What is "Redux"?

A state management system for cross-component or app-wide state



What Is Cross-Component / App-Wide State?

Local State

State that belongs to a single component

E.g. listening to user input in a input field; toggling a "show more" details field

Should be managed component-internal with useState() / useReducer()

Cross-Component State

State that affects multiple components

E.g. open/ closed state of a modal overlay

Requires "prop chains" / "prop drilling"

App-Wide State

State that affects the entire app (most/ all components)

E.g. user authentication status

Requires "prop chains" / "prop drilling"

OR: React Context or Redux



What is "Redux"?

A state management system for cross-component or app-wide state



Don't we have "React Context" already?



React Context – Potential Disadvantages

Complex Setup / Management

Performance

In more complex apps, managing React Context can lead to deeply nested JSX code and / or huge "Context Provider" components

React Context is not optimized for high-frequency state changes



React Context – Complex Setup

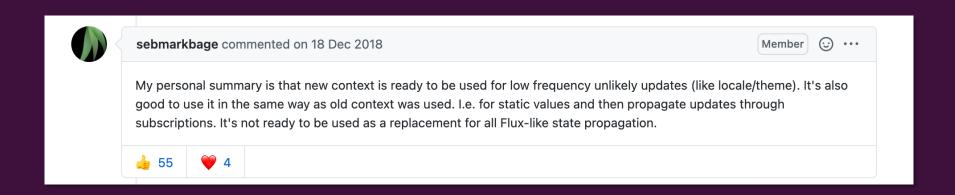


React Context – Complex Setup

```
function AllContextProvider() {
const [isAuth, setIsAuth] = useState(false);
const [isEvaluatingAuth, setIsEvaluatingAuth] = useState(false);
const [activeTheme, setActiveTheme] = useState('default');
const [ ... ] = useState(...);
function loginHandler(email, password) { ... };
function signupHandler(email, password) { ... };
function changeThemeHandler(newTheme) { ... };
return (
  <AllContext.Provider>
  </AllContext.Provider>
```

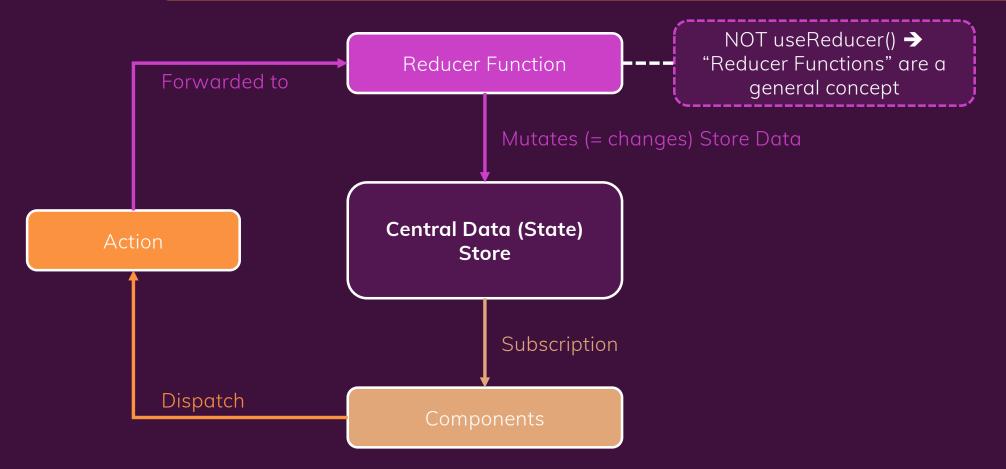


React Context – Performance





Core Redux Concepts





The Reducer Function

Should be a pure function

Same input leads to same output

Inputs: Old State + Dispatched Action



Output: New State Object



The Role Of Immutability

State updates must be done in an immutable way!

Objects and arrays are reference values in JavaScript

Changes made to an object property affect ALL places where the object gets used

New object / array copies (also of nested objects / arrays) must be created when producing a new state