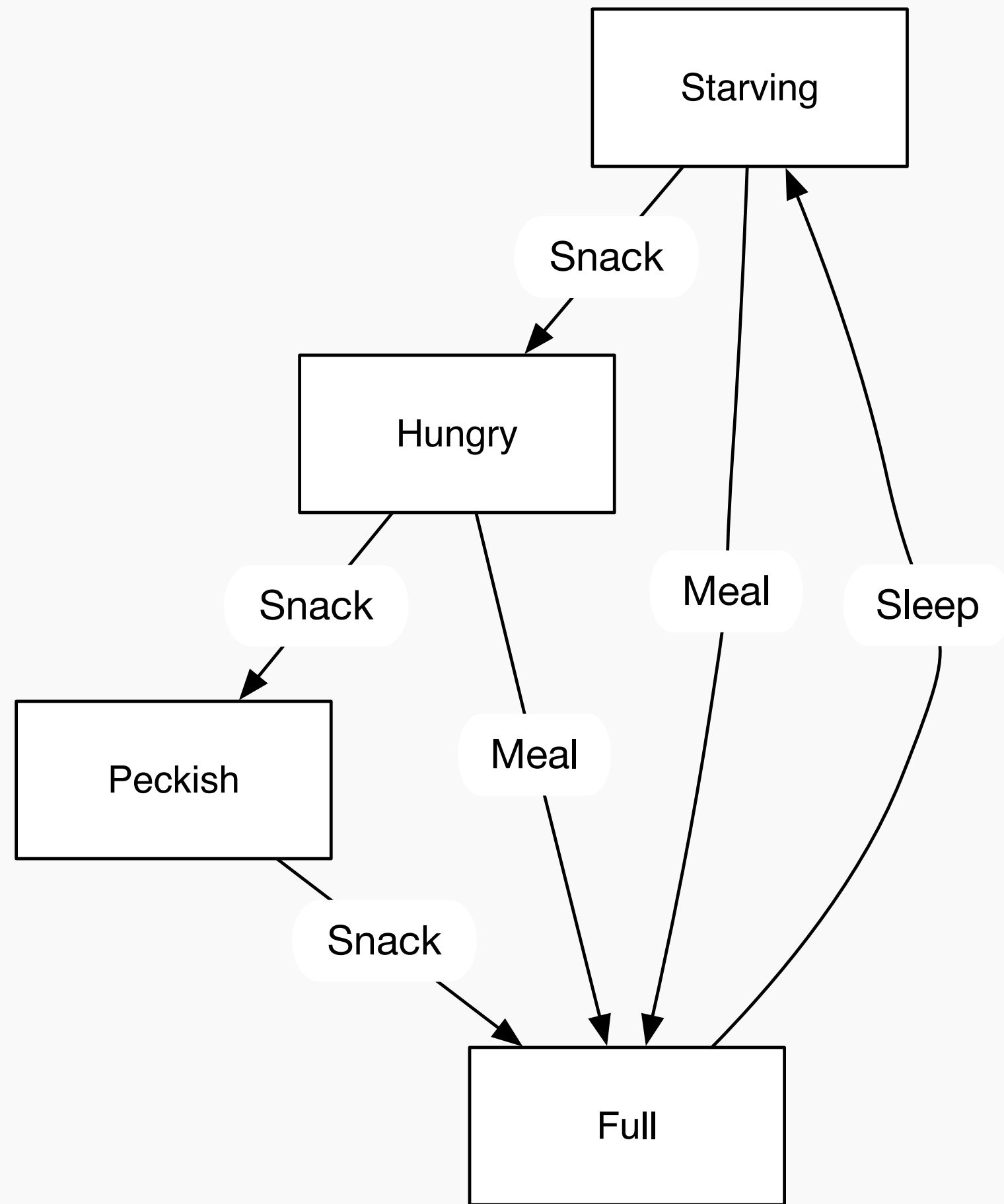


Classes and Type Tensions



Generic HungerState

```
export interface HungerState {  
  readonly name: string;  
  readonly sleep?: () => HungerState;  
  readonly eatSnack?: () => HungerState;  
  readonly eatMeal?: () => HungerState;  
}
```

And Specific State Types

```
export class Starving implements HungerState {  
    readonly name = "starving";  
}
```

```
yarn start exercise-6
```