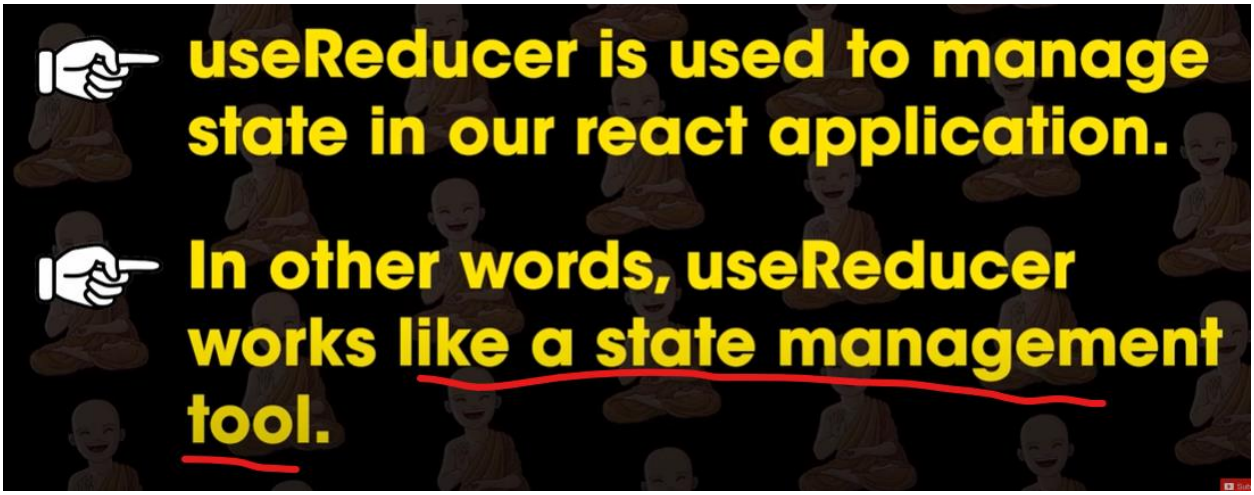
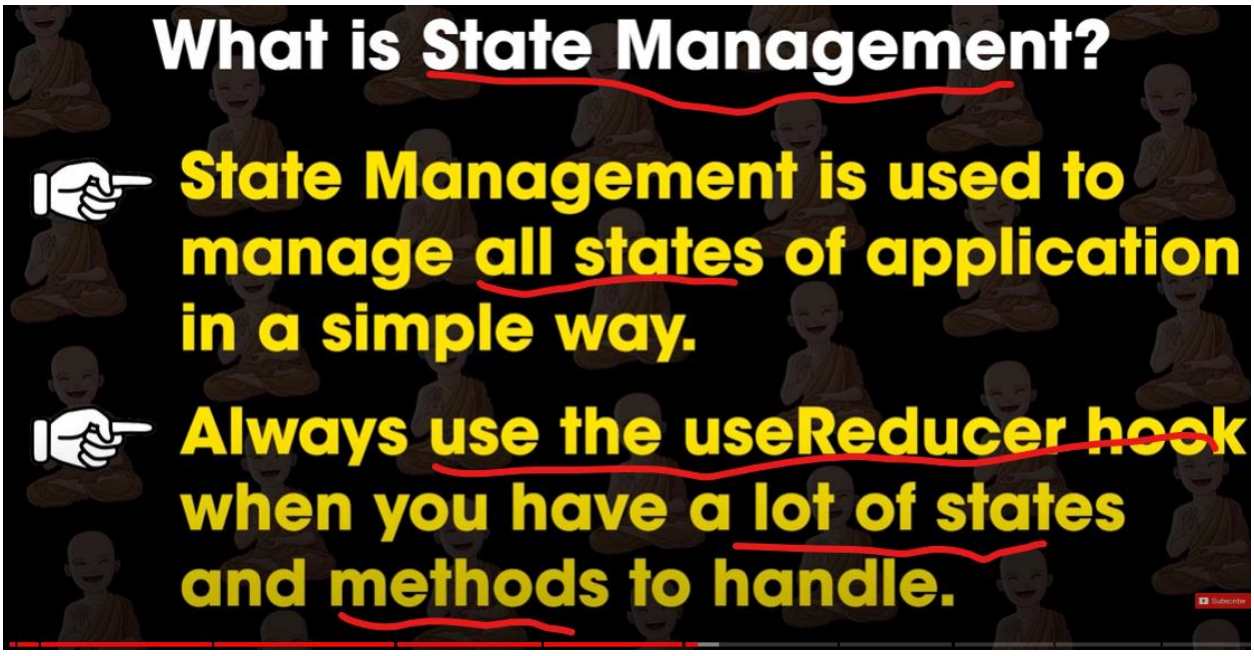
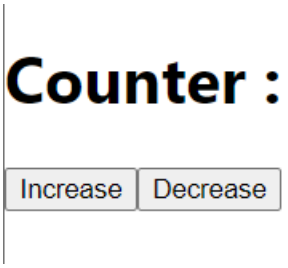
useReducer Hook





First We will make increment and decrement using useState

```jsx
import "./App.css";
import React, { useState } from "react";

function App() {
  const [count, setCount] = useState(0);

  const Increase = () => {
    setCount(count + 1);
  };

  const Decrease = () => {
    setCount(count - 1);
  };

  return (
    <div>
      <h1>Counter : {count}</h1>
      <button onClick={Increase}>Increase</button>
      <button onClick={Decrease}>Decrease</button>
    </div>
  );
}

export default App;
```

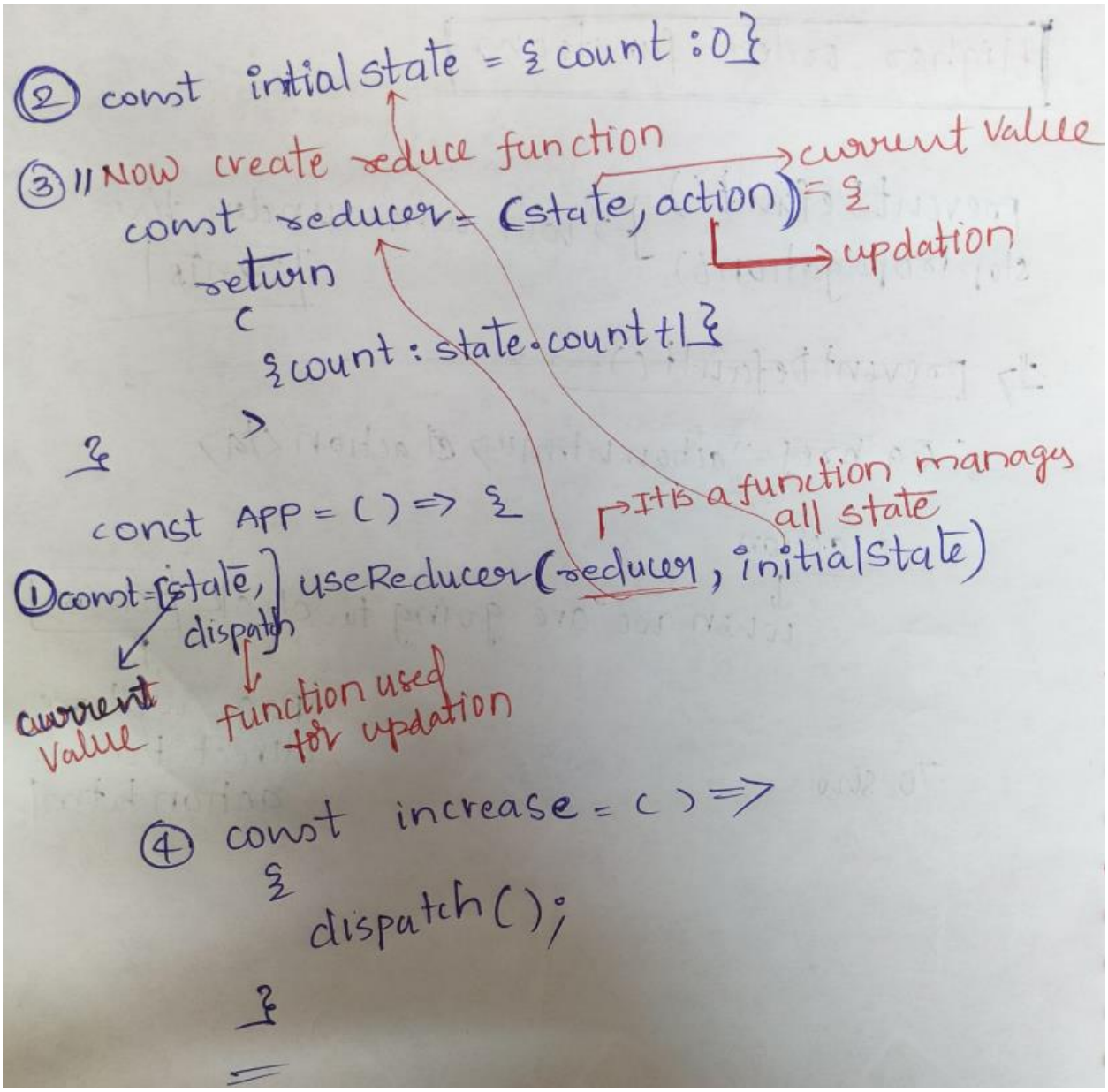


Now learn useReducer

**useReducer() will take 2 arguments

1)reducer function → which will manage all states

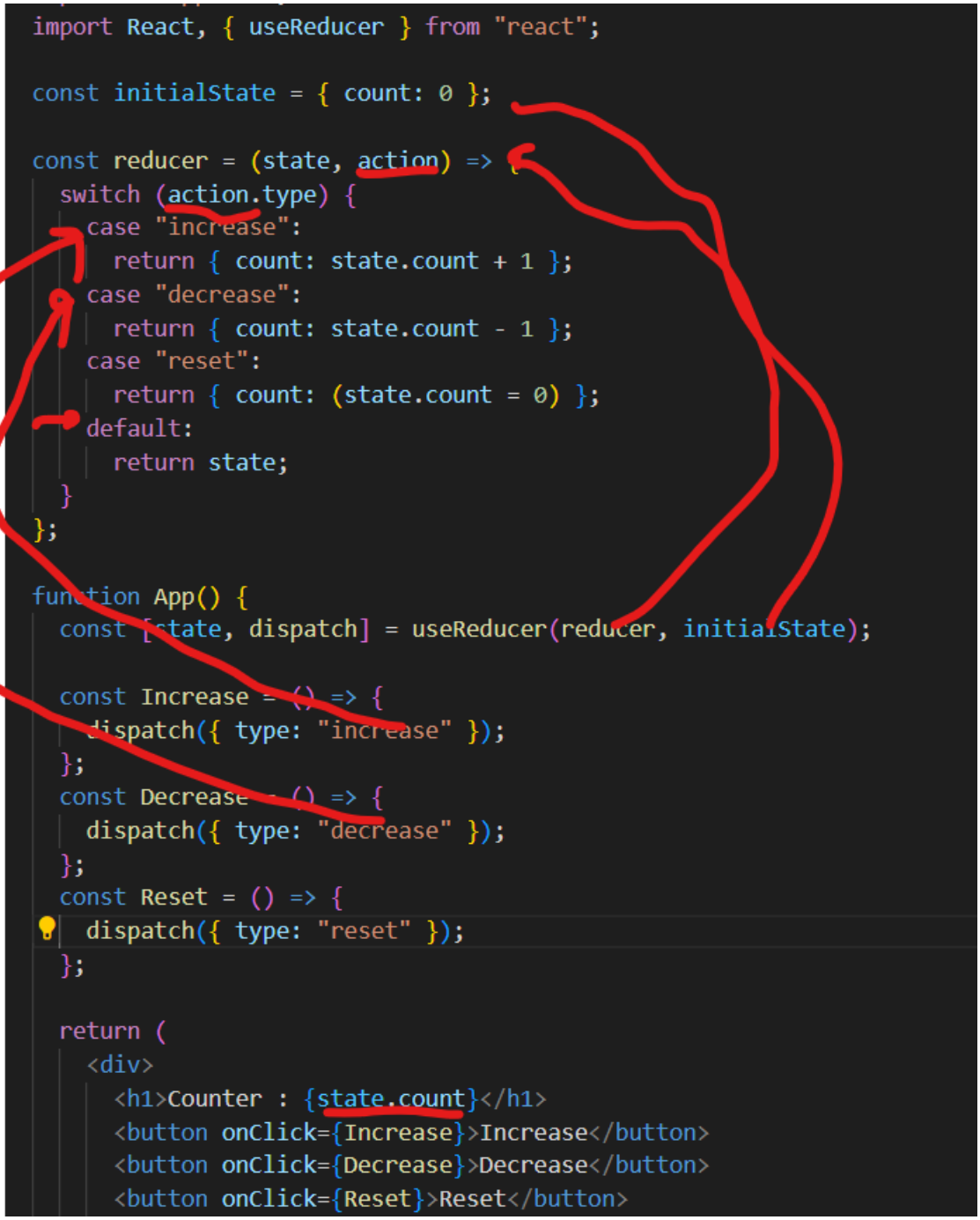
2)default state



When you wanted to implement only increment →

```jsx
import React, { useReducer } from "react";

const initialState = { count: 0 };

const reducer = (state, action) => {
  return { count: state.count + 1 };
};

function App() {
  const [state, dispatch] = useReducer(reducer, initialState);

  const Increase = () => {
    dispatch()
  };

  return (
    <div>
      <h1>Counter : {state.count}</h1>
      <button onClick={Increase}>Increase</button>
    </div>
  );
}

export default App;
```

When you wanted to do increment decrement and reset we have use switch case in action



```jsx
import React, { useReducer } from "react";

const initialState = { count: 0 };

const reducer = (state, action) => {
  switch (action.type) {
    case "increase":
      return { count: state.count + 1 };
    case "decrease":
      return { count: state.count - 1 };
    case "reset":
      return { count: (state.count = 0) };
    default:
      return state;
  }
};

function App() {
  const [state, dispatch] = useReducer(reducer, initialState);

  const Increase = () => {
    dispatch({ type: "increase" });
  };
  const Decrease = () => {
    dispatch({ type: "decrease" });
  };
  const Reset = () => {
    dispatch({ type: "reset" });
  };

  return (
    <div>
      <h1>Counter : {state.count}</h1>
      <button onClick={Increase}>Increase</button>
      <button onClick={Decrease}>Decrease</button>
      <button onClick={Reset}>Reset</button>
```

Counter : 3

Increase | Decrease | Reset