<!DOCTYPE html>

<html>

<head>

<title>Redux basic example</title>

<script src="https://npmcdn.com/redux@latest/dist/redux.min.js"></script>

</head>

<body>

<div>

<p>

Clicked: <span id="value">0</span> times

<button id="increment">+</button>

<button id="decrement">-</button>

<button id="incrementIfOdd">Increment if odd</button>

<button id="incrementAsync">Increment async</button>

</p>

</div>

<script>

function counter(state, action) {

if (typeof state === 'undefined') {

return 0

}

switch (action.type) {

case 'INCREMENT':

return state + 1

case 'DECREMENT':

return state - 1

default:

return state

}

}

var store = Redux.createStore(counter)

var valueEl = document.getElementById('value')

function render() {

valueEl.innerHTML = store.getState().toString()

}

render()

store.subscribe(render)

document.getElementById('increment')

.addEventListener('click', function () {

store.dispatch({ type: 'INCREMENT' })

})

document.getElementById('decrement')

.addEventListener('click', function () {

store.dispatch({ type: 'DECREMENT' })

})

document.getElementById('incrementIfOdd')

.addEventListener('click', function () {

if (store.getState() % 2 !== 0) {

store.dispatch({ type: 'INCREMENT' })

}

})

document.getElementById('incrementAsync')

.addEventListener('click', function () {

setTimeout(function () {

store.dispatch({ type: 'INCREMENT' })

}, 1000)

})

</script>

</body>

</html>