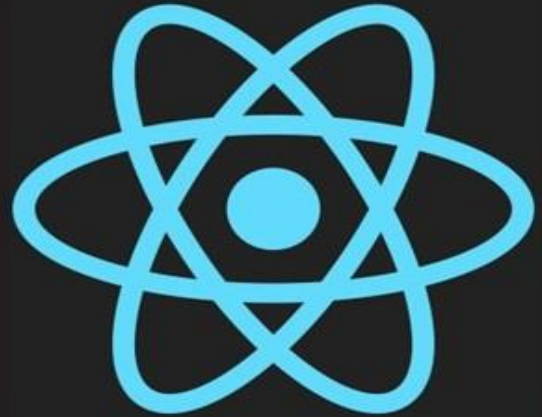


# State Management using Redux



# What We Will Learn



- State Management & Redux
- Setting up Redux
- Actions & Reducer for the Catalog
- Using the `connect()` higher order function
- Actions & Reducer for the Cart
- Using Redux Hooks



# State Management and Redux

## State Management using Redux

# Minimum Viable Product

Product

User Feedback

Evolve

MVP

User Feedback

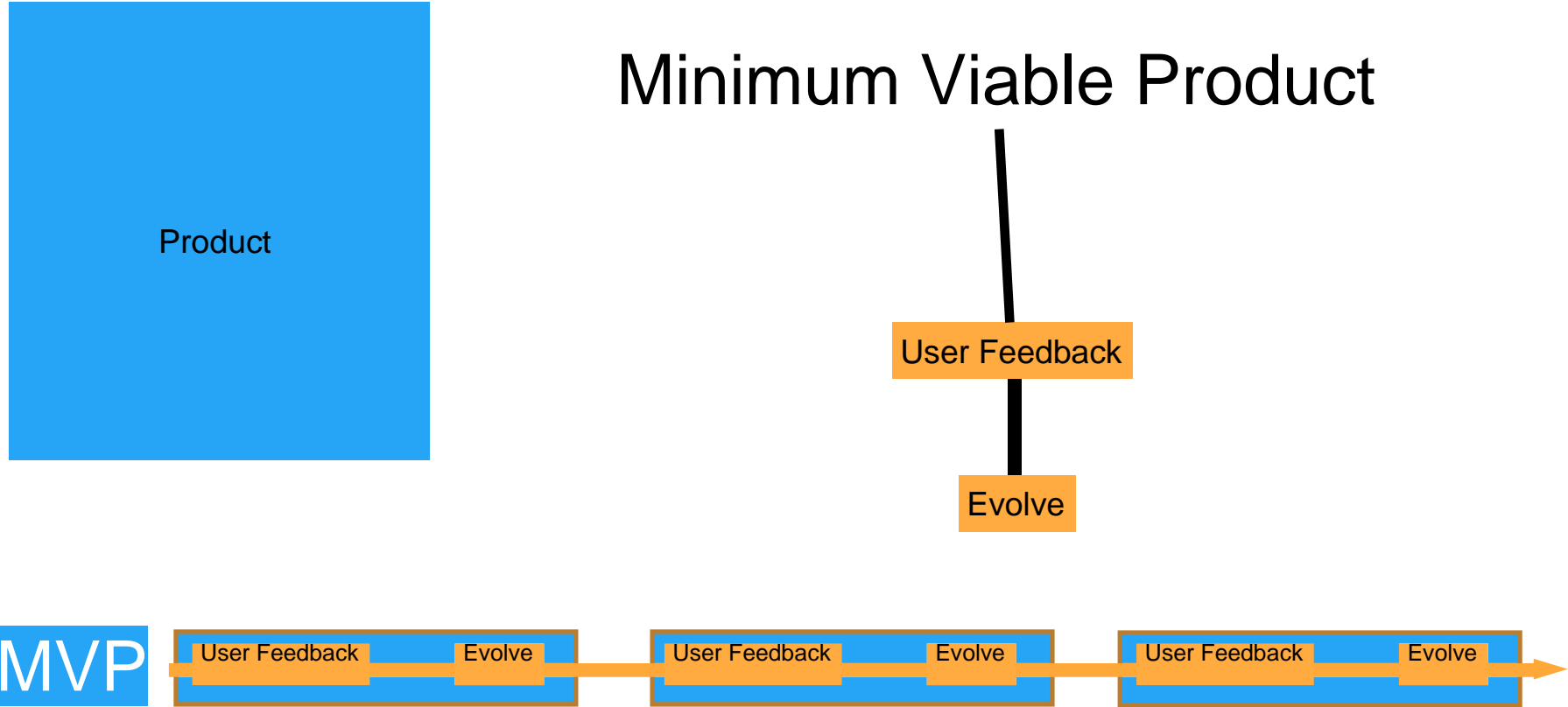
Evolve

User Feedback

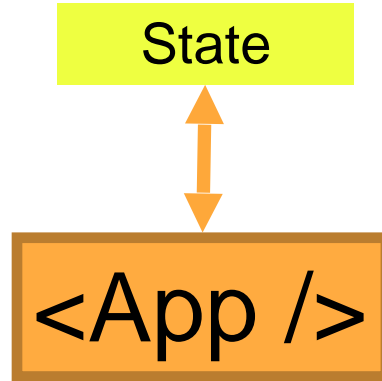
Evolve

User Feedback

Evolve



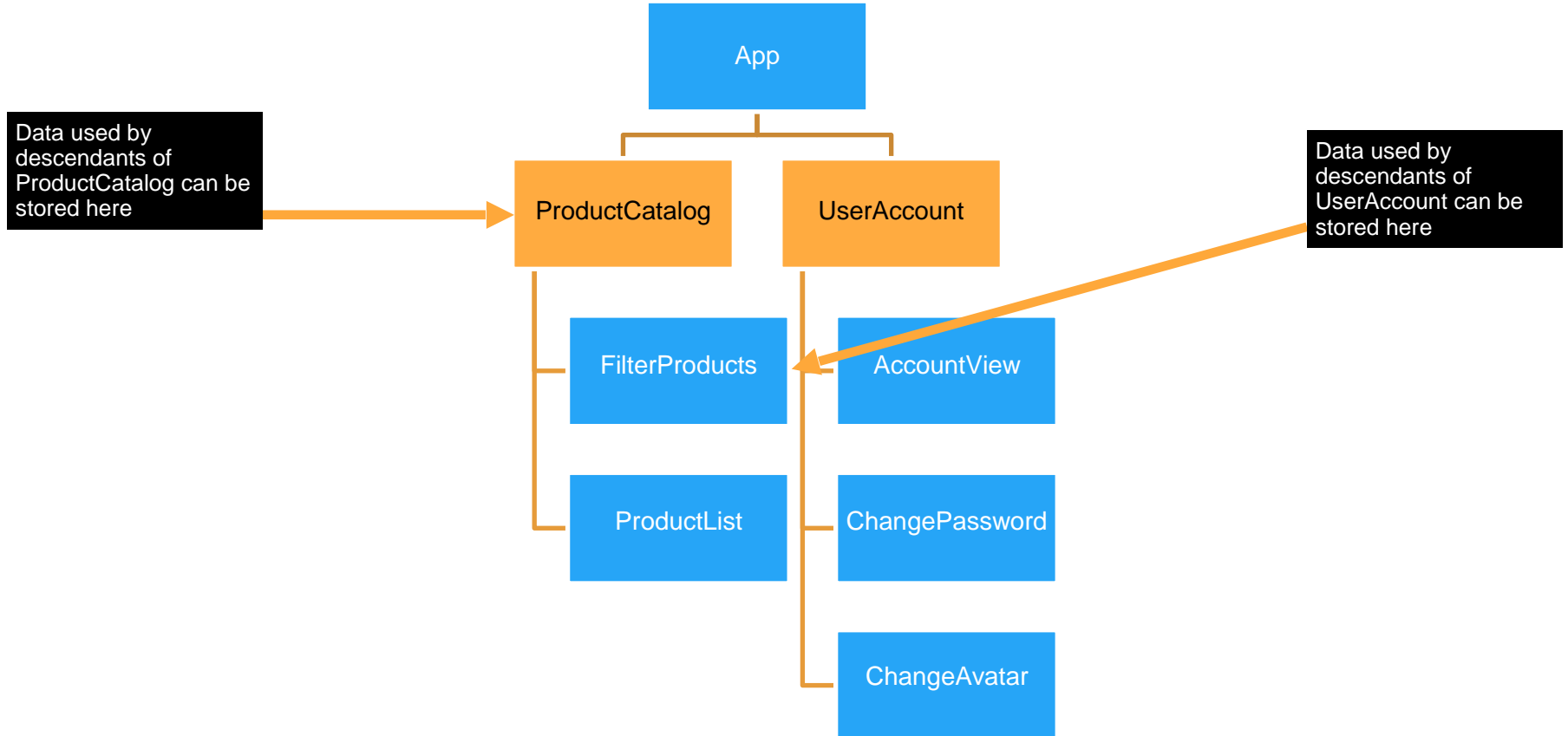
## State Management using Redux



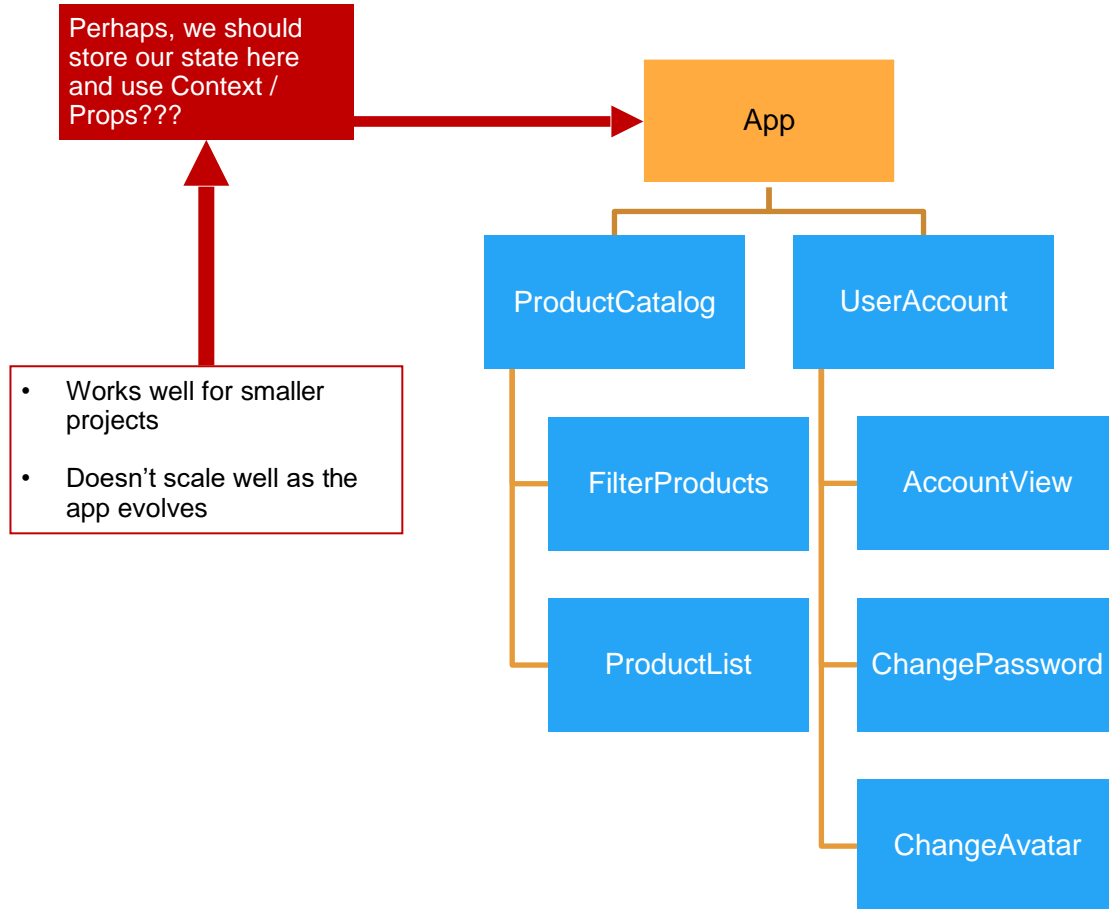
React apps rely on State – the Data layer

# State Management using Redux

Storing state at the nearest parent



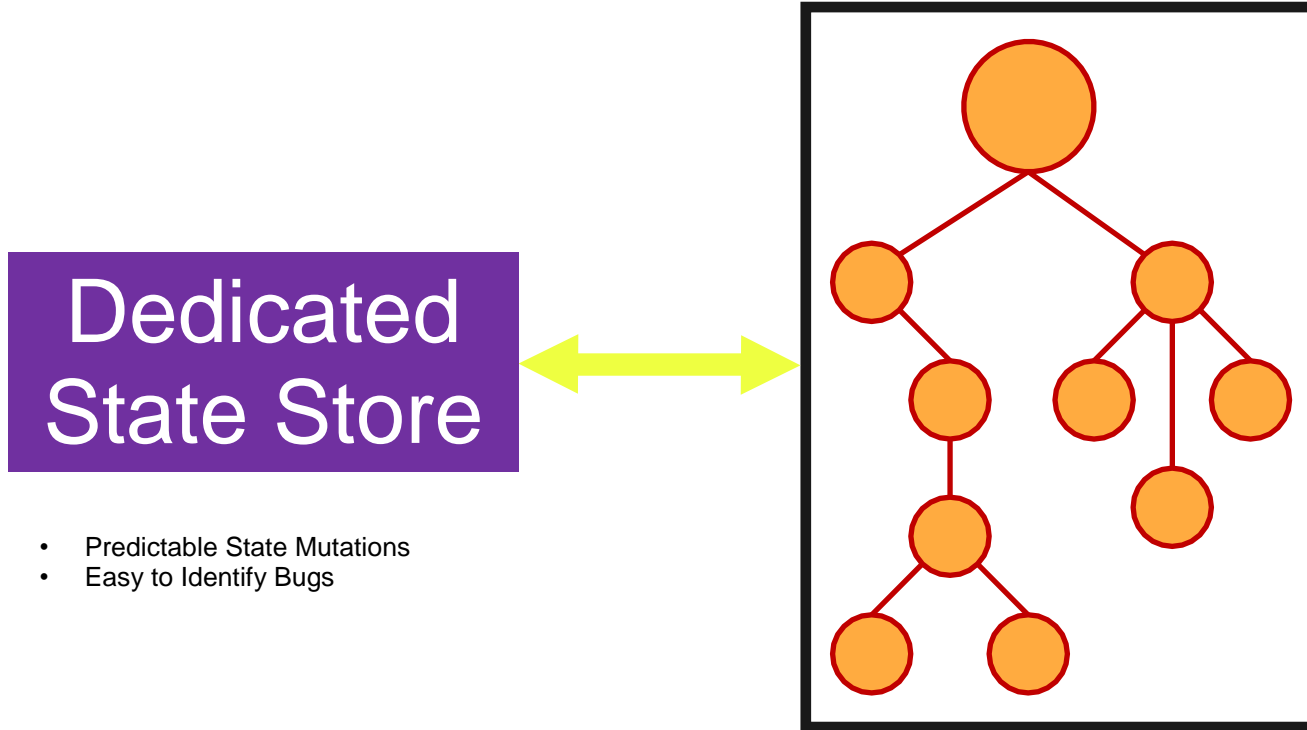
# State Management using Redux



# State Management using Redux

The Goal

**To have, a dedicated, central state store with deterministic state**



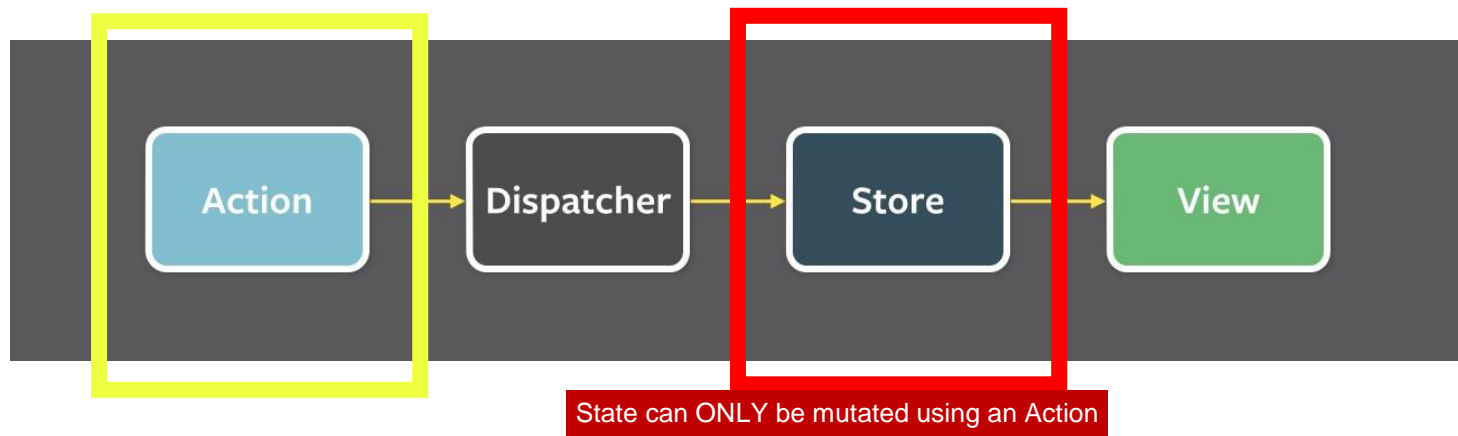


# State Management using Redux

Flux Architecture



<https://facebook.github.io/flux/>



Source: <https://facebook.github.io/flux/docs/in-depth-overview>

# State Management using Redux

The most popular state management solution for React



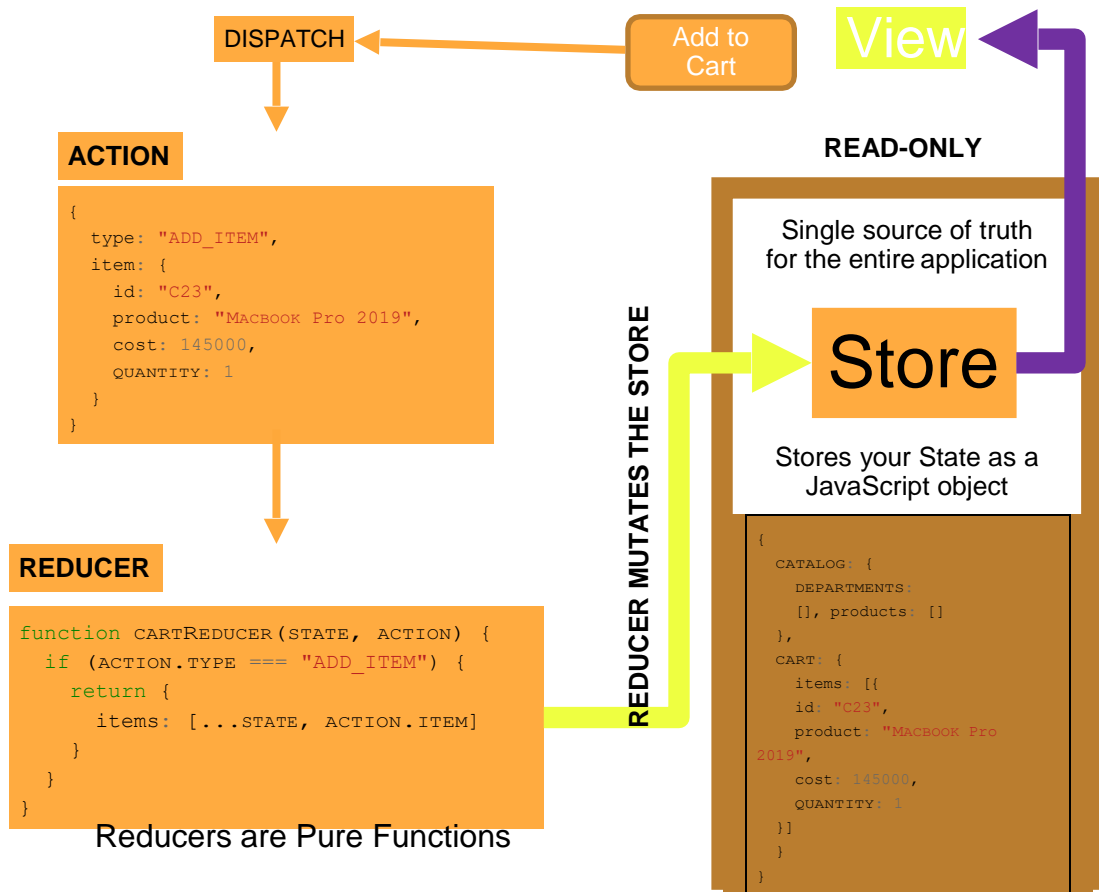
# Redux

<https://redux.js.org/>

- Built originally by Dan Abramov in 2015
- Andrew Clark joined later as collaborator
- Redux is a predictable state container
- Inspired by Flux & the Elm language

# State Management using Redux

## Redux and its architecture

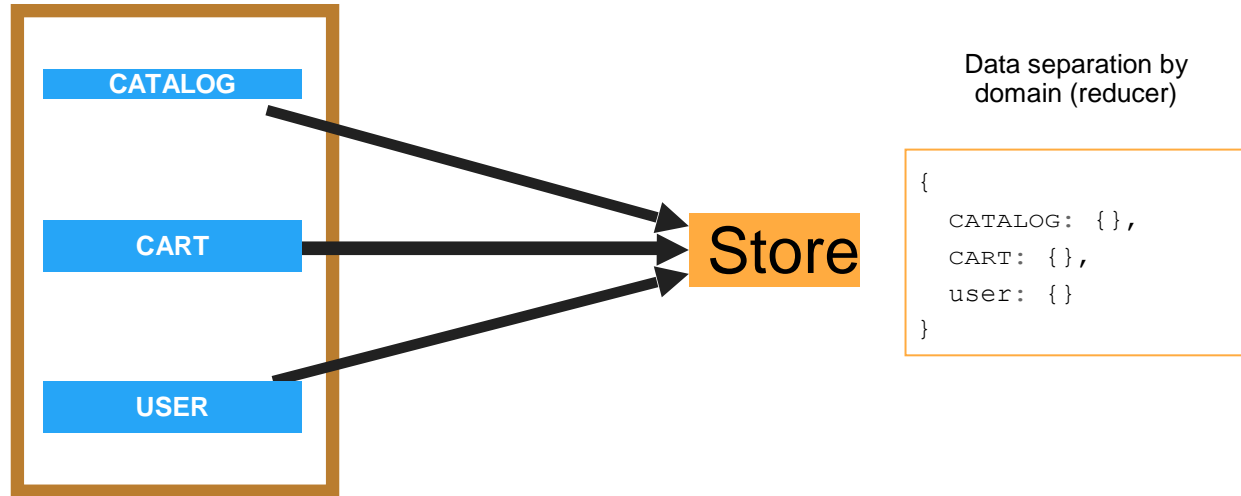


View (Your React Component) is subscribed to changes to the store

- Unidirectional Data Flow
- Predictable State Mutations

# State Management using Redux

One store, Multiple Reducers



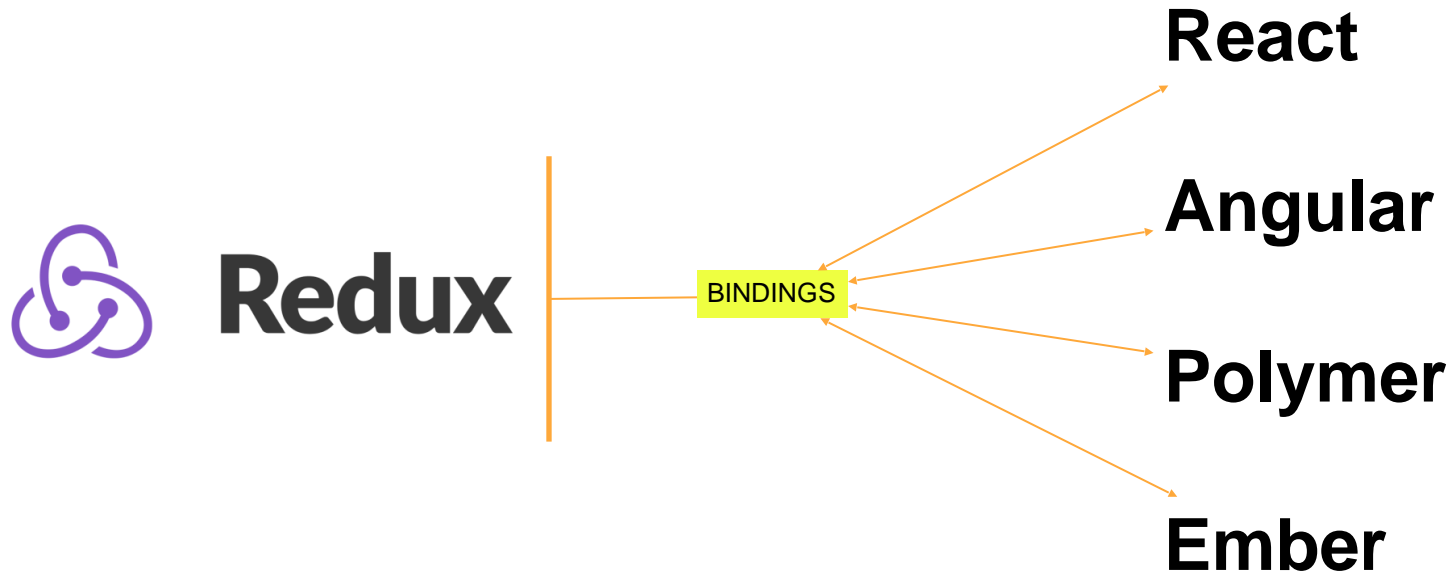
# State Management using Redux

## Three principles of Redux

1. A Redux store is the single source of truth
2. Redux state is read-only. There are no setters
3. State mutations must only be made by pure functions known as reducers

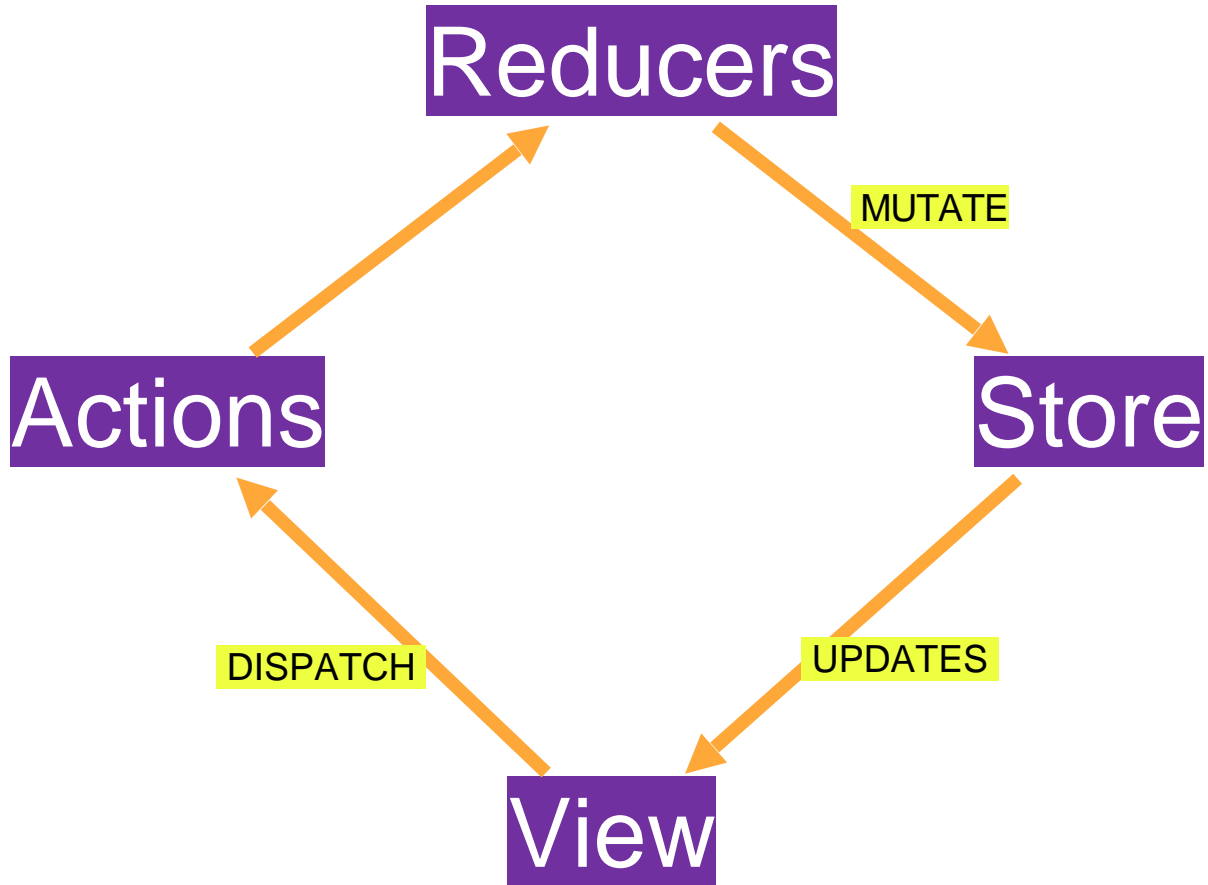
# State Management using Redux

Framework agnostic library



# Setting up Redux

## State Management using Redux





# State Management using Redux

**Code Demo**

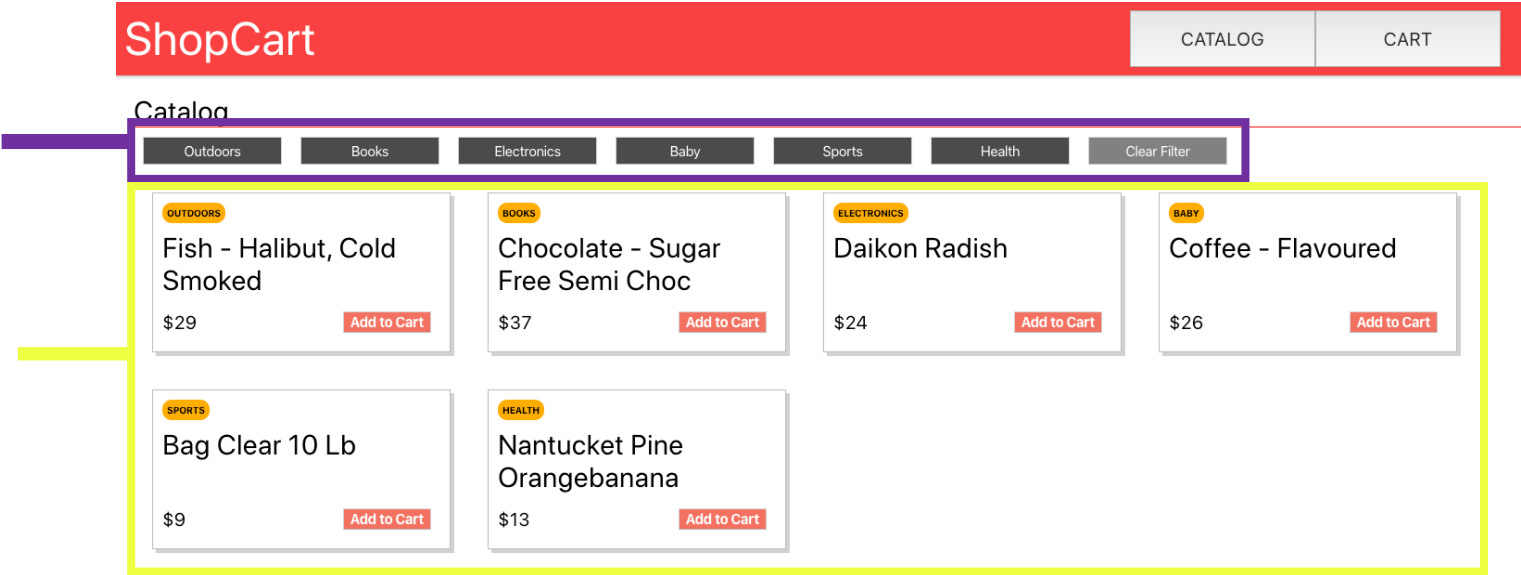
# Action & Reducers for the Catalog

# State Management using Redux

## The Catalog Section

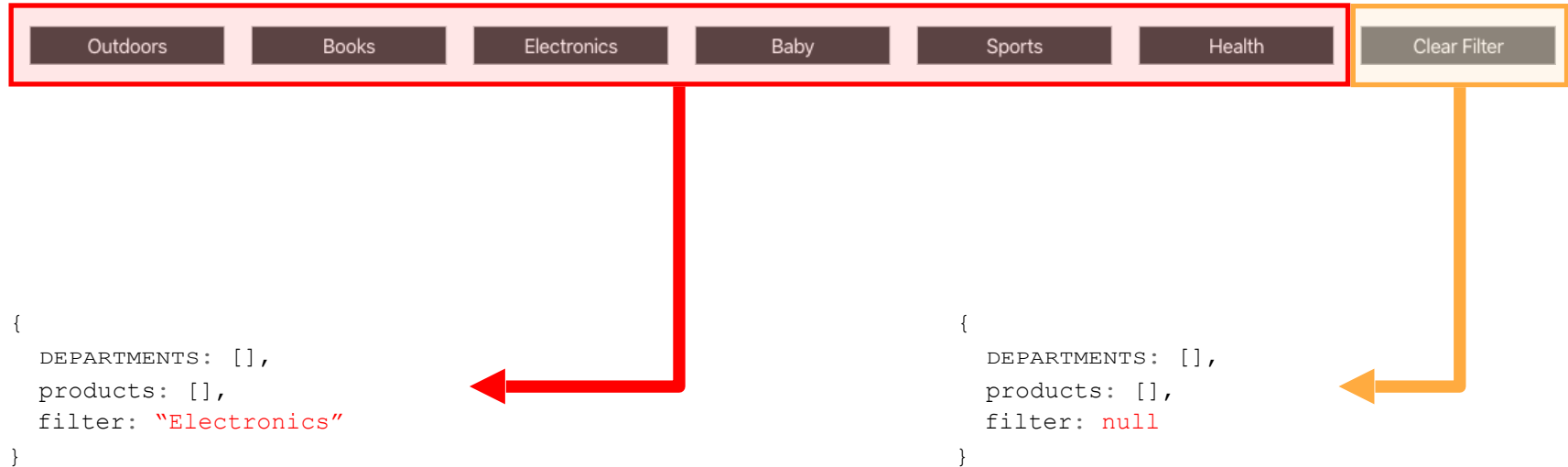
Filter by department  
buttons

Products



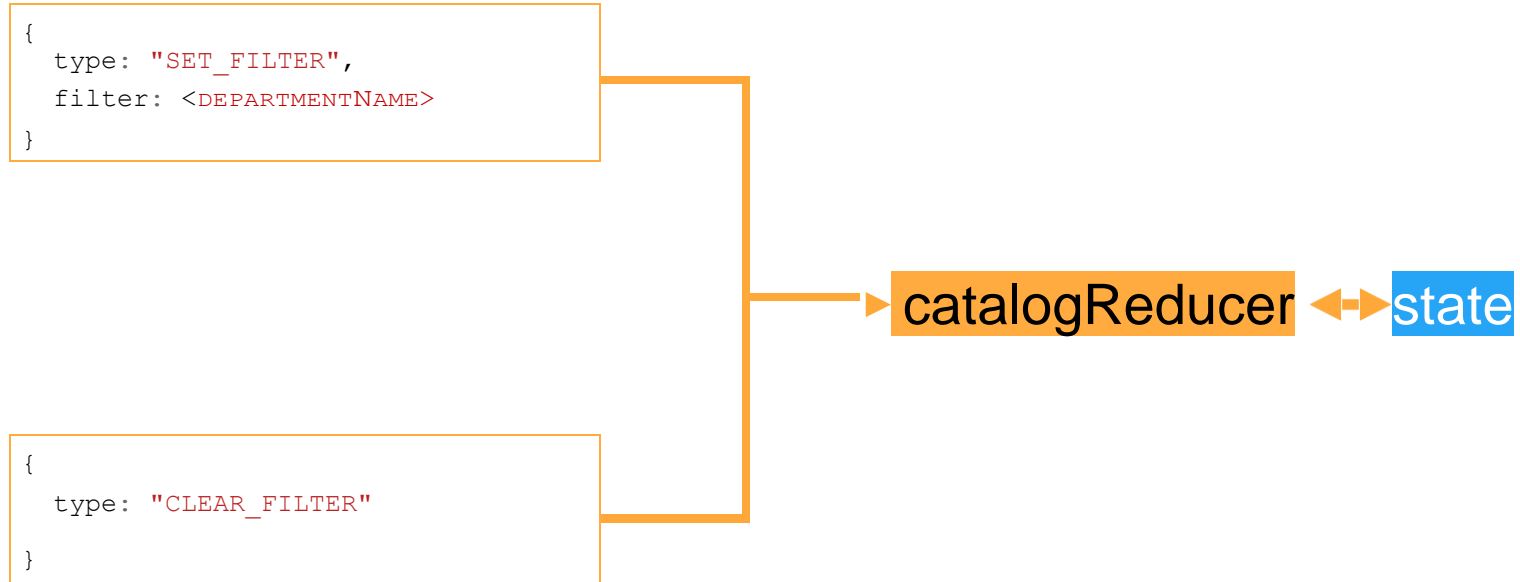
# State Management using Redux

Setting the 'filter' flag



# State Management using Redux

## Actions for the Catalog



# State Management using Redux

**Code Demo**

# **The connect higher order function**

# State Management using Redux

Interfacing React Components with Redux

**connect()**

`<Catalog />`

**Redux Hooks**

- `useSelector()`
- `useDispatch()`

`<Cart />`



# State Management using Redux

The connect() higher order function

## Redux

`connect(mapState, mapDispatch)(Component)`

`<Component props />`

Optimizations | Caching

# State Management using Redux

**Code Demo**

# **Actions and Reducers for the Cart**

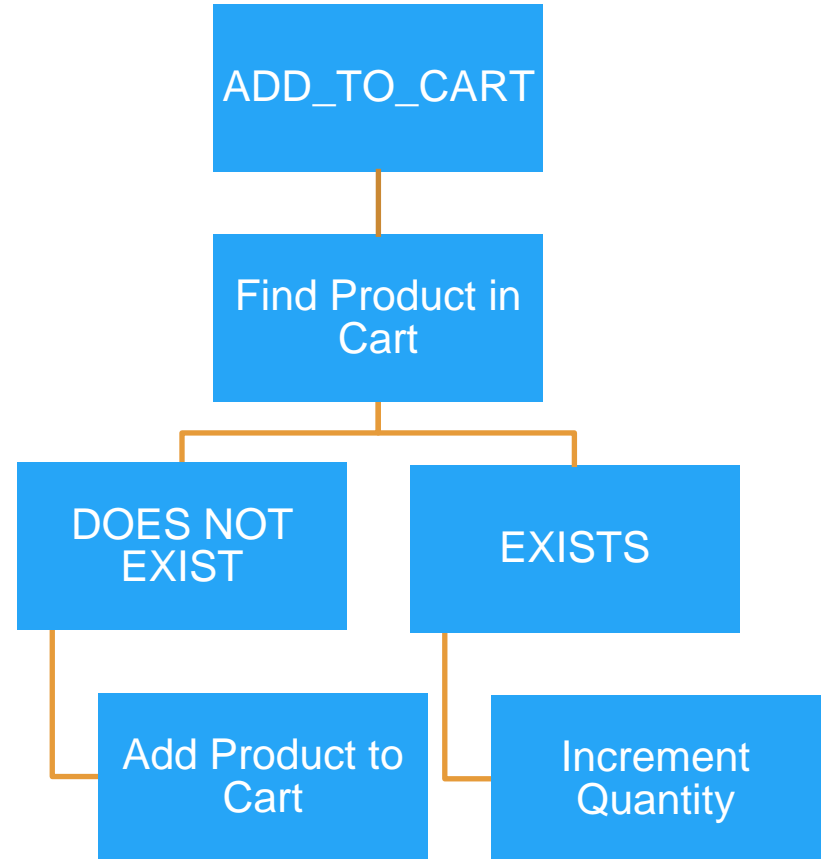
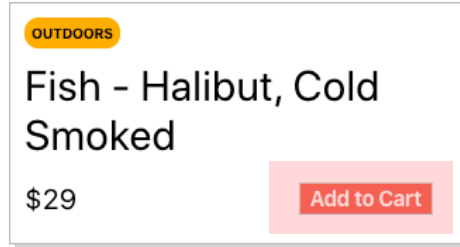
# State Management using Redux

## The Cart

ShopCart					CATALOG	CART 10
Cart						
Coffee - Flavoured		5	Remove	\$26	\$130	
Bag Clear 10 Lb		2	Remove	\$9	\$18	
Chocolate - Sugar Free Semi Choc		3	Remove	\$37	\$111	
					10	\$259

# State Management using Redux

Adding a Product to the Cart



# State Management using Redux

## Updating Quantity of a Product

ShopCart

CATALOG

CART3

Cart

Coffee - Flavoured	5	Remove	\$26	\$130
Bag Clear 10 Lb	2	Remove	\$9	\$18
Chocolate - Sugar Free Semi Choc	3	Remove	\$37	\$111

10

\$259

SET\_QUANTITY

Update Quantity of  
the Product

Recompute total  
number of  
products in the cart

Recompute total  
cost of cart

# State Management using Redux

Removing a product from the cart

ShopCart

CATALOG

CART0

Cart

Coffee - Flavoured	5	Remove	\$26	\$130
Bag Clear 10 Lb	2	Remove	\$9	\$18
Chocolate - Sugar Free Semi Choc	3	Remove	\$37	\$111

10

\$259

REMOVE\_ITEM

Remove item from  
the cart

Recompute total  
number of  
products in the cart

Recompute total  
cost of cart

# State Management using Redux

## Actions for the Cart

```
{  
  type: "ADD_TO_CART",  
  product  
}
```

```
{  
  type: "SET_QUANTITY",  
  code,  
  QUANTITY  
}
```

```
{  
  type: "REMOVE_ITEM",  
  code  
}
```



# State Management using Redux

**Code Demo**

# Using Redux Hooks

# State Management using Redux

## Using the connect() higher order component

```
CONNECT (MAPSTATEToProps, MAPDISPATCHToProps) (CATALOG)
```

```
const MAPSTATEToProps = STATE => {  
  return {  
    CATALOG: FILTERPRODUCTS (STATE.CATALOG.PRODUCTS, STATE.CATALOG.FILTER),  
    DEPARTMENTS: STATE.CATALOG.DEPARTMENTS  
  };  
};
```

The diagram shows an orange line starting from the `MAPSTATEToProps` argument in the `CONNECT` function call, moving down and then left to point at the `const MAPSTATEToProps` function definition.

```
const MAPDISPATCHToProps = DISPATCH => {  
  return {  
    onSetFilter: DEPARTMENT => DISPATCH (SETFILTER (DEPARTMENT)),  
    ONCLEARFILTER: () => DISPATCH (CLEARFILTER ())  
  };  
};
```

The diagram shows an orange line starting from the `MAPDISPATCHToProps` argument in the `CONNECT` function call, moving down and then left to point at the `const MAPDISPATCHToProps` function definition.

```
const itemCount = USESELECTOR (STATE =>  
  STATE.CART.ITEMCOUNT) ;
```

- `const DISPATCH = USEDISPATCH () ;`

# State Management using Redux

**Code Demo**

# State Management using Redux

## Component Rendering

### Function Component Renders

- Initial render
- Change in props
- Parent component re-renders

### useSelector() is called

- If the value is same, returns cached
- Uses strict equality checks (===)

# State Management using Redux

The problem with objects & ===

**An Object**


```
const { TOTALPRODUCTS, TOTALCOST, items } = USESELECTOR (STATE => STATE.CART) ;
```

Strict equality checks are unable to compare shallow objects & force a re-render even if values are the same

# State Management using Redux

Objects aren't a problem when using connect()

```
CONNECT (MAPSTATETOPROPS, MAPDISPATCHTOPROPS) (CATALOG)
```



```
const MAPSTATETOPROPS = STATE => {  
  return {  
    CATALOG: FILTERPRODUCTS (STATE.CATALOG.PRODUCTS, STATE.CATALOG.FILTER) ,  
    DEPARTMENTS: STATE.CATALOG.DEPARTMENTS  
  };  
};
```

Shallow Equality Check ensures that the Component re-renders ONLY if one or more properties change

# State Management using Redux

Solution : Multiple instances of useSelector()

An Object

```
const { TOTALPRODUCTS, TOTALCOST, items } = useSelector (STATE => STATE.CART) ;
```



```
const TOTALPRODUCTS = useSelector (STATE => STATE.CART.TOTALPRODUCTS) ;  
const TOTALCOST = useSelector (STATE => STATE.CART.TOTALCOST) ;  
const items = useSelector (STATE => STATE.CART.ITEMS) ;
```



# State Management using Redux

Solution : Using shallowEqual for Shallow Equality Checks

An Object

```
const { TOTALPRODUCTS, TOTALCOST, items } = USESELECTOR (STATE => STATE.CART);
```



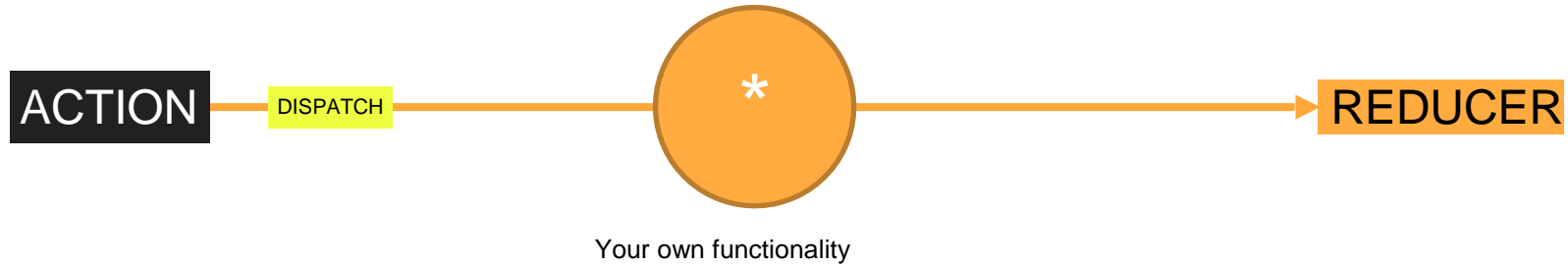
```
import { SHALLOWEQUAL } from "REACT-REDUX";

const { TOTALPRODUCTS, TOTALCOST, items } = useSelector(
  STATE => STATE.CART,
  SHALLOWEQUAL
);
```

# Middleware & Persistence

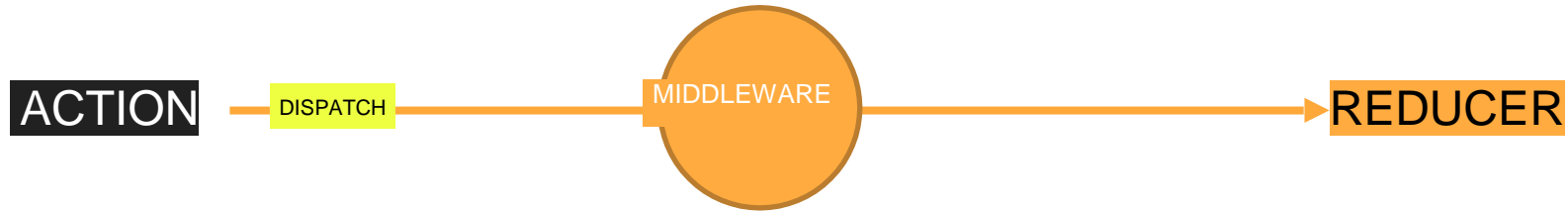
# State Management using Redux

Plug your own feature between an Action & the Reducer



# State Management using Redux

Redux Middleware



# State Management using Redux

Populating the State for the Catalog

HARD-CODED DATA

```
const INITSTATE = {  
  DEPARTMENTS: [...],  
  products: [...],  
  filter: null  
};
```



REDUCER

# State Management using Redux

API

Fetching and Populating Data from an API



```
const INITSTATE = {  
  DEPARTMENTS: [...],  
  products: [...],  
  filter: null  
};
```



REDUCER

# State Management using Redux

## Fetching and Populating Data from an API

```
const MyComponent = () => {  
  const DISPATCH = useDispatch();  
  useEffect(() => {  
    DATASERVICE().THEN(DATA => DISPATCH({ type: "INIT_DATA", DATA }));  
  }, []);  
  return <div>Hey there!</div>;  
};
```

- Decouples and scatters functionality across your components
- Not a reusable workflow if other parts of the app need to invoke the same action

# State Management using Redux

## Action Creators

```
export const SETQUANTITY = (code, QUANTITY) => {  
  return {  
    type: "SET_QUANTITY",  
    code,  
    QUANTITY  
  };  
};
```

An action creator is responsible for composing actions and keeping intricacies away from Components

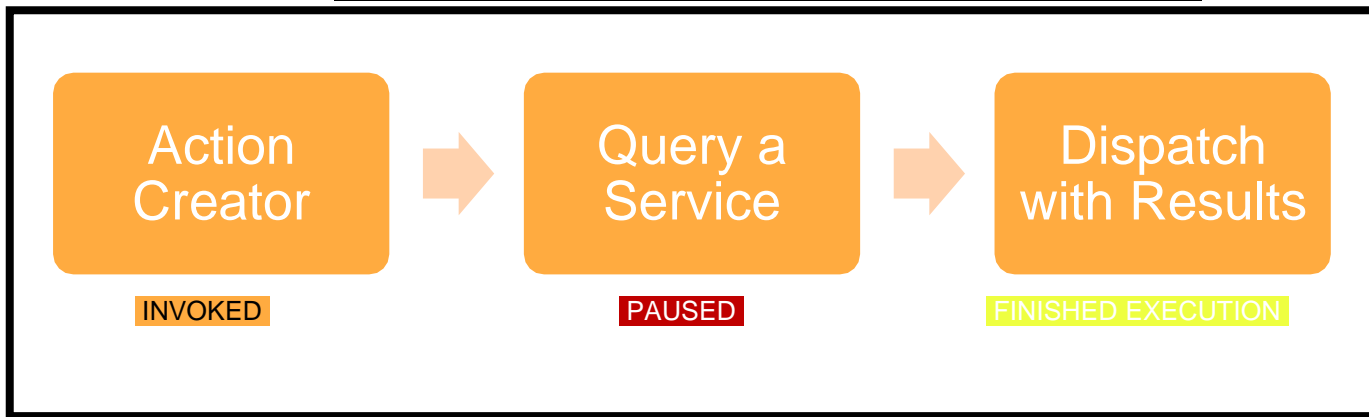
They're **synchronous** by default!



# State Management using Redux

Action creators which can be paused

## ASYNC ACTION CREATORS



**Middleware** to build Async Creators

# State Management using Redux

Async Creators using Middleware

## redux-thunk

<https://github.com/reduxjs/redux-thunk>

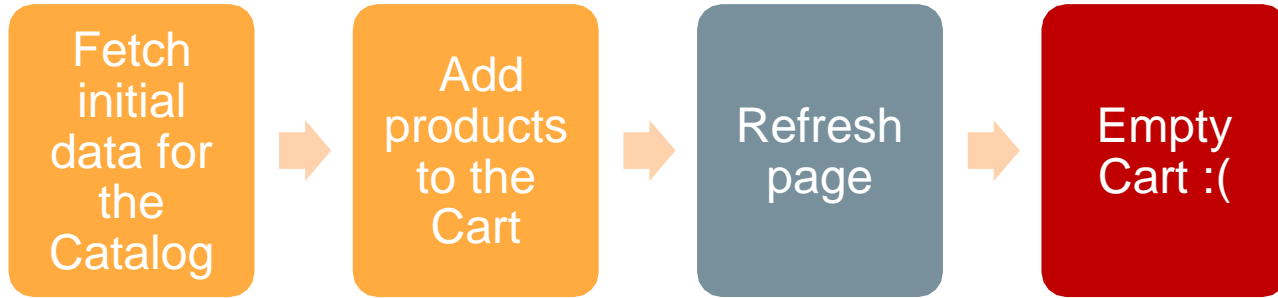
Allows you create async action creators that can perform a side-effect before dispatching an action directly

# State Management using Redux

**Code Demo**

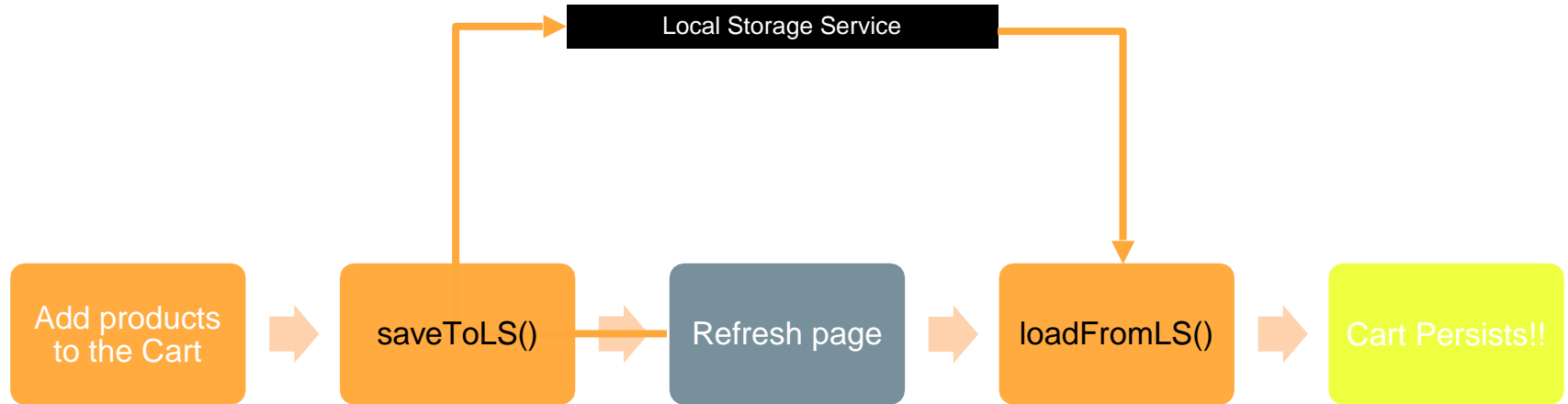
# State Management using Redux

Data doesn't persist



# State Management using Redux

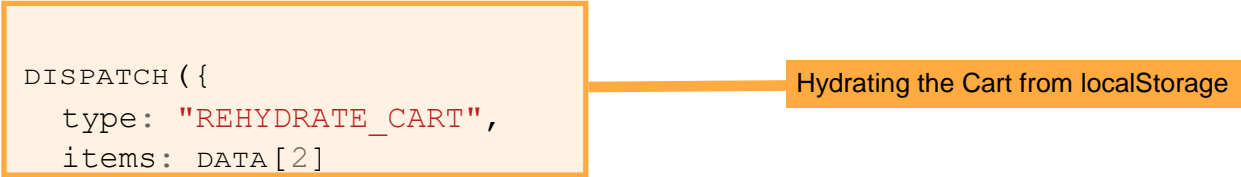
## Data Persistence using localStorage



# State Management using Redux

## Hydrating the Redux Store

```
export const initApp = () => DISPATCH => {  
  PROMISE.ALL([GETDEPARTMENTS(), getProducts(), LOADFROMLS()]).THEN(DATA => {  
    DISPATCH({  
      type: "INITIALIZE_CATALOG",  
      DEPARTMENTS: DATA[0],  
      products: DATA[1]  
    });  
  
    DISPATCH({  
      type: "REHYDRATE_CART",  
      items: DATA[2]  
    });  
  });  
};
```



The diagram consists of a light orange rectangular box with a thin orange border. Inside the box, the following code is displayed: `DISPATCH({  
 type: "REHYDRATE_CART",  
 items: DATA[2]  
});`. An orange line extends from the right side of this box to a solid orange rectangular box. This second box contains the text "Hydrating the Cart from localStorage".

# State Management using Redux

[Getting Started](#)[API](#)[FAQ](#)[GitHub](#)[Need help?](#)

## Introduction

[Getting Started with Redux](#)[Installation](#)[Motivation](#)[Core Concepts](#)[Three Principles](#)[Prior Art](#)[Learning Resources](#)[Ecosystem](#)[Examples](#)[Basic Tutorial](#)[Advanced Tutorial](#)[Recipes](#)[FAQ](#)[Style Guide](#)[Other](#)[API Reference](#)[Redux Toolkit](#)[Picture](#)

## Ecosystem

Redux is a tiny library, but its contracts and APIs are carefully chosen to spawn an ecosystem of tools and extensions, and the community has created a wide variety of helpful addons, libraries, and tools. You don't need to use any of these addons to use Redux, but they can help make it easier to implement features and solve problems in your application.

For an extensive catalog of libraries, addons, and tools related to Redux, check out the [Redux Ecosystem Links](#) list. Also, the [React/Redux Links](#) list contains tutorials and other useful resources for anyone learning React or Redux.

This page lists some of the Redux-related addons that the Redux maintainers have vetted personally, or that have shown widespread adoption in the community. Don't let this discourage you from trying the rest of them! The ecosystem is growing too fast, and we have a limited time to look at everything. Consider these the "staff picks", and don't hesitate to submit a PR if you've built something wonderful with Redux.

## Table of Contents

- [Library Integration and Bindings](#)
- [Reducers](#)
  - [Reducer Combination](#)
  - [Reducer Composition](#)
  - [Higher-Order Reducers](#)
- [Actions](#)
- [Utilities](#)
- [Store](#)
  - [Change Subscriptions](#)
  - [Batching](#)
  - [Persistence](#)
- [Immutable Data](#)
  - [Data Structures](#)
  - [Immutable Update Utilities](#)
  - [Immutable/Redux Interop](#)
- [Side Effects](#)
  - [Widely Used](#)
  - [Promises](#)

[Table of Contents](#)[Library Integration and Bindings](#)[Reducers](#)[Actions](#)[Utilities](#)[Store](#)[Immutable Data](#)[Side Effects](#)[Middleware](#)[Entities and Collections](#)[Component State and Encapsulation](#)[Dev Tools](#)[Testing](#)[Routing](#)[Forms](#)[Higher-Level Abstractions](#)[Community Conventions](#)

<https://redux.js.org/introduction/ecosystem/#persistence>

# State Management using Redux

[Getting Started](#)[API](#)[FAQ](#)[GitHub](#)[Need help?](#)

## Redux

A Predictable State Container for JS Apps

[Get Started](#)

### Predictable

Redux helps you write applications that **behave consistently**, run in different environments (client, server, and native), and are **easy to test**.



### Centralized

Centralizing your application's state and logic enables powerful capabilities like **undo/redo**, **state persistence**, and much more.



### Debuggable

The Redux DevTools make it easy to trace **when, where, why, and how your application's state changed**. Redux's architecture lets you log changes, use "**time-travel debugging**", and even send complete error reports to a server.



### Flexible

Redux **works with any UI layer**, and has a **large ecosystem of addons** to fit your needs.

## Other Libraries from the Redux Team

### React-Redux

Official React bindings for Redux

### Redux Toolkit

The official, opinionated, batteries-included toolset for efficient Redux development

<https://redux.js.org/>





thank you!