

Action

```
var statusUpdate = Reflux.createAction();  
var statusUpdate = Reflux.createAction();
```

Store

```
// Creating a DataStore - Listening to statusUpdate  
action  
var statusStore = Reflux.createStore({  
  init: function() {  
    this.listenTo(statusUpdate, this.output);  
  },  
  output: function(flag) {  
    var status = flag ? 'ONLINE' : 'OFFLINE';  
    this.trigger(status);  
  }  
});
```

Store

```
// Creating a Data Store - Listening to textUpdate  
action  
var textStore = Reflux.createStore({  
  init: function() {  
    this.listenTo(textUpdate, this.output);  
  },  
  output: function() {  
    var i, args =  
Array.prototype.slice.call(arguments, 0);  
    for (i = 0; i < args.length; i++) {  
      this.writeOut(args[i]);  
    }  
  },  
  writeOut: function(text) {  
    this.trigger(text);  
  }  
});
```

Store - aggregate

```
// Creating an aggregate DataStore that is listening  
to textStore and statusStore  
var storyStore = Reflux.createStore({  
  init: function() {  
    this.listenTo(statusStore,  
this.statusChanged);  
    this.listenTo(textStore, this.textUpdated);  
    this.storyArr = [];  
  },  
  statusChanged: function(flag) {  
    if (flag === 'OFFLINE') {  
      this.trigger('Once upon a time the user  
did the following: ' + this.storyArr.join(', '));  
      // empty storyArr  
      this.storyArr.splice(0,  
this.storyArr.length);  
    }  
  },  
  textUpdated: function(text) {  
    this.storyArr.push(text);  
  }  
});
```

Component

```
// Fairly simple view component that outputs to  
console  
function ConsoleComponent() {  
  textStore.listen(function(text) {  
    console.log('text: ', text);  
  });  
  statusStore.listen(function(status) {  
    console.log('status: ', status);  
  });  
  storyStore.listen(function(story) {  
    console.log('story: ', story);  
  });  
}  
new ConsoleComponent();
```



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Invoke

```
// Invoking the action with arbitrary parameters
statusUpdate(true);
textUpdate("testing", 1337, { "test": 1337 });
statusUpdate(false);

/** Will output the following:
 *
 * status: ONLINE
 * text: testing
 * text: 1337
 * text: { test: 1337 }
 * story: Once upon a time the user did the following: testing, 1337, [object
Object]
 * status: OFFLINE
 */
```

Source

<https://github.com/spoike/refluxjs/blob/master/test/index.js>



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