Introduction

Let's build upon what we've learned in the previous section and make more advanced changes to the Hello World app using Redux.

In this chapter, we will continue to learn by doing as I walk you through another project - while explaining every process in detail.

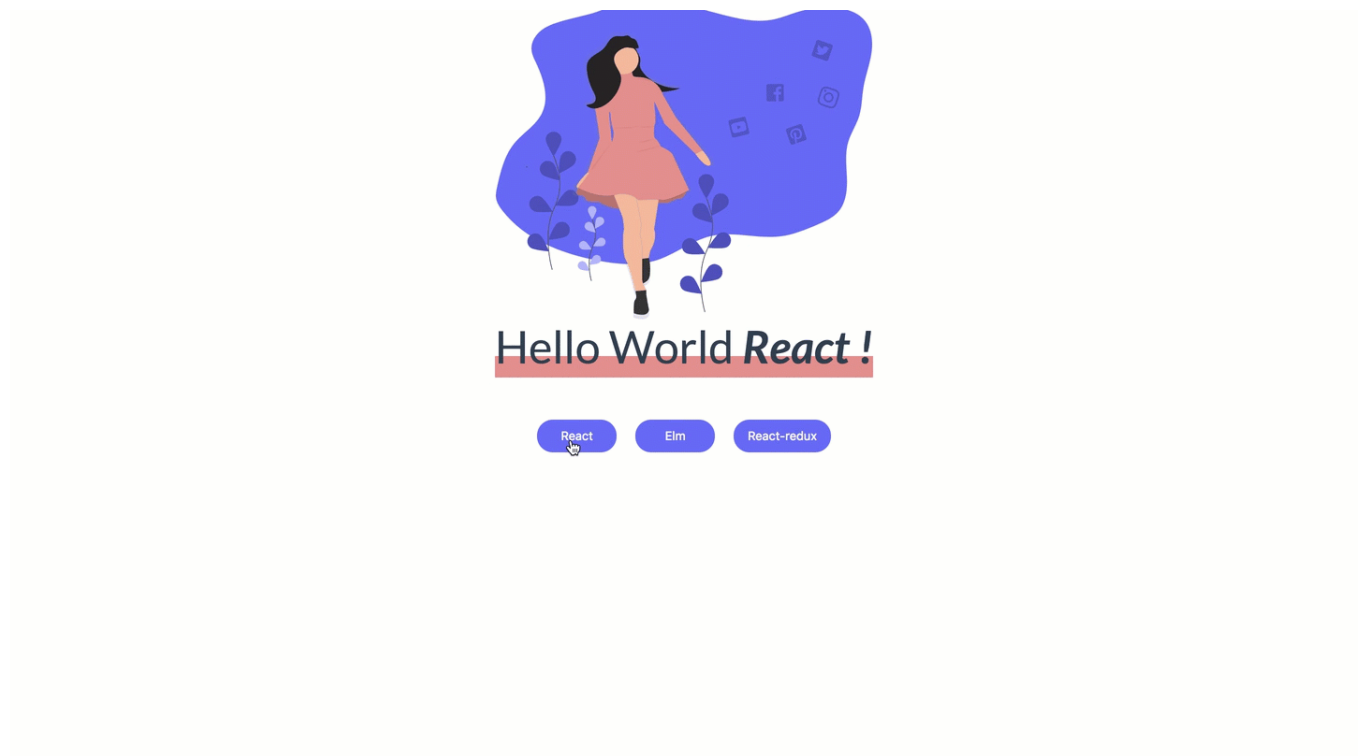So, what project we are we going to work on this time?

I've got the perfect one.

Please, consider the mockup below:

Oh, it looks just like the previous example - but with a few changes. This time

we will take account of user actions. When we click any of the buttons, we want to update the state of the application as shown in the GIF below:

Here's how this is different from the previous example; in this scenario, the user is performing certain actions that influence the state of the application. In the former example, all we did was display the initial state of the app with no user actions taken into consideration.