

# Operation-based CRDTs

## From a programmer's perspective

-- | An effector applies an operation on a state to produce a new state

```
class Effector t op | t → op where
```

```
  applyOperation :: op → t → t
```

-- | A generator is a way of expressing state modifications

-- | as operations that can be sent over the network

```
class Generator t op | t → op where
```

```
  generateOperations :: t → t → Array op
```



**This talk mainly focuses  
State-based CRDTS, however ...**