



# REACT.JS + REDUX

**MANAGING YOUR APP STATE**

SEPTEMBER, 2016

# AGENDA

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- 1 Managing application state
- 2 Understanding Redux
- 3 Integrating with React
- 4 Final Project

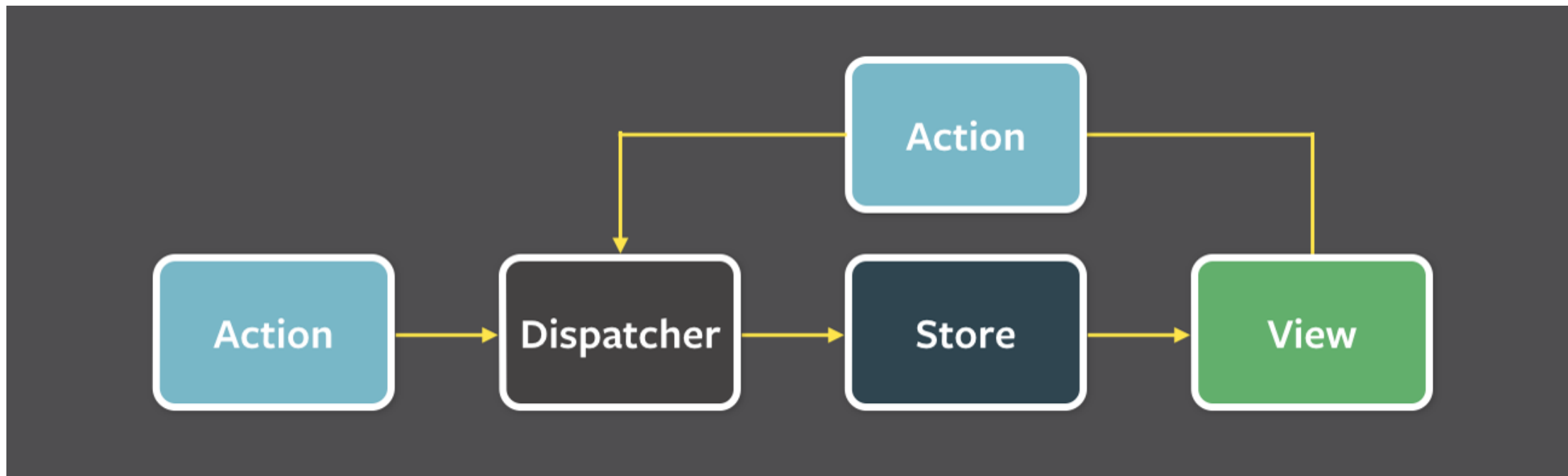
# **MANAGING APPLICATION STATE**

# STATE IN REACT COMPONENTS

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- Hard to maintain
- Hard to test
- Hard to share data with other components
- Breaks the separation of concerns
  - Component is dealing with interface AND handling data

# FLUX PATTERN



- Unidirectional data flow
- Stores handle the state management
- Application state becomes more predictable

# IMPROVING FURTHER: REDUX

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  - Removes the need for a dispatcher

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  - Removes the need for a dispatcher
- Actions as the single way to change store data
- Changes are described using pure reducers



# **UNDERSTANDING REDUX**

# REDUCERS

- Signature: `(state, action) => state`
- Pure functions

```
function counter(state = 0, action) {  
  switch (action.type) {  
    case 'INCREMENT':  
      return state + 1;  
    case 'DECREMENT':  
      return state - 1;  
    default:  
      return state;  
  }  
}
```

# STORE

- The single source of truth for your app state

```
import createStore from 'redux';
const store = createStore(myReducer);

const currentState = store.getState();

// Send actions with dispatch method
store.dispatch({ type: 'MY_ACTION' });

// Listen to changes with subscribe
store.subscribe(() => {
  // do something (render?)
});
```

# UPDATING ARRAYS WITHOUT MUTATIONS

- **ES5:** array.concat method
- **ES6:** spread operator

```
// Adding:
list = list.concat([ newItem ]);

list = [...list, newItem];

// Removing:
list = list.slice(0, index)
    .concat(list.slice(index + 1));

list = [
    ...list.slice(0, index),
    ...list.slice(index + 1)
];
```

```
// Updating:
list = list.slice(0, index)
    .concat(list[index] + 1)
    .concat(list.slice(index + 1));

list = [
    ...list.slice(0, index),
    list[index] + 1,
    ...list.slice(index + 1)
];
```

# UPDATING OBJECTS WITHOUT MUTATIONS

- **ES5:** No simple solution. Use a lib or include polyfill for ES6
- **ES6:** `Object.assign` method
- **Stage 2:** spread operator

```
// ES6
obj = Object.assign({}, obj, {
  prop: 'new-value'
});

// ESNext
obj = {
  ...obj,
  prop: 'new-value'
};
```

# UPGRADE ACTIONS WITH MIDDLEWARES

Middlewares provides a third-party extension point between dispatching an action, and the moment it reaches the reducer.

The most common are:

- [redux-logger](#)
- [redux-thunk](#)
- [redux-promise](#)

```
import { createStore, applyMiddleware } from 'redux';
import thunkMiddleware from 'redux-thunk';
import createLogger from 'redux-logger';

function configureStore(initialState) {
  const middlewares = [thunkMiddleware];

  if (process.env.NODE_ENV !== 'production') {
    middlewares.push( createLogger() );
  }

  return createStore(
    rootReducer,
    initialState,
    applyMiddleware(...middlewares)
  );
}
```

# REDUX-THUNK EXAMPLE

- Gives the possibility of dispatching functions:

```
function getItem(dispatch) {  
  dispatch({ type: 'GET_ITEMS_REQUEST' });  
  
  fetch('http://api.example.com')  
    .then(res => res.json())  
    .then(data => {  
      dispatch({  
        type: 'GET_ITEMS_SUCCESS',  
        data  
      })  
    });  
}  
  
store.dispatch(getItem);
```



# LEARN MORE

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- Official website: <http://redux.js.org>
- Dan Abramov's free video series:
  - [Getting started with Redux](#)
  - [Building React Applications with Idiomatic Redux](#)



# **INTEGRATING WITH REACT**

# DEALING WITH DATA

## PRESENTATIONAL COMPONENTS

- Have no knowledge of outside world
- Relies only on props for data and events

## CONTAINER COMPONENTS

- Aware of Redux/State tree/Actions
- Can be generated by react-redux library



# COMPONENTS KINDS

```
// Presentational Component
const TodoList = ({ todos, onTodoClick }) => (
  <ul>
    {todos.map(todo => <Todo {...todo} />)}
  </ul>
);
```

```
// Container
import { connect } from 'react-redux';

const TodoApp = connect(
  mapStateToProps,
  mapDispatchToProps
)(TodoList);
```

# CONNECT PARAMS: MAPSTATETOPROPS

```
const getVisibleTodos = (todos, filter) => {
  switch (filter) {
    case 'SHOW_ALL':
      return todos
    case 'SHOW_COMPLETED':
      return todos.filter(t => t.completed)
    case 'SHOW_ACTIVE':
      return todos.filter(t => !t.completed)
  }
}

const mapStateToProps = (state) => {
  return {
    todos: getVisibleTodos(state.todos, state.visibilityFilter)
  }
}
```

# CONNECT PARAMS: MAPDISPATCHTOPROPS

```
const mapDispatchToProps = (dispatch) => {  
  return {  
    onClick: (id) => {  
      dispatch(toggleTodo(id))  
    }  
  }  
}
```

... is equivalent to:

```
const mapDispatchToProps = {  
  onClick: toggleTodo  
};
```

# PROVIDER

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Makes store available inside components context. It's required for `connect()` usage.

```
import { Provider } from 'react-redux';

ReactDOM.render(
  <Provider store={store}>
    <MyComponent />
  </Provider>,
  rootElement
);
```



**FINAL  
PROJECT**



# MUSIC APP

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Create a music app that allows for searching artists and checking all his albums.

You should consume Spotify's API:

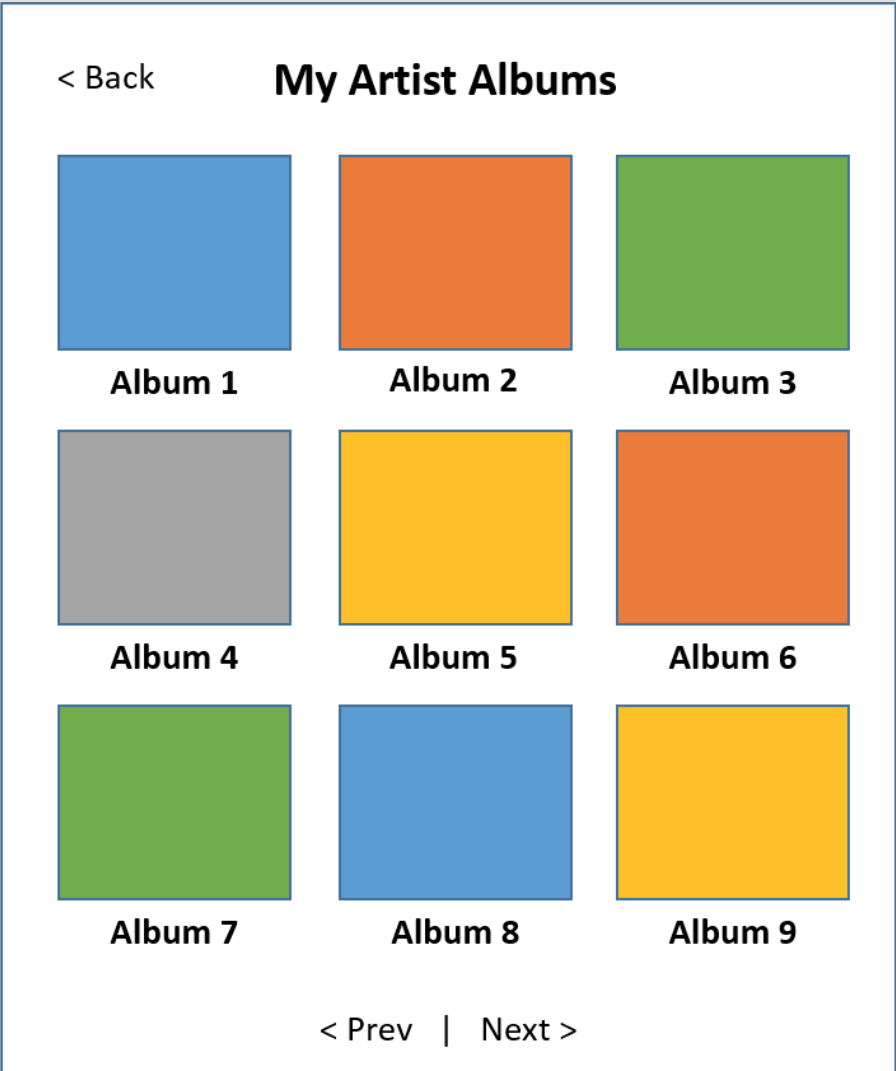
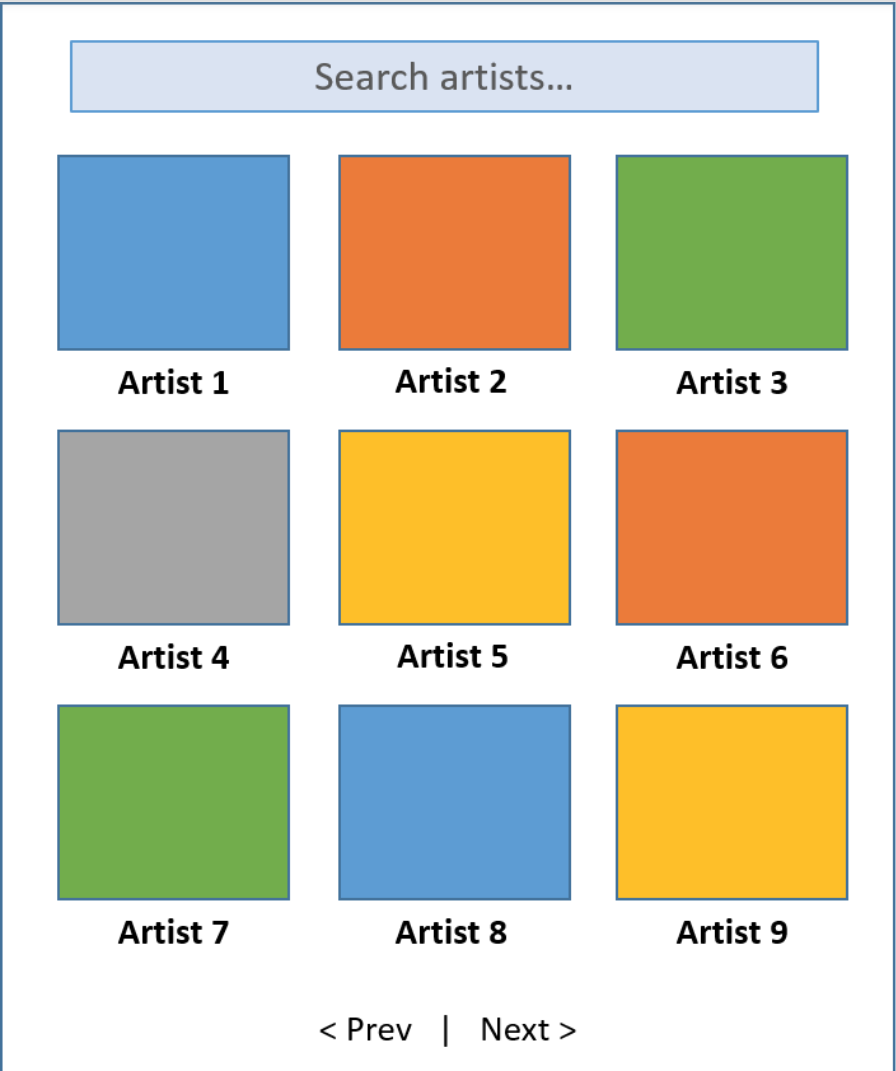
## SEARCH ARTISTS

`https://api.spotify.com/v1/search?type=artist&q=Metallica`

## LIST ALBUMS

`https://api.spotify.com/v1/artists/{id}/albums`

# MUSIC APP WIREFRAME



# MUSIC APP REQUIREMENTS

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## IMPORTANT PARTS

- Don't use React components' internal state, use Redux instead
- Display a loading indicator whenever you are waiting for an API response

## Remember

- Containers doesn't handle UI
- Presentational components doesn't know the outside world

## NICE TO HAVE

- Use [react-router](#) library
- Cache API results, so when you click on same artist again it doesn't trigger a new fetch



**Q & A**