```
-- Merging multiple states is a simple as calling 'fold'
mergeAll :: forall t. StateBasedCRDT t ⇒ Array t → t
mergeAll = fold
```

- -- fold :: forall f t. Foldable f \Rightarrow Monoid t \rightarrow f t \rightarrow t
- -- Other utility functions are ready to use, such as foldMap

Compound CRDTs

Unity makes strength