Pinia

- **Pinia** is a library for managing global state (i.e., data that multiple components rely on).

- The **createPinia** function creates a global Pinia store. We configured the Pinia instance in our **main.js** file.

Create a Store

- The **defineStore** function defines a "store", which we can think of as a slice/fragment of the global Pinia store.

- The **state** method returns the initial state of the store.

- The **actions** methods modify/mutate the store state.

The mapStores Helper Function

- The **mapStores** helper function connects a Pinia store to a component property accessible via the **this** keyword.

- Pinia will concatenate the prefix/ID we provided to **defineStore** with **Store**. For example, we chose **user** so we reference **userStore** in our **MainNav** component.

Testing

- We can unit test our Pinia stores in isolation. Access properties directly from the store and invoke actions as methods on the store.

- We added the Pinia testing library, which stubs out store actions when unit testing our components.

Pinia Helper Functions

- We can use **mapState** and **mapActions** instead of **mapStores**.

- The **mapState** function pulls in specific store state properties and makes them available on **this** as computed properties.

- The **mapActions** function pulls in specific store methods and makes them available on **this** as methods.