

Reducer function

```
function Counter(state, action) {  
  switch(action.type) {  
    case 'INCREMENT':  
      return {  
        count: state.count + action.payload  
      };  
    case 'DECREMENT':  
      return {  
        count: state.count - action.payload  
      };  
    case 'CLEAR':  
      return {  
        count: 0  
      };  
  }  
}
```

```
const initialState = {  
  count: 0  
}
```

```
let [state, dispatch] = useReducer(Counter, initialState);
```

```
dispatch({type: 'INCREMENT' : payload: 10});
```

```
dispatch({type: 'DECREMENT' : payload: 2});
```

Count: 0

Reducer function

```
function Counter(state, action) {  
  switch(action.type) {  
    case 'INCREMENT':  
      return {  
        count: state.count + action.payload  
      };  
    case 'DECREMENT':  
      return {  
        count: state.count - action.payload  
      };  
    case 'CLEAR':  
      return {  
        count: 0  
      };  
  }  
}
```

```
const initialState = {  
  count: 0  
}
```

```
let [state, dispatch] = useReducer(Counter, initialState);
```

```
dispatch({type: 'INCREMENT' : payload: 10});
```

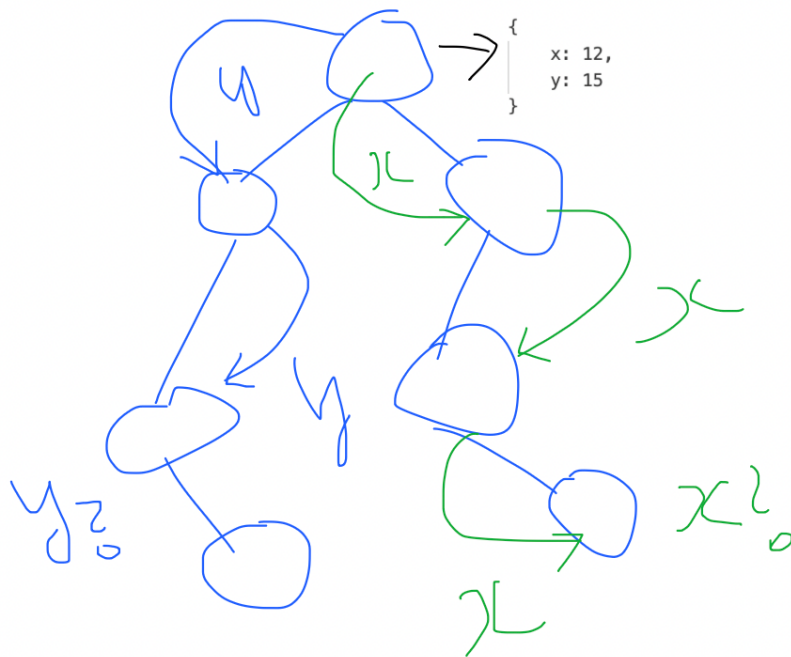
```
dispatch({type: 'DECREMENT' : payload: 2});
```

Count: 0

<div>

Count: {state.count}

</div>



props drill

