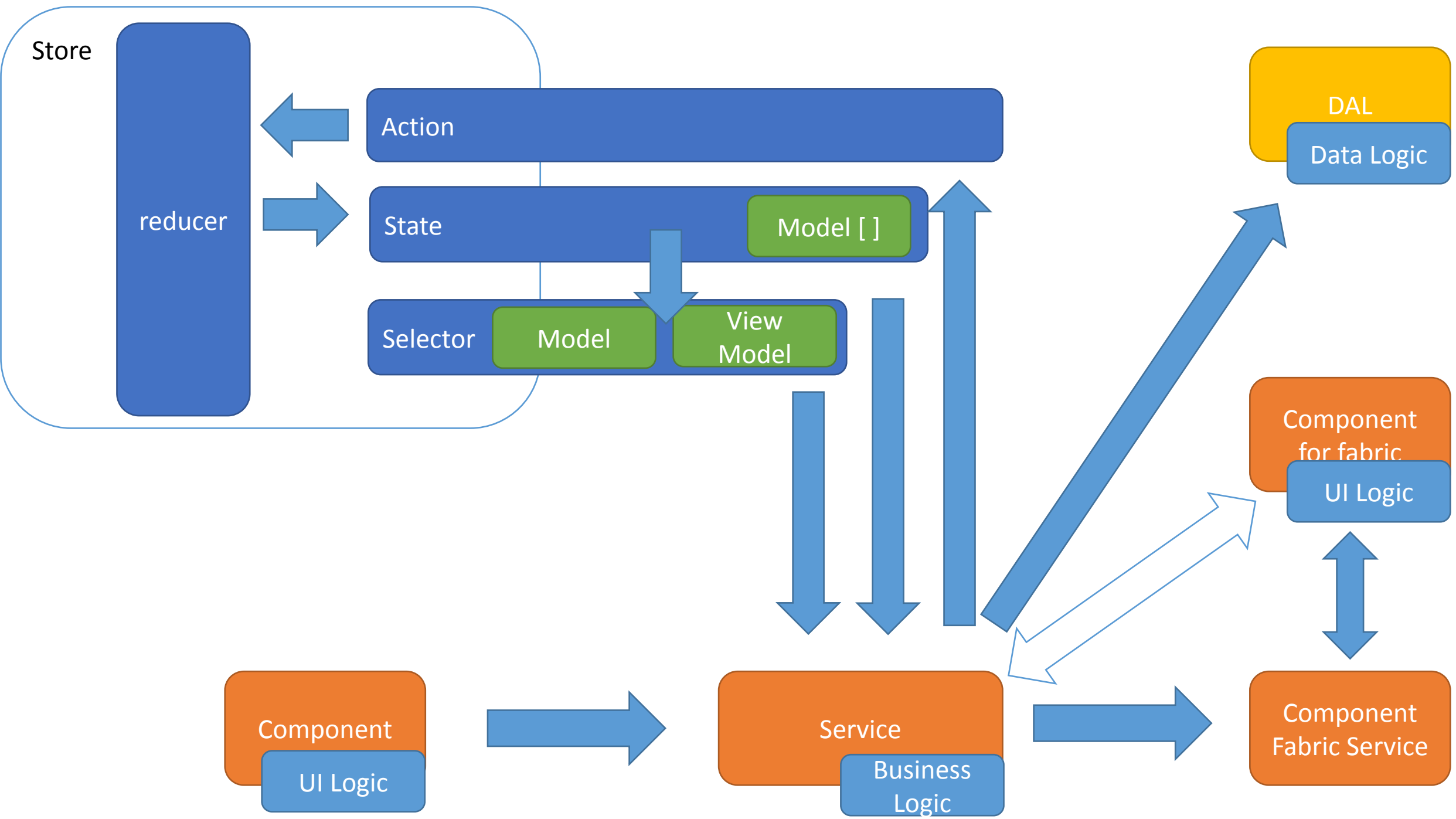


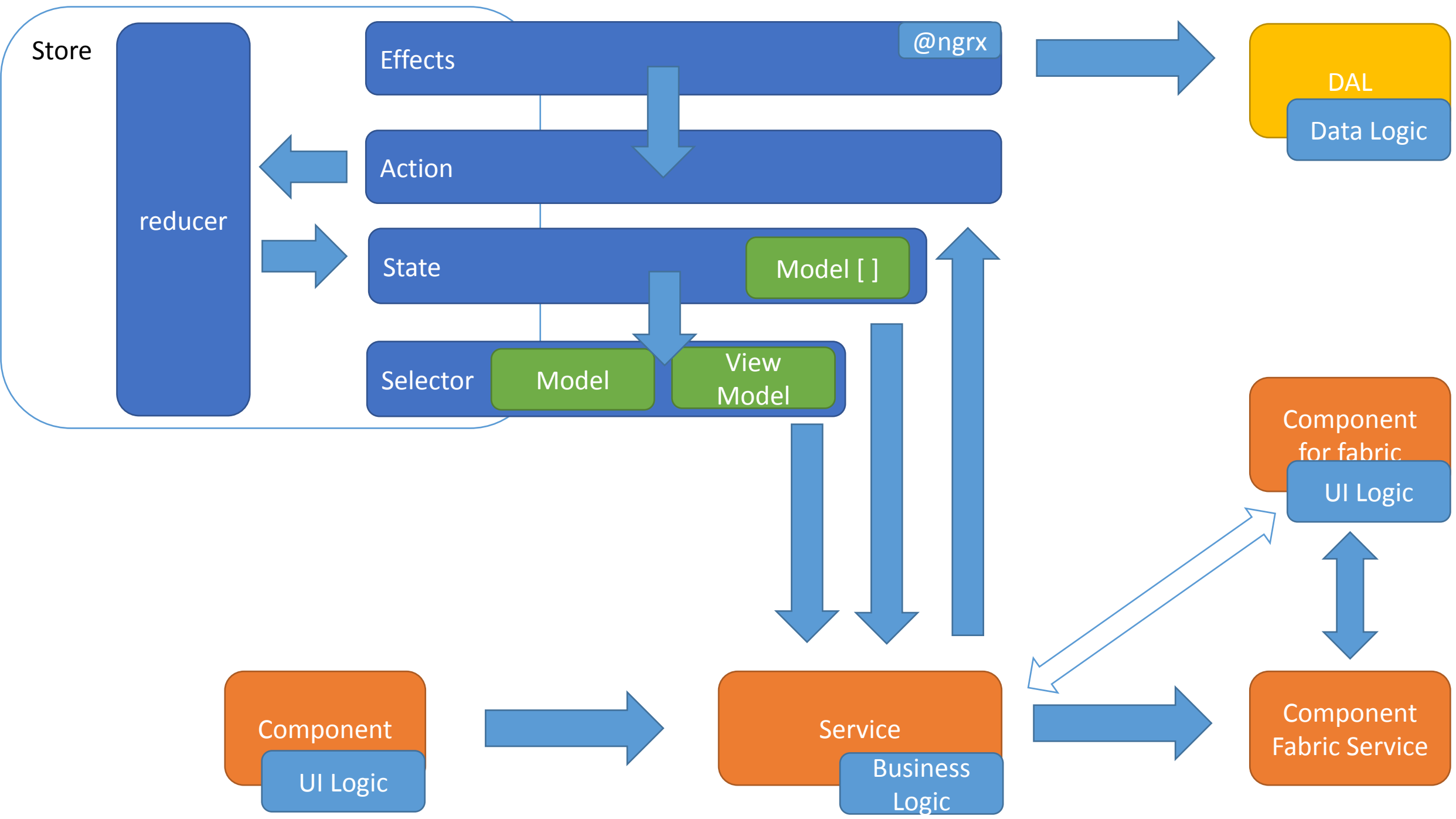
```
1 import * as layout from '../actions/layout';
2
3 export interface State {
4   showSidenav: boolean;
5 }
6
7 const initialState: State = {
8   showSidenav: false,
9 };
10
11 export function reducer(state = initialState, action: layout.Actions): State {
12   switch (action.type) {
13     case layout.CLOSE_SIDENAV:
14       return {
15         showSidenav: false,
16       };
17
18     case layout.OPEN_SIDENAV:
19       return {
20         showSidenav: true,
21       };
22
23     default:
24       return state;
25   }
26 }
```




```
import { createSelector } from 'reselect'

const getVisibilityFilter = (state) => state.visibilityFilter
const getTodos = (state) => state.todos

export const getVisibleTodos = createSelector(
  [ getVisibilityFilter, getTodos ],
  (visibilityFilter, todos) => {
    switch (visibilityFilter) {
      case 'SHOW_ALL':
        return todos
      case 'SHOW_COMPLETED':
        return todos.filter(t => t.completed)
      case 'SHOW_ACTIVE':
        return todos.filter(t => !t.completed)
    }
  }
)
```



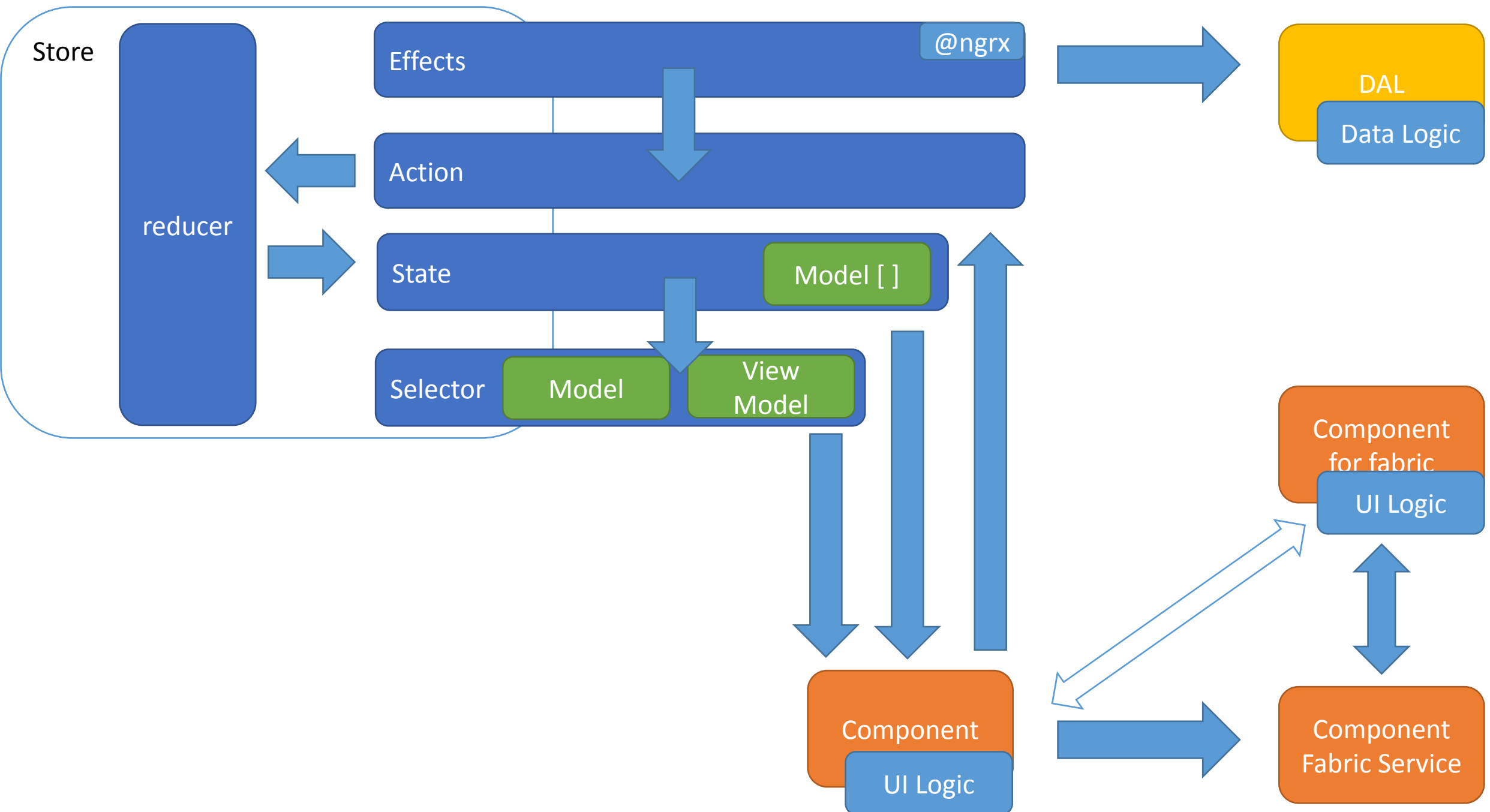
```
//category.effects.ts

import {Injectable} from '@angular/core';
import {Effect, Actions} from '@ngrx/effects';

import ...

...
@Injectable()
export class CategoryEffects {
  constructor (
    private actions$: Actions,
    private categoryActions: CategoryActions,
    private svc: CategoryService
  ) {}

  @Effect ()
  loadCategories$ = this.actions$
    .ofType (CategoryActions.LOAD_CATEGORIES)
    .switchMap (() => this.svc.getCategories ())
    .map ((categories: Category []) =>
this.categoryActions.loadCategoriesSuccess (categories))
}
```



Angular Detection Strategy

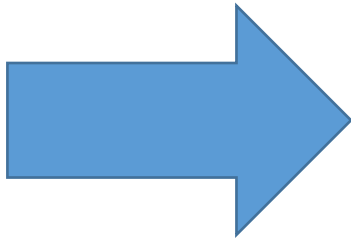
OnPush

Default

Redux

State

Selector

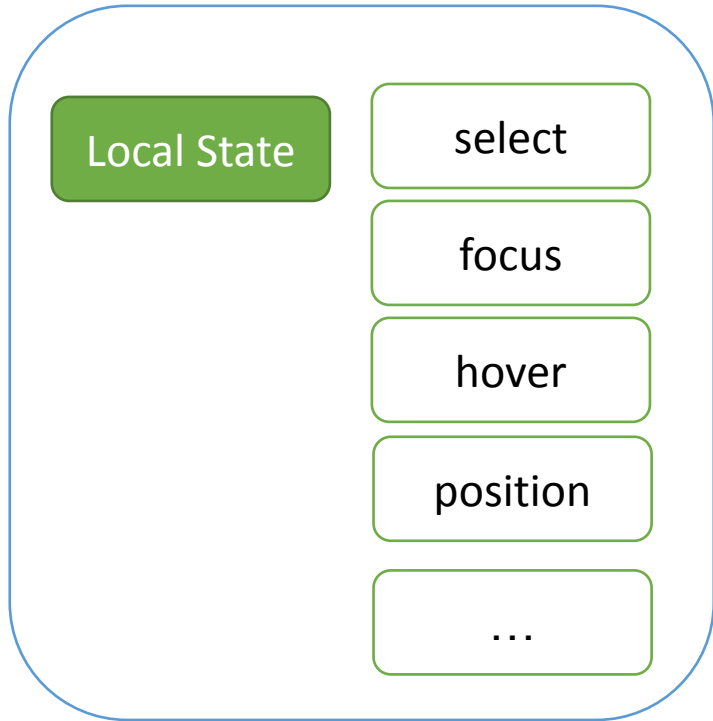


changes

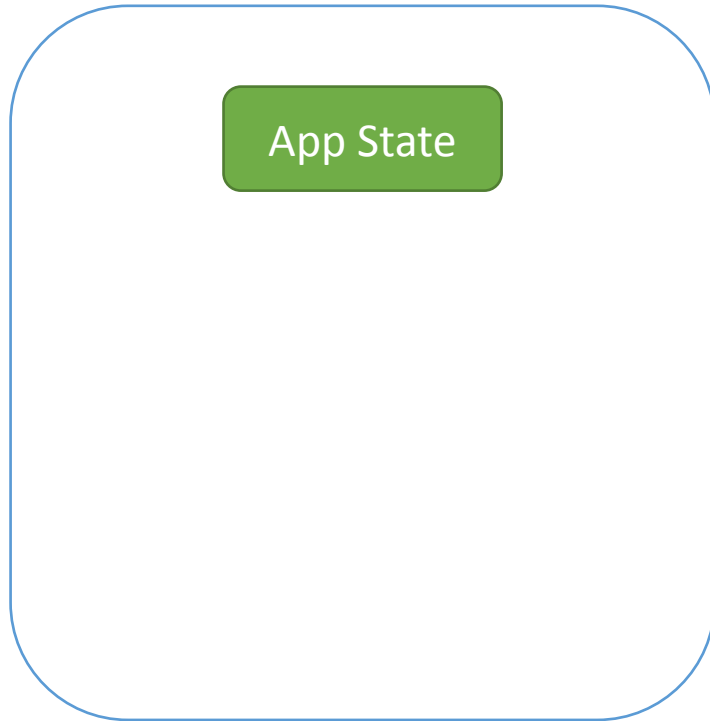
===

reference

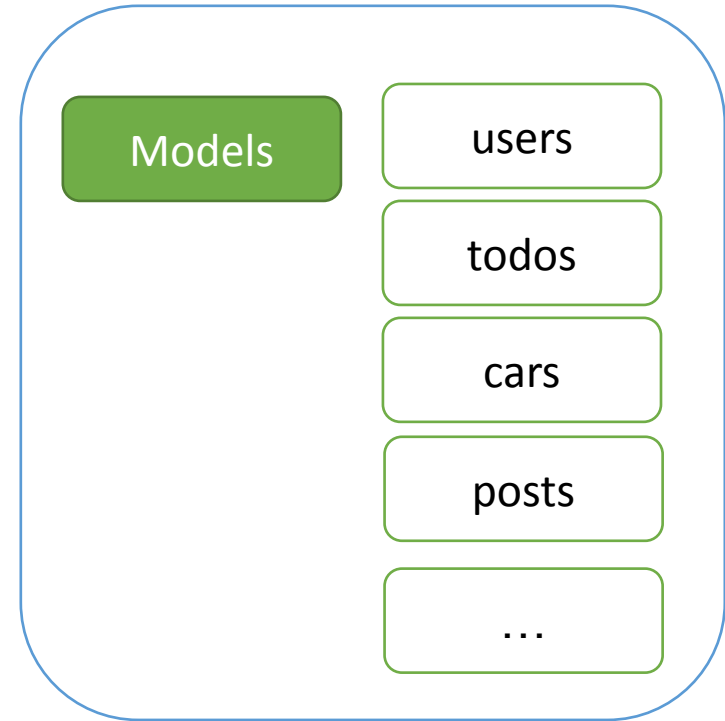
value



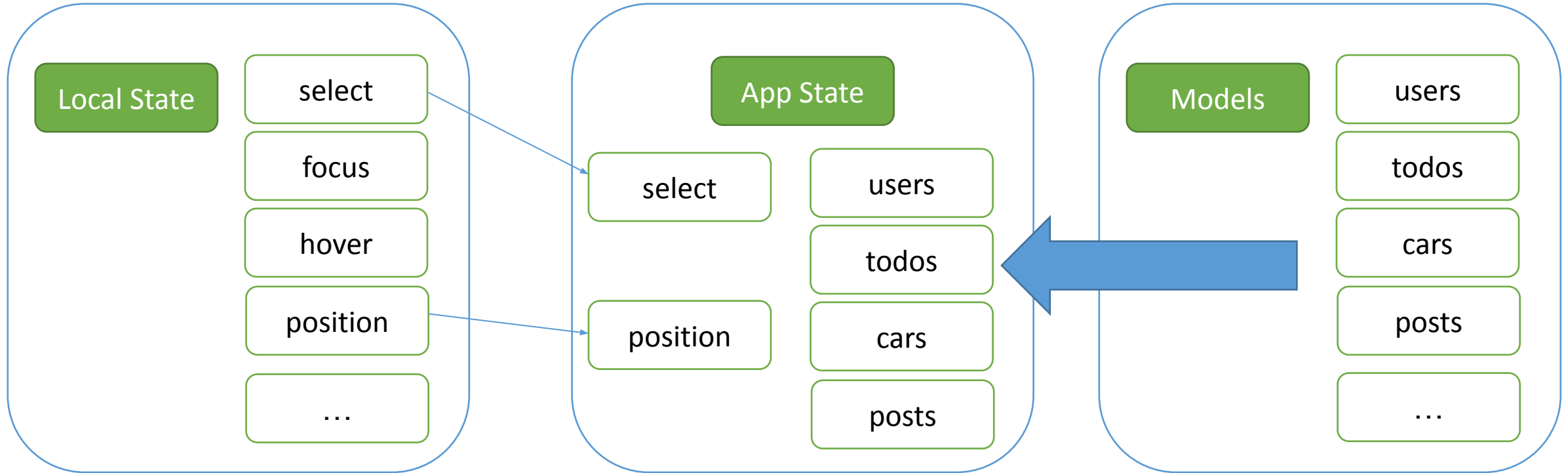
UI / Service



REDUX



Server



UI / Service

REDUX

Server

App State

user

select

App State

ui state /
local state

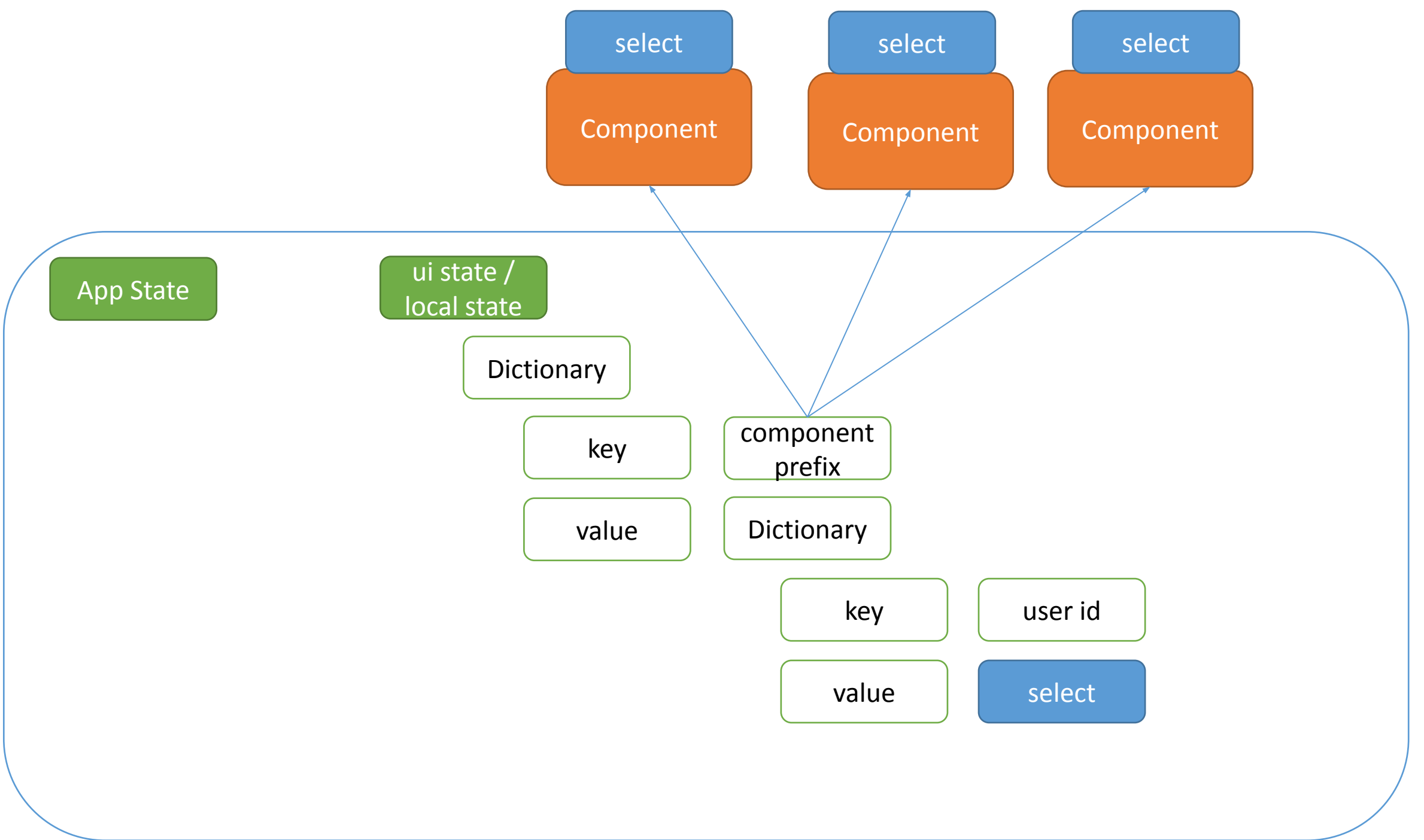
Dictionary

key

user id

value

select



App State

user

Dictionary

key

component
prefix

value

select

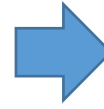
App State

users



user[]

user



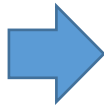
id

user

name

...

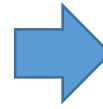
info



status[]

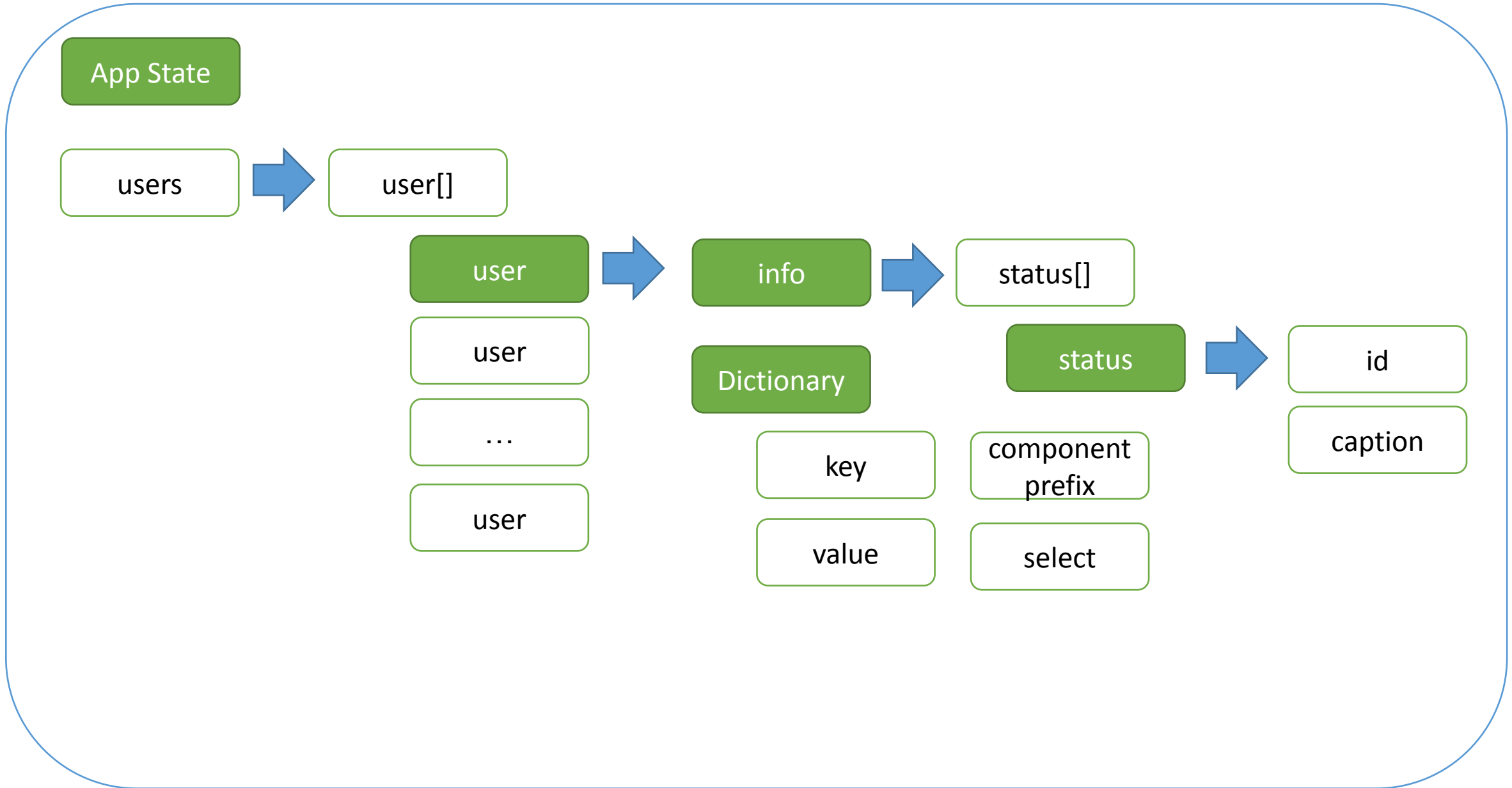
user

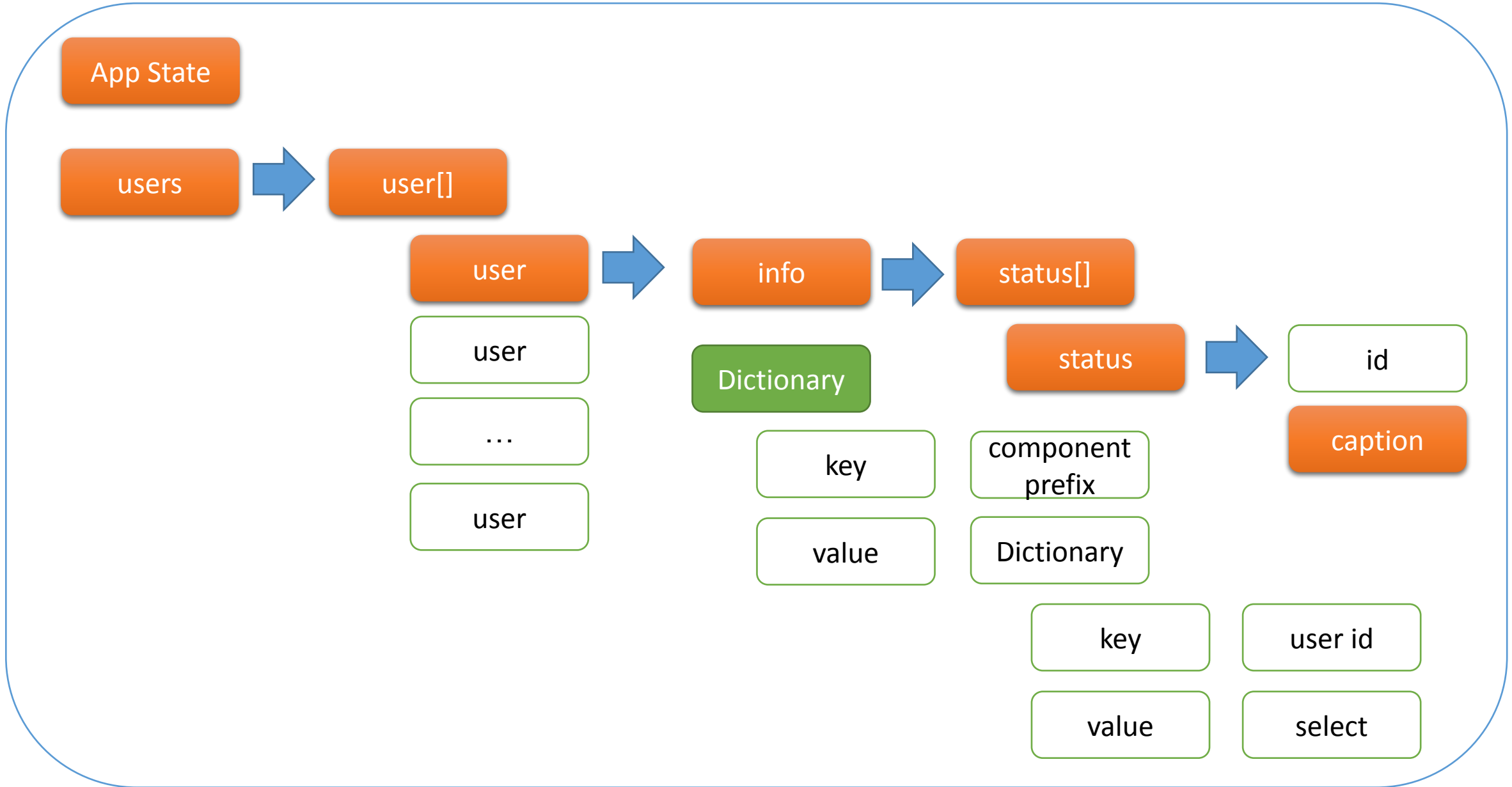
status

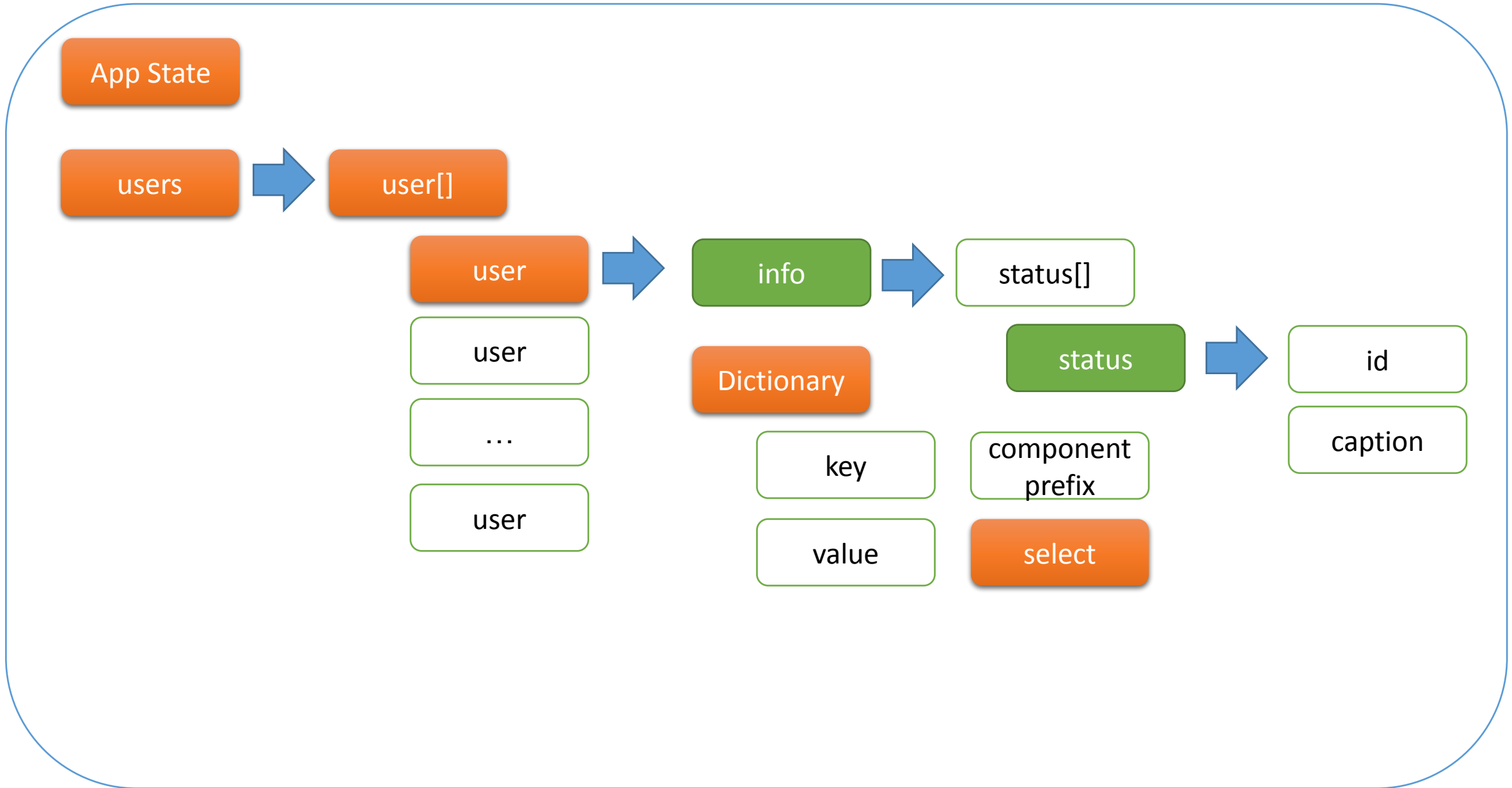


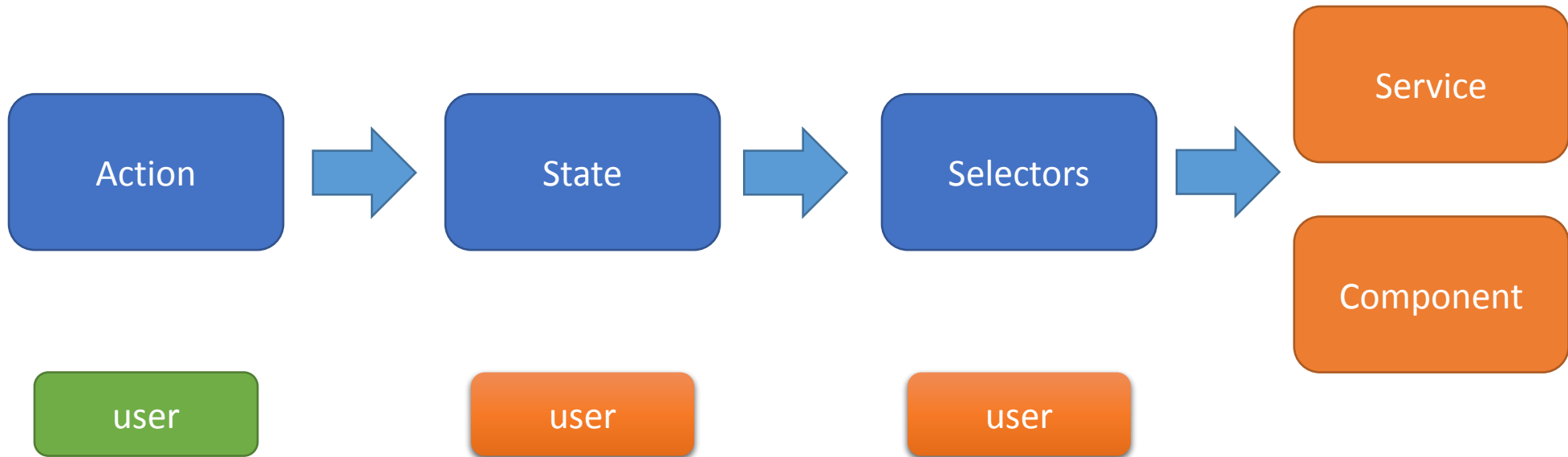
id

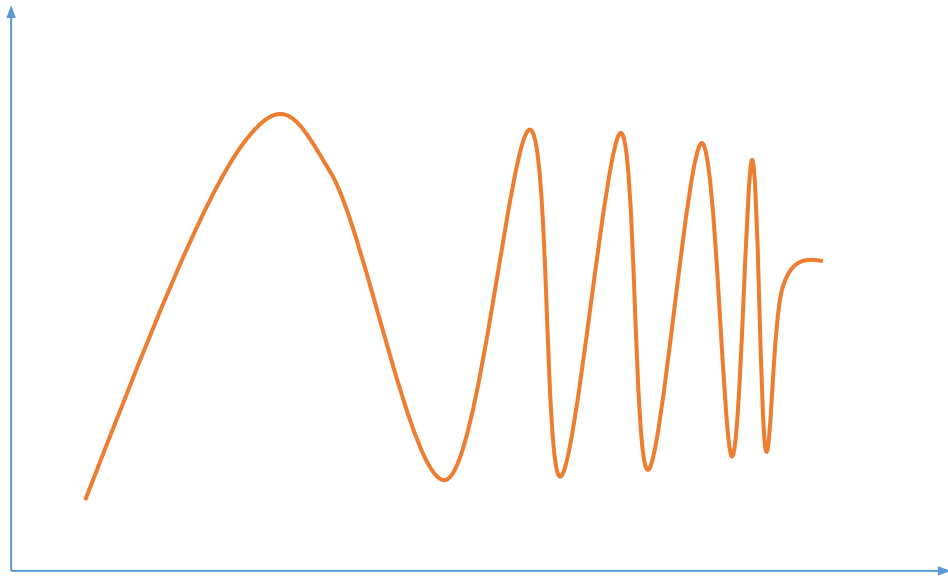
caption



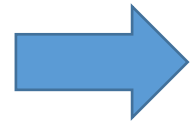






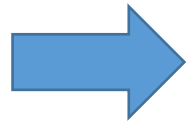


user



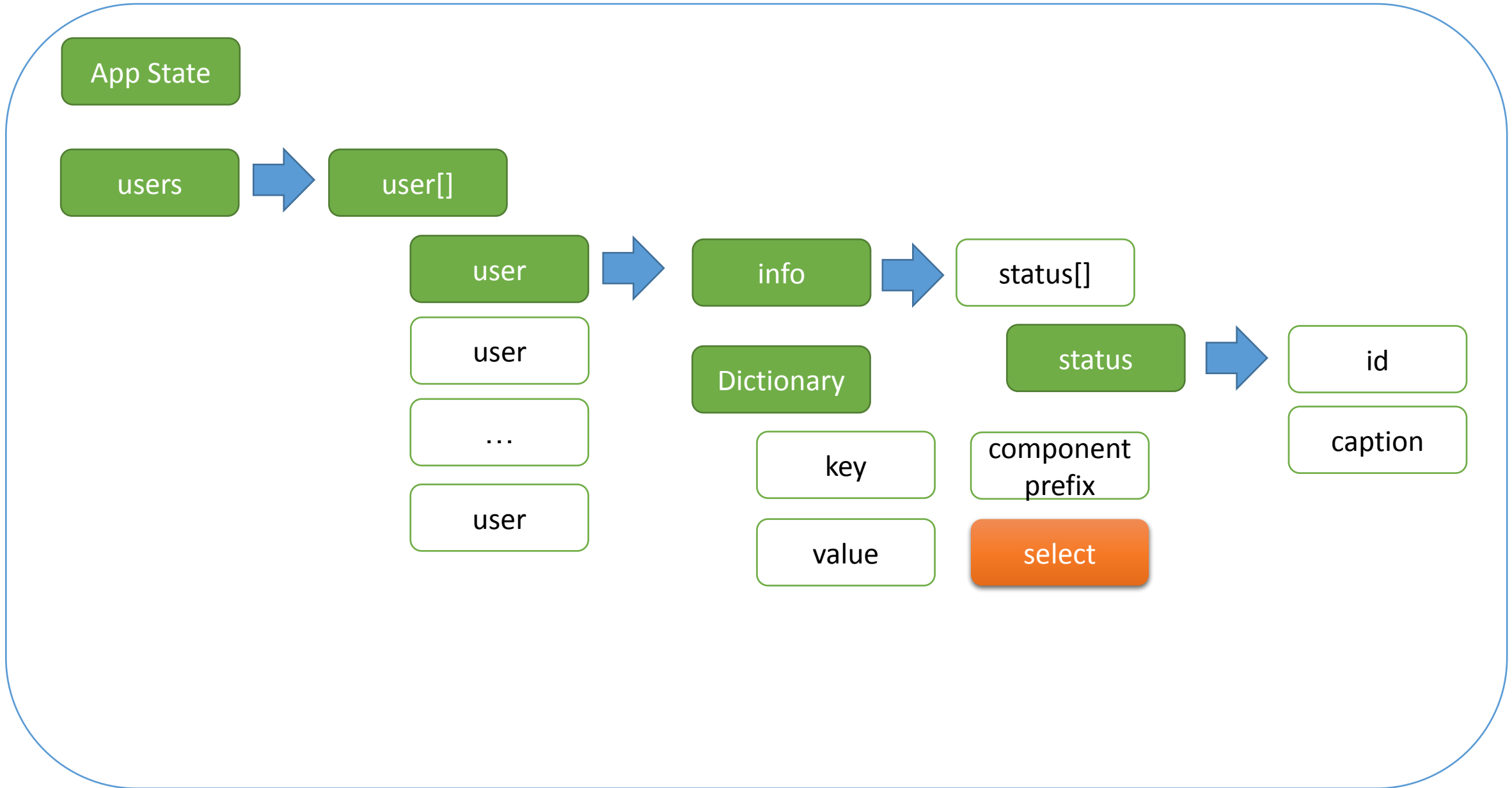
rendering

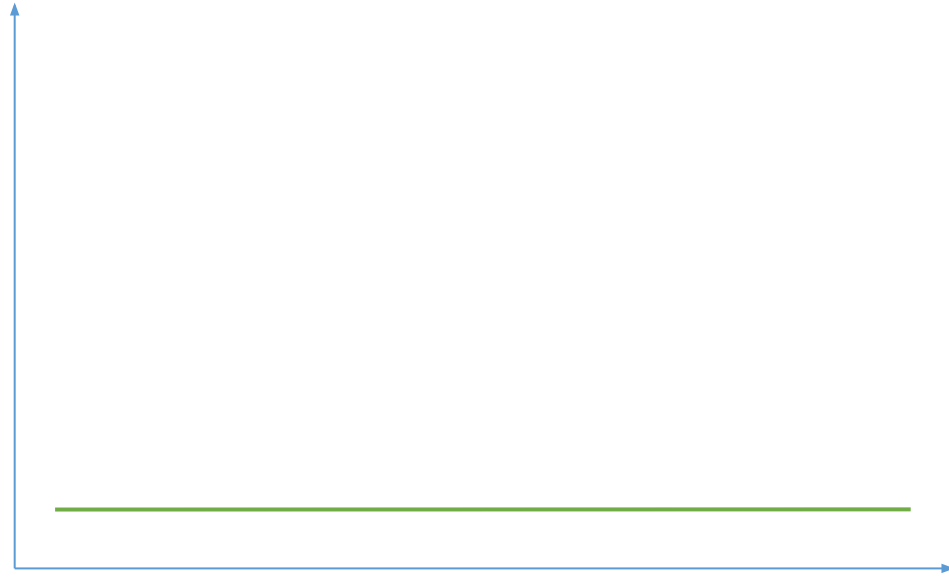
calculation



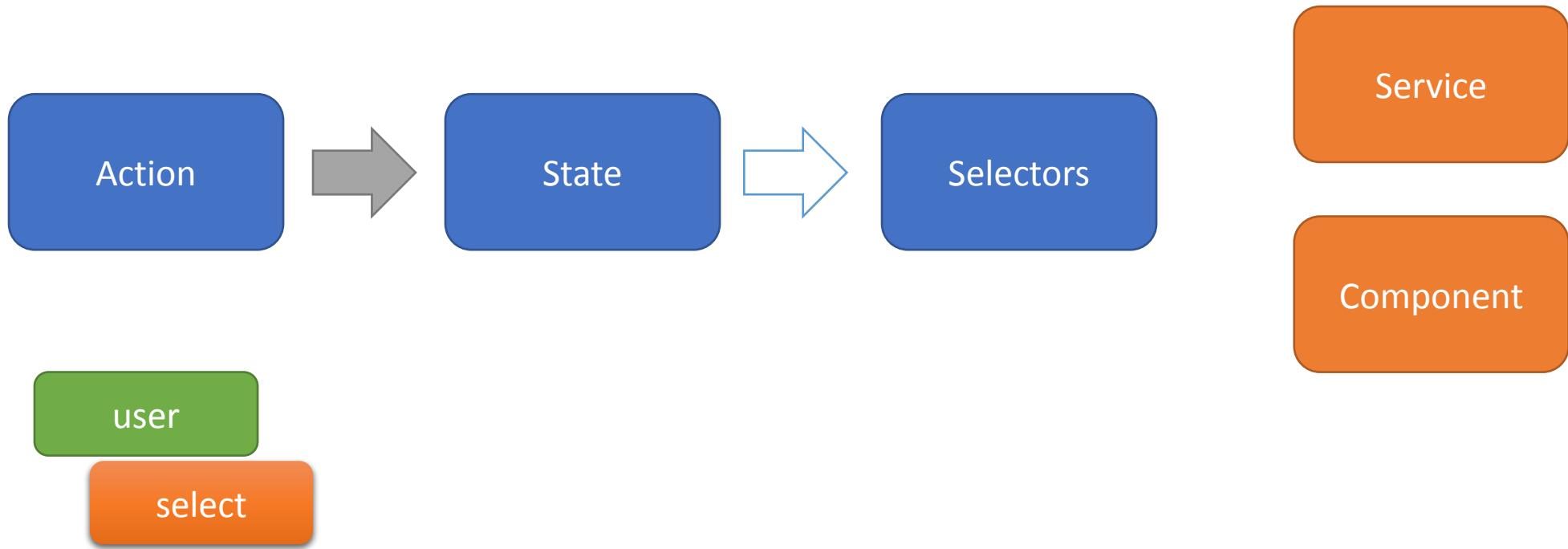
performance

side effects





user



Action

State

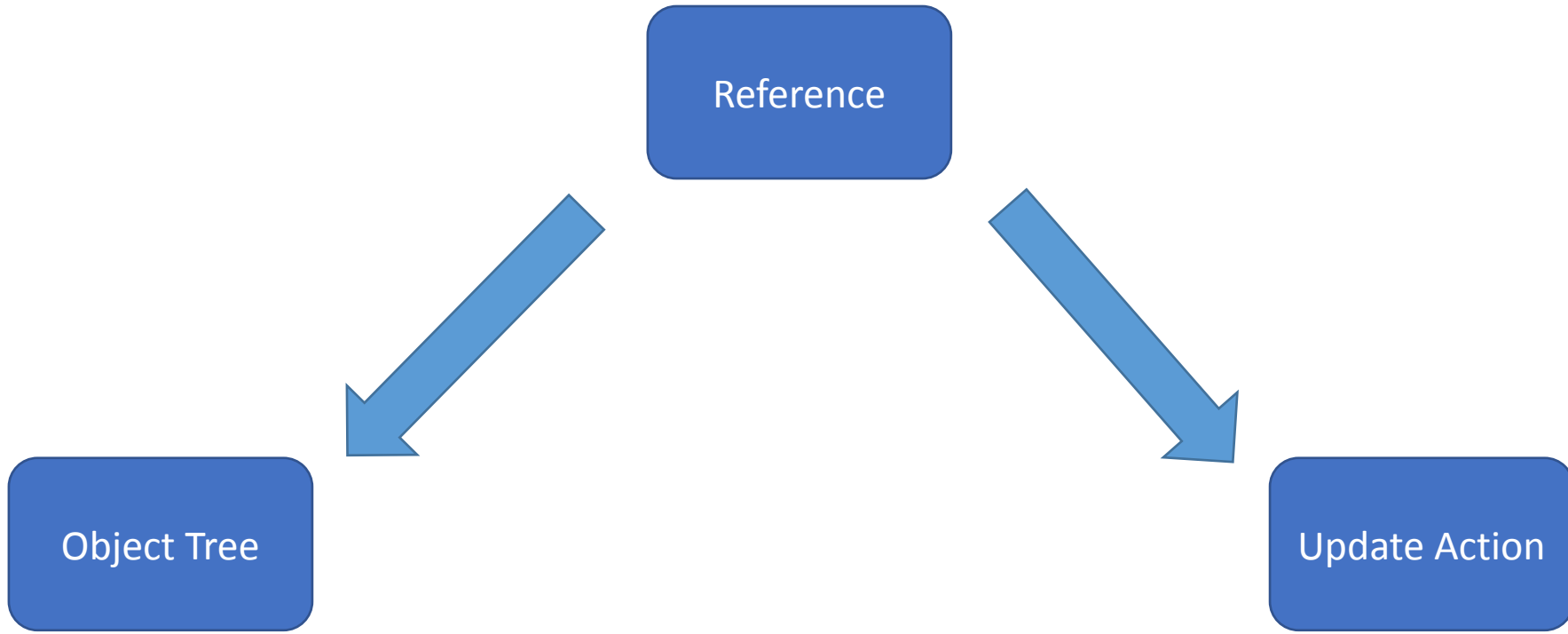
Selectors

Service

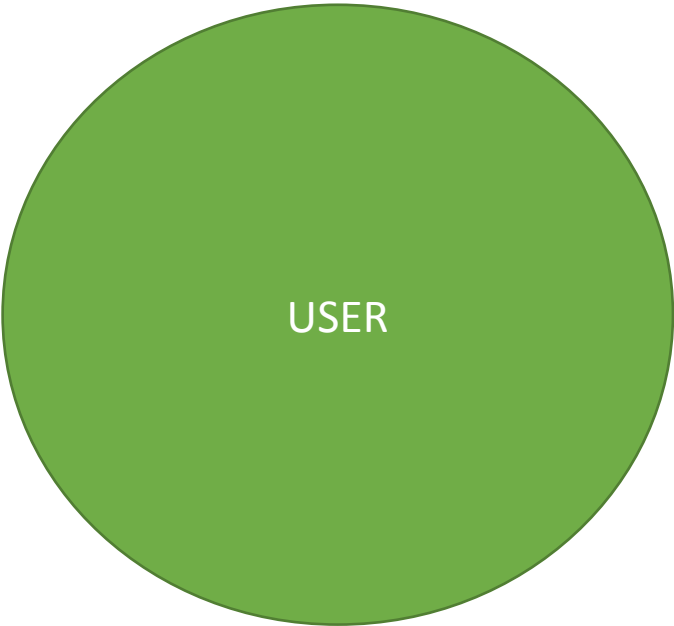
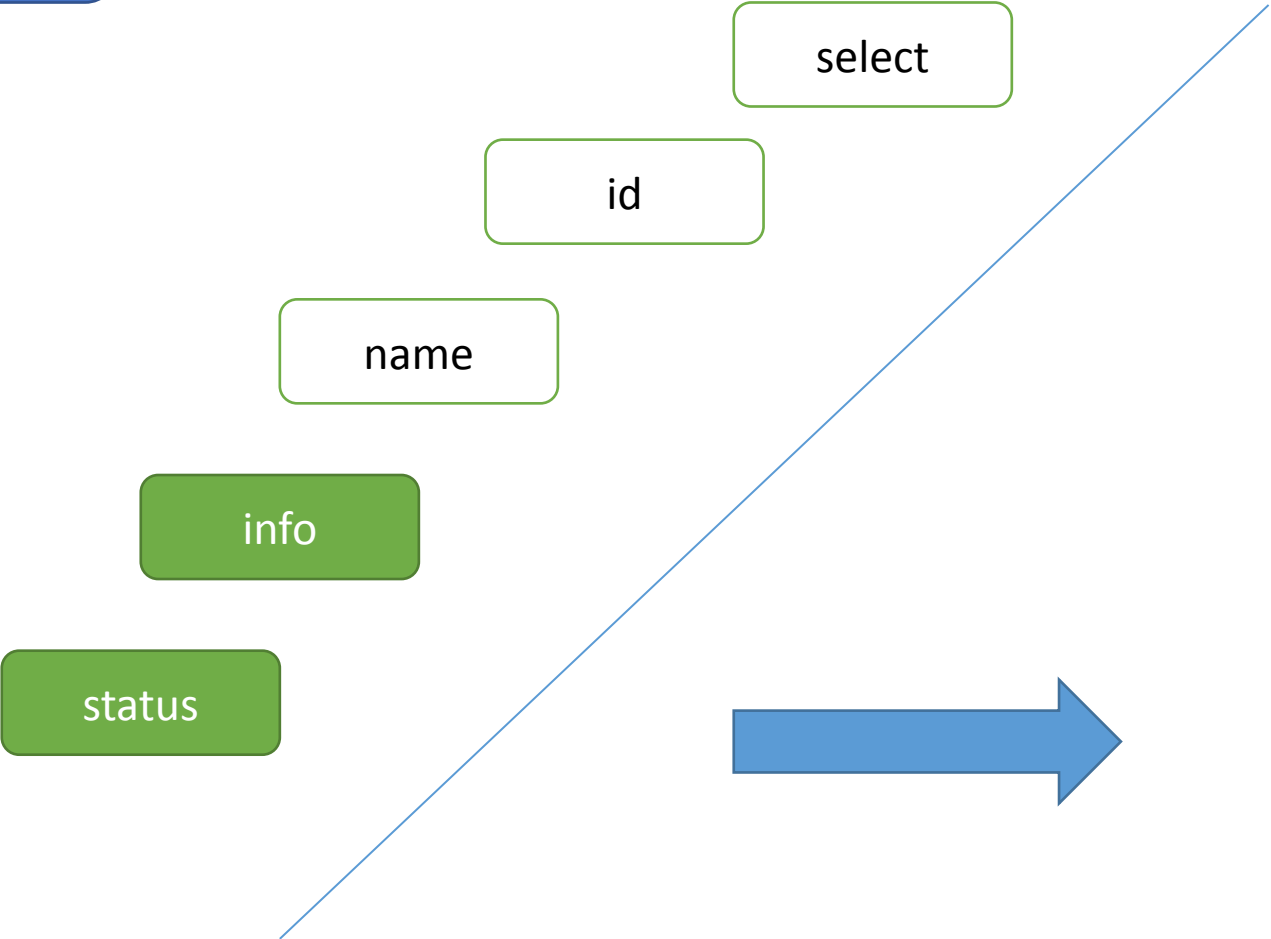
Component

user

select



Object Tree



Update Action

users

user[]

user

name



Auto
Immutable JS



Manual
new {..., old}



users

user[]

user

name