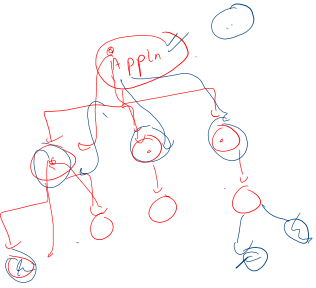
Redux

↳ state mgmt. library.



App.js

<h1> Hello</h1>

CAPI

count, setCount

~~string, setString~~

string = 'Hello'

Create Context.

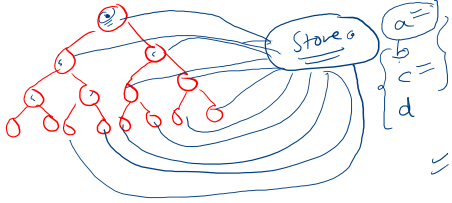
< Provider value = { count, setCount, string }

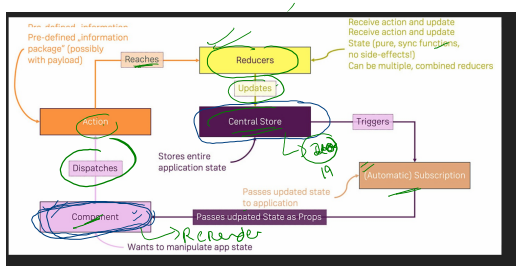
< Counter />

< Hello />

</ Provider>

= Redux





Component

→ dispatch({ type: BUY_BALL })

= Store

Actions ⇒ object = { type, payload }

Reducer → pure function

↓

action consume

↓

Store change state

Dispatch