

Reflex State Examples - Kid-Friendly Tutorials

These four mini-lessons explain how each example uses State in Reflex. The language is simple on purpose.

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Example 1: Pure In-Memory State

Big idea

State is like a whiteboard in your app. It lives in the Python backend and the screen stays in sync.

What you can change

- `count` : a number.
- `is_active` : a yes/no switch.
- `is_premium` : another yes/no switch.
- `username` , `last_event` , `event_log` : text that tells what just happened.

How it works (simple steps)

1. You click a button on the page.
2. That click runs a State event, like `increment()` or `toggle_active()`.
3. The State changes on the server.
4. Reflex sends the new State to the browser.
5. The UI re-renders with the new values.

Try it

- Click **plus** to increase the number.
- Click **minus** to decrease the number.
- Flip the **System Active** and **Premium Tier** switches.
- Watch the event log update with each click.

Diagram: sequence

Example 1 - In-Memory State (Sequence)

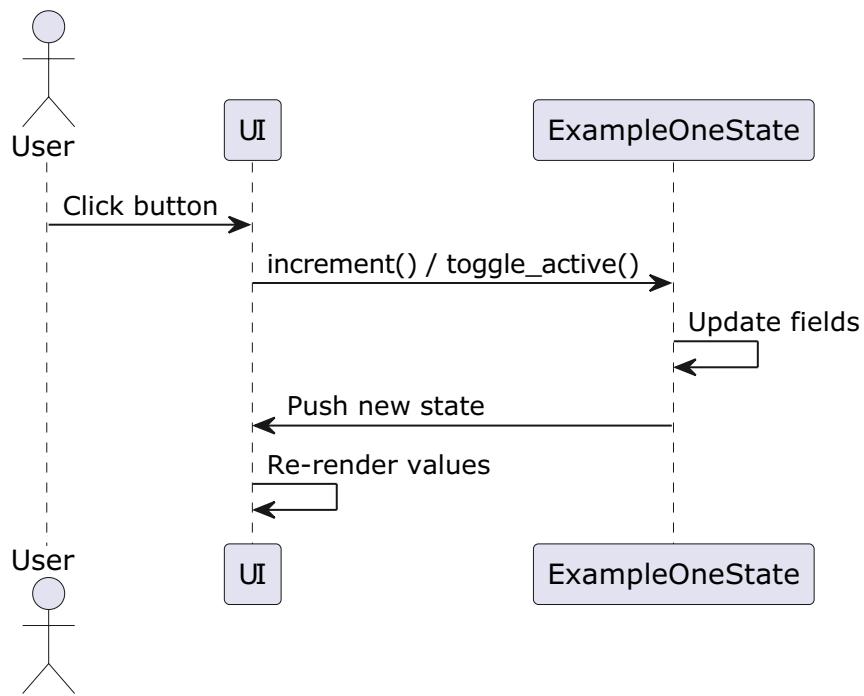
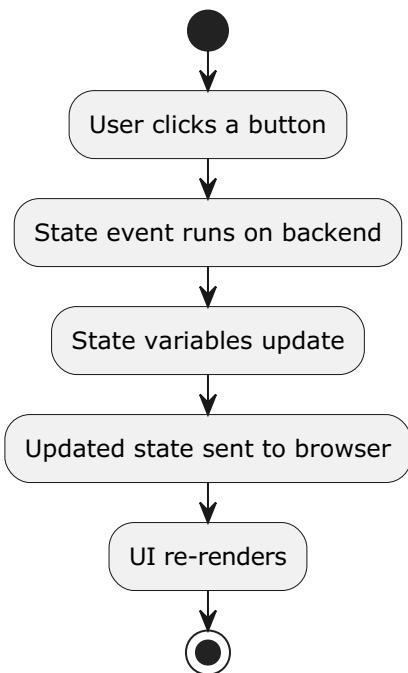


Diagram: activity

Example 1 - In-Memory State (Activity)



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Example 2: Derived State

Big idea

Derived State is a calculator. It uses other State values and updates automatically.

The main State pieces

- `selected_product_id` : which item is chosen.
- `quantity` : how many you want.
- `discount_code` : a code that can lower the price.
- `tax_rate` : the percent tax.

The derived pieces (@rx.var)

- `selected_product` , `subtotal` , `discount_percent` , `discount_amount` , `tax_amount` , `total` .

You never set these directly. They are computed from the main State.

How it works (simple steps)

1. You pick a product or change quantity.
2. The State updates the main values.
3. The derived values are re-calculated.
4. The price summary updates by itself.

Try it

- Choose a different product.
- Set quantity to 3 or 5.
- Type a discount code like `REFLEX20` .
- Watch the subtotal, discount, tax, and total change.

Diagram: sequence

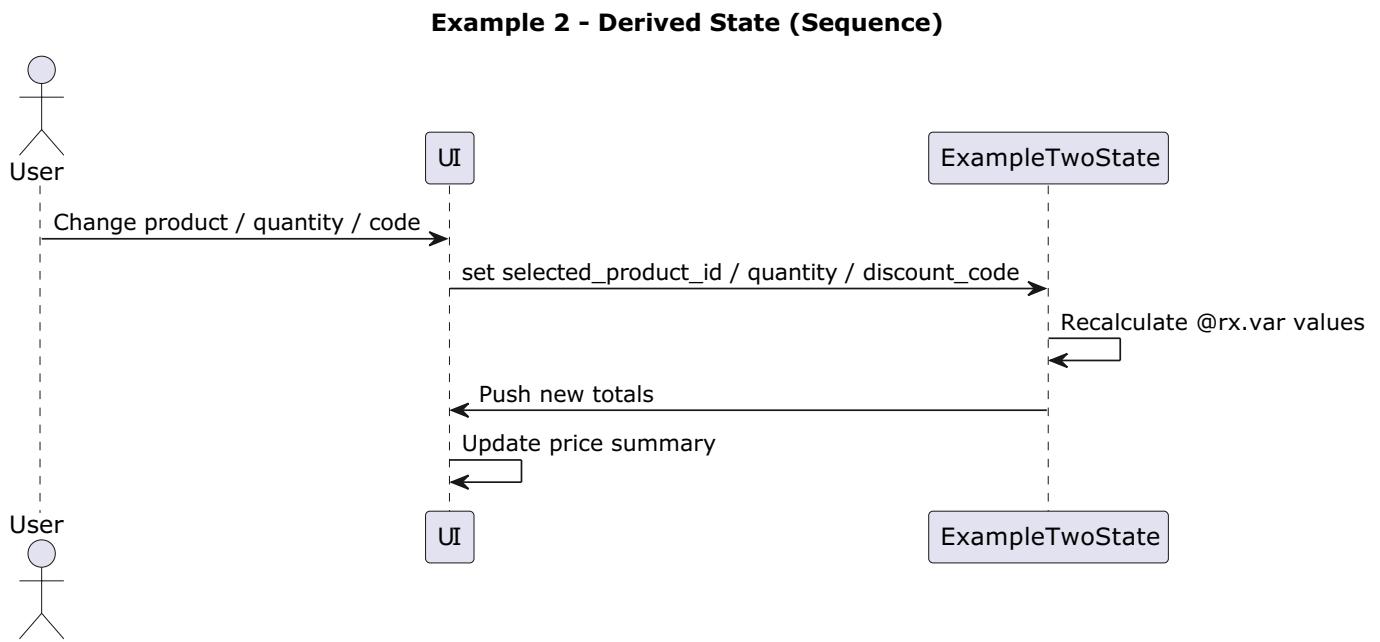
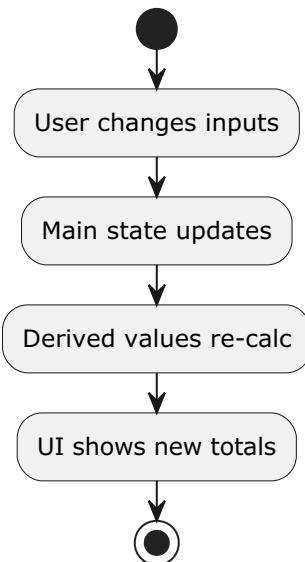


Diagram: activity

Example 2 - Derived State (Activity)



Example 3: Backend Sync (Async State)

Big idea

Sometimes State changes come from slow work, like a server call. Reflex can handle this in the background.

The State pieces

- `users` : a list of people.
- `is_loading` : True while we wait.
- `error_message` : text if something goes wrong.

How it works (simple steps)

1. The page loads and calls `fetch_users()` in the background.
2. `is_loading` becomes True, so the UI shows placeholders.
3. After a short wait, users are created and saved.
4. The table shows the new users.
5. Sometimes it fails (randomly), and you see an error with a retry button.

Try it

- Click **Sync Data** to load users again.
- Click the trash icon to delete a user.
- If an error shows, click **Retry Connection**.

Diagram: sequence

Example 3 - Backend Sync (Sequence)

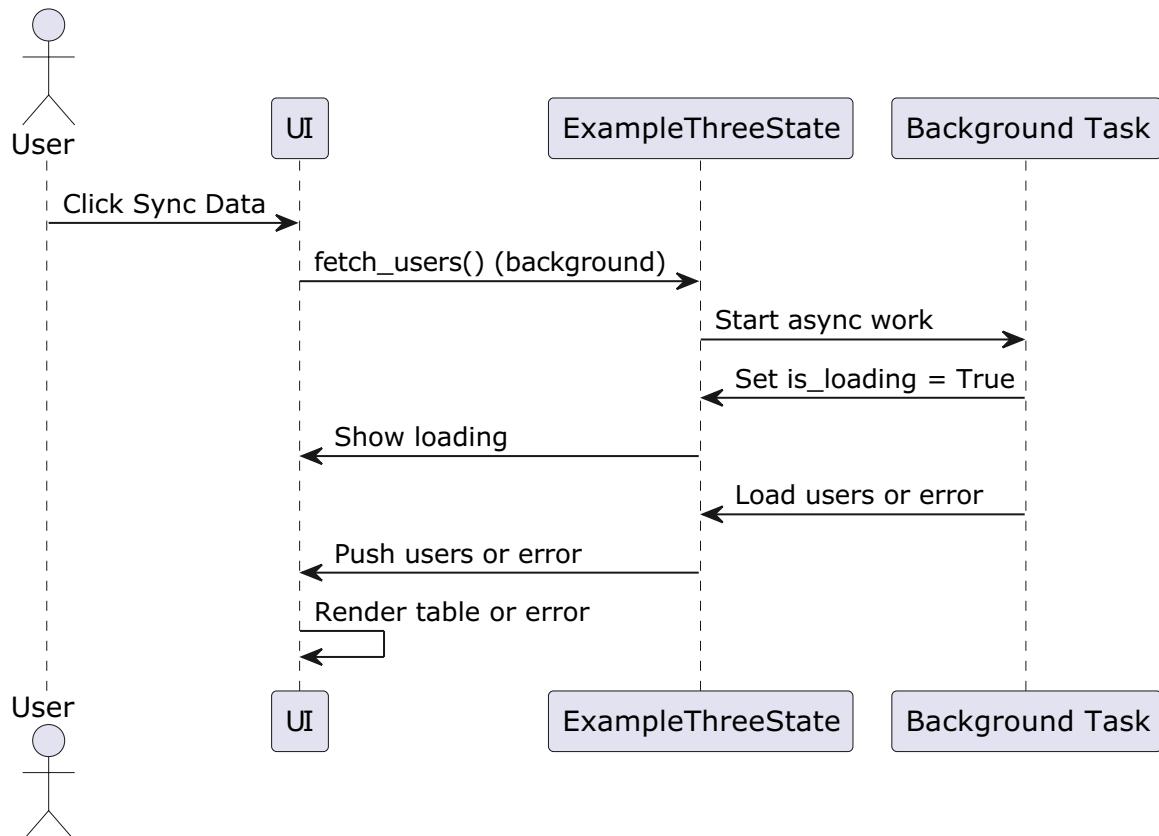
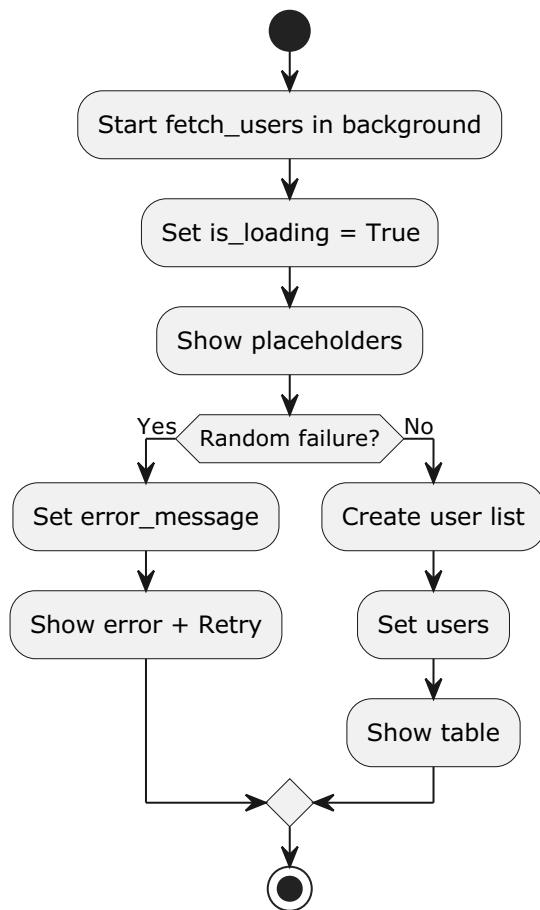


Diagram: activity

Example 3 - Backend Sync (Activity)



Example 4: Transactional Updates (Draft vs Commit)

Big idea

Sometimes you want to edit data in steps, then save it all at once. This example uses a draft and a commit.

Two versions of the data

- **Committed user:** the official saved data.
- **Draft user:** the temporary edits.

How it works (simple steps)

1. `start_wizard()` copies the committed data into draft fields.
2. You edit the draft in steps (Profile -> Settings -> Review).
3. Validation checks the name and email.

4. You can **Discard & Reset** to roll back the draft.
5. You click **Commit All** to save the draft as the committed user.

Try it

- Change the name and email.
- Pick a different theme and toggle notifications.
- Go to Review and click **Commit All**.
- Notice the committed card updates.

Diagram: sequence

Example 4 - Draft vs Commit (Sequence)

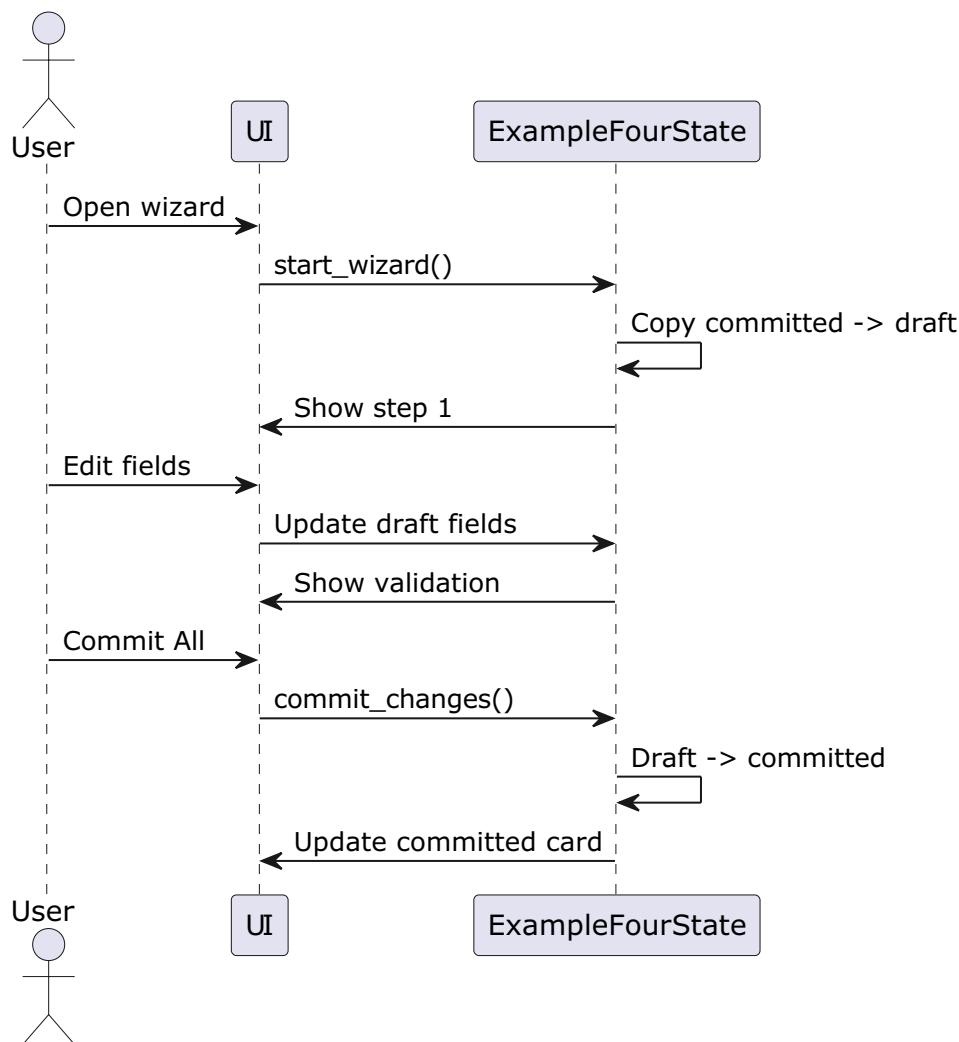


Diagram: activity

Example 4 - Draft vs Commit (Activity)



Quick recap

- Example 1: basic State + events.
- Example 2: derived State that auto-calculates.
- Example 3: async State that waits for data.
- Example 4: draft vs commit for multi-step edits.