Pinia Getters

- A **getter** is a method that uses the Pinia store state to arrive at computed/derived data.

- When the Pinia state updates, the **getter** will rerun. It is analogous to a computed component property.

- A **getter** should not mutate store state. That is the responsibility of an **action**.

More on Getters

- *Avoid* duplicate data/multiple sources of truth in your Pinia store. Use **getters** instead. The user's filtered jobs is a perfect use case.

- Test getter methods like plain JavaScript methods. Provide an input and test for the correct output.

Getters in Components

- Use the **mapState** helper function to connect getters to components. They will be available on the **this** keyword.

- Defining getter names as constants allow you to provide constants for **mapState**, reducing the chance of typos.

Testing Components with Getters

- In component tests, we can use a testing Pinia to replace getter methods with values.

- For component tests, test the *interaction* with the Pinia store. You do not need an actual Pinia store object if a simpler JavaScript object will do.