





```

const initialState = { value: 0 } satisfies CounterState as CounterState

const counterSlice = createSlice({
  name: 'counter',
  initialState,
  reducers: {
    increment(state) {
      state.value++
    },
    decrement(state) {
      state.value--
    },
    incrementByAmount(state, action: PayloadAction<number>) {
      state.value += action.payload
    }
  }
})

export const { increment, decrement, incrementByAmount } = counterSlice.actions
export default counterSlice.reducer

```

Actions → *Reducers*

Value: 0

dispatch (increment)



