

STATE MACHINE STRIKE BACK

DONC ON VEUT STOCKER L'ÉTAT



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

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ET UNE FONCTION D'UPDATE = REDUCER



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