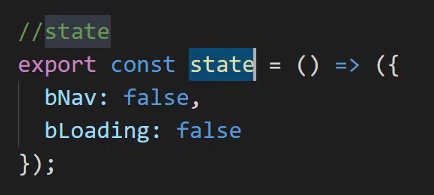
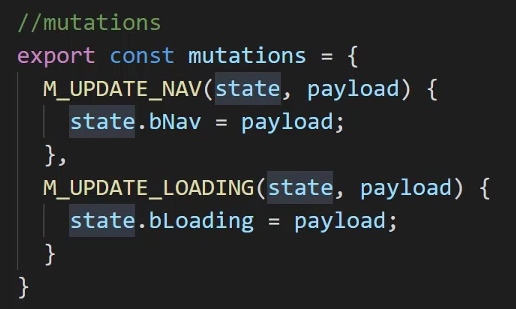
state



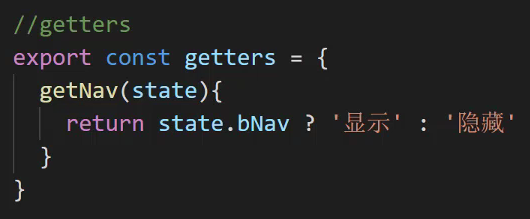
mutations



actions

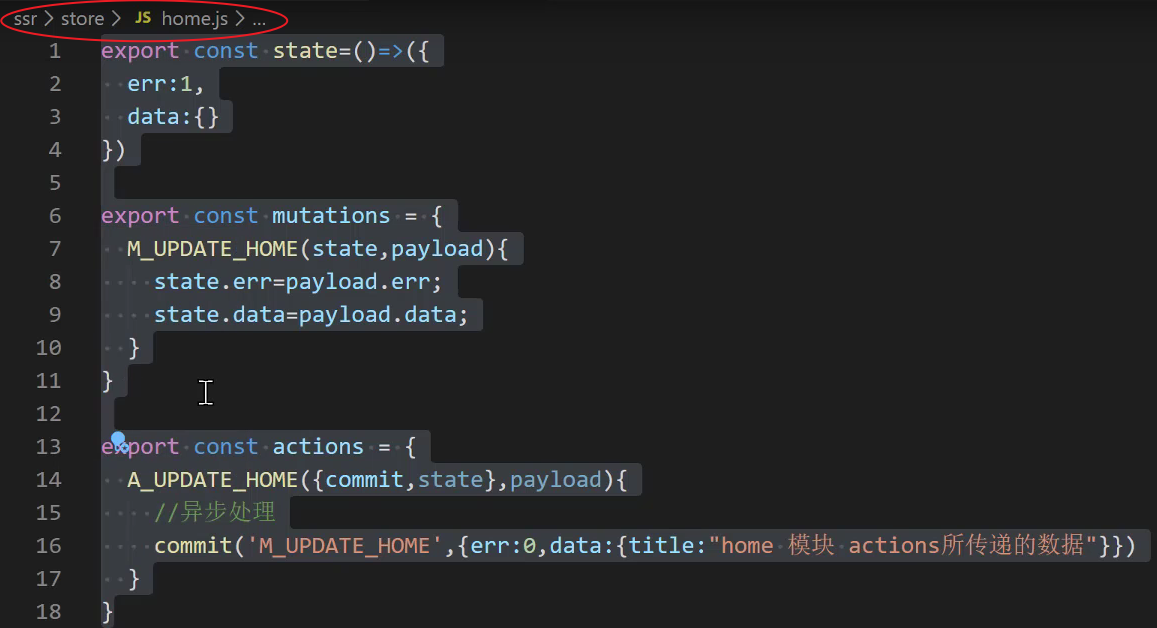


getters

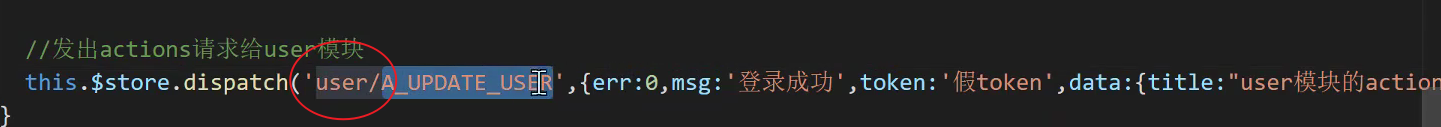


子模块：

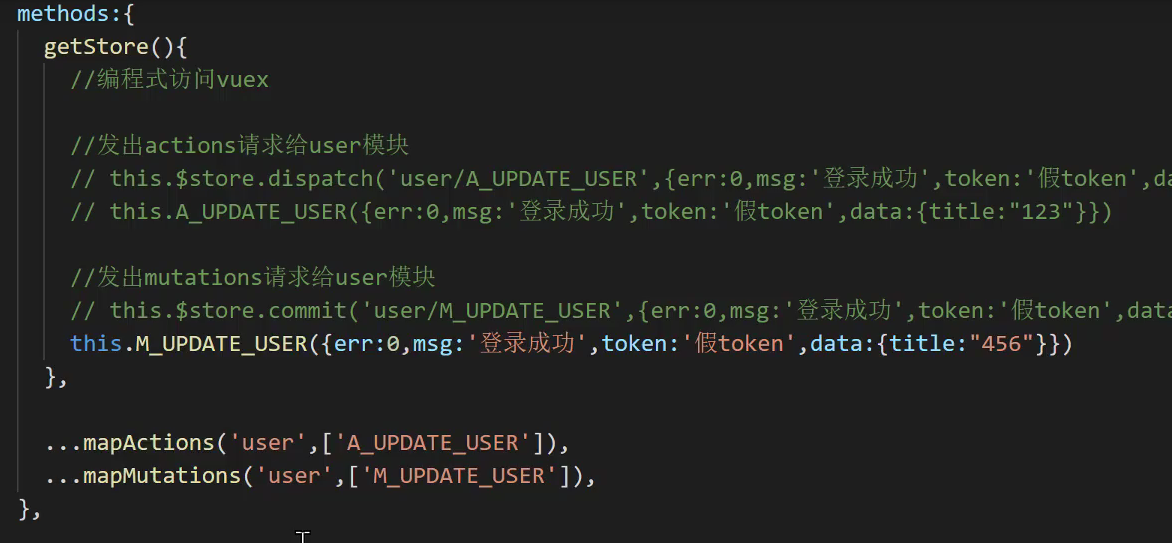
例如创建一个home子模块

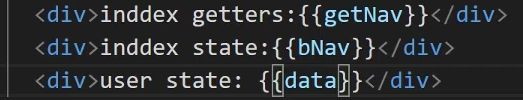


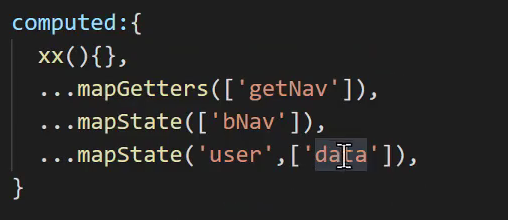
触发需要加上模块名称







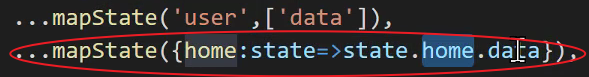




Fetch获得的数据与状态树合并



区分与其他模块冲突的data



这里的home就是home的data

**状态持久化：**