

STATE MACHINE STRIKE BACK

DONC ON VEUT STOCKER L'ÉTAT



```
interface Idle {  
  type: "idle";  
}  
interface Moving {  
  type: "moving";  
}  
type State = Idle | Moving  
  
const idle : () => Idle = () => ({  
  type: "idle"  
});  
const moving : () => Moving = () => ({  
  type: "moving"  
});  
  
const initialState : State = idle();
```

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ET UNE FONCTION D'UPDATE = REDUCER



```
const reducer: (state: State, command: Command) => State =  
  (state: State, command: Command) => {  
    {  
      switch (state.type) {  
        case "idle": {  
          switch (command.type) {  
            case "face": return idle();  
            case "start": return moving();  
            default: throw new Error("Impossible");// 🤔  
          }  
        }  
        case "moving": {  
          switch (command.type) {  
            case "stop": return idle();  
            default: throw new Error("Impossible");// 🤔  
          }  
        }  
      }  
    }  
  }  
}
```