

充血模型和贫血模型

例如小明同学，他有一些状态：姓名, 身高, 体重, 爱好之类，也有一些行为：学习, 打游戏, 上班。

在贫血模型中，这个人的状态和行为是被拆分的。

```
interface IPeople {
  name: string;
  height: number;
  weight: number;
  hobby: string;
}

interface IPeopleWayMethods {
  playGame: (people: IPeople, gameName: string) => void;
  work: (people: IPeople, companyName: string) => void;
  study: (people: IPeople, courseName: string) => void;
  selfIntroduction: (people: IPeople) => void;
}

const people: IPeople = {
  name: '小明',
  height: 170,
  weight: 60,
  hobby: '游戏'
}

const peopleWayMethods: IPeopleWayMethods = {
  playGame: (people: IPeople, gameName: string) => {
    console.log(`${people.name}去打${gameName}游戏! ${people.hobby === '游戏'? '心情变好了.' : ''}`);
  },
  work: (people: IPeople, companyName: string) => {
    console.log(`${people.name}去打${companyName}上班。`);
  },
  study: (people: IPeople, courseName: string) => {
    console.log(`${people.name}去学习了${courseName}课程。`);
  },
  selfIntroduction: (people: IPeople) => {
    console.log(`我叫${people.name}, 我爱${people.hobby}, 身高${people.height}cm, 体重${people.w`);
  }
};
```

```
peopleWayMethods.playGame(people, '王者荣耀'); // 小明去打王者荣耀游戏! 心情变好了。
peopleWayMethods.study(people, 'vue'); // 小明去学习了vue课程。
peopleWayMethods.work(people, '麻豆'); // 小明去麻豆上班。
peopleWayMethods.selfIntroduction(people); // 我叫小明, 我爱游戏, 身高170cm, 体重60kg.
```

而在充血模型中，这个人的状态和行为是在一起的。

```

interface IPeople {
  states: {
    name: string,
    height: number;
    weight: number;
    hobby: string;
  },
  ways: {
    playGame: (gameName: string) => void;
    work: (companyName: string) => void;
    study: (courseName: string) => void;
    selfIntroduction: () => void;
  }
}

const usePeople = (name: string, { height, weight, hobby }): IPeople => {

  const playGame = (gameName: string) => {
    console.log(`${name}去打${gameName}游戏${hobby === '游戏'? '心情变好了。': '心情变差了。'}`);
  };
  const work = (companyName: string) => {
    console.log(`${name}去打${companyName}上班。`);
  };
  const study = (courseName: string) => {
    console.log(`${name}去学习了${courseName}课程。`);
  };
  const selfIntroduction = () => {
    console.log(`${name}，我爱${hobby}，身高${height}cm，体重${weight}kg。`);
  }

  return {
    states: {
      name,
      height,
      weight,
      hobby
    },
    ways: {
      playGame,
      work,
      study,
      selfIntroduction
    }
  }
}

```

```

const people = usePeople('小明', { height: 170, weight: 60, hobby: '游戏' });

```

```

people.ways.playGame('王者荣耀'); // 小明去打王者荣耀游戏！心情变好了。
people.ways.study('vue'); // 小明去学习了vue课程。

```

```
people.ways.work('麻豆'); // 小明去麻豆上班。  
people.ways.selfIntroduction(); // 我叫小明, 我爱游戏, 身高170cm, 体重60kg.
```

可以看到在贫血模型中, 小明需要有一个 `IPeopleWayMethods` 去管理小明的行为, 小明作为一个 `People` 竟然没有管理自己行为的权利! 震惊.jpg

而在充血模型中, `People`中不仅包含了状态`state`, 还包含了行为`ways`。