

JSLIGO

ANOTHER EXEMPLE: COUNTER

```
type t_storage = int
type result = [list<operation>, t_storage]

@entry
const add = (a, storage) : result => [list([]), storage + a];

@entry
const sub = (a, storage) : result => [list([]), storage - a];

@entry
const reset = (_ : unit, _storage : t_storage) : result => [list([]), 0];
```

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MORE INTERESTING EXEMPLE: MOUVEMENTS DE LINK

```
// Variant types https://ligolang.org/docs/variants/?lang=jsligo
type direction = ["North"] | ["East"] | ["South"] | ["West"];
type state = ["Idle"] | ["Moving"];
// Mandatory
type storage =
{
  state: state,
  orientation: direction
};
// Utility
type return_ = [list<operation>, storage];
const noop : list<operation> = list([]);

@entry
const start = (_: int, store: storage): [list<operation>, storage] => match(store.state){
  when(Moving()): failwith("Unreachable state");
  when(Idler()): [noop, {...store, state: Moving()}];
};

@entry
const stop = (_: int, store: storage): [list<operation>, storage] => match(store.state){
  when(Moving()): [noop, {...store, state: Idler()}];
  when(Idler()): failwith("Unreachable state");
};

@entry
const face = (d: direction, store: storage): [list<operation>, storage] => match(store.state){
  when(Moving()): failwith("Unreachable state");
  when(Idler()): [noop, {state: Idler(), orientation : d}];
};
```