   constructor (isServer, lastUpdate) {
10     this.lastUpdate = lastUpdate
11   }
12
13   @action start = () => {
14     this.timer = setInterval(() => {
15       this.lastUpdate = Date.now()
16       this.light = true
17     })
18   }
19
20   stop = () => clearInterval(this.timer)
21 }
22
23 export function initStore (isServer, lastUpdate = Date.now()) {
24   if (isServer) {
25     return new Store(isServer, lastUpdate)
26   } else {
27     if (store === null) {
28       store = new Store(isServer, lastUpdate)
29     }
30     return store
31   }
32 }
33
```

MobX Store



Achievements and progress

- See the difference code between Redux and MobX
- See how to setup Redux manually
- See how MobX code yields less code than Redux

Two identical applications

one by  and one by 

<https://github.com/nimbl3/mini-twitter-redux-vs-mobx.git>

Thanks!

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