## Code walkthrough

* Index.html -> root div
* index.js -> render root element
* app.js
  + Bootstrapping
  + combineReducers -> each reducer, gets a node in state
  + Render containers, with simple styles
* Controller container
  + Providing props to the ControllerComponent
  + AddNewToSequence when mounted
* ControllerComponent
  + Show buttons if now playing sequence
  + Bind functions to buttons
* ControllerContainer
  + AddNewToSequence
* modules/sequence
  + All redux logic
  + Actions creator - addNewToSequence
  + Sends action
  + Handled in reducer
  + (playSequence)
    - Sends multiple actions based on state

## Demo

* First actions allredy sent -> lifecycle
* Add new button -> diff
* Play! Button
* Show master

(Log exception with state and action debug)