STATE MACHINE STRIKE BACK

DONC ON VEUT STOCKER L'ÉTAT

```typescript
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

```typescript
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");// 🤮
            }
        }
    }
}
```