

STATE MARKET BACK

SIN DATA PARTALES CON MANMANDES. EN ACION

MAGNET 2-DUALS - THOUGHTS

```
interface Face {  
  type: "face";  
  direction: Direction;  
}
```

```
interface Start {  
  type: "start";  
}
```

```
interface Stop {  
  type: "stop";  
}
```

```
type Action =  
  | Face  
  | Start  
  | Stop
```

```
const stop: () => Stop = () => ({ type: "stop" });
```

```
const start: () => Start = () => ({ type: "start" });
```

```
const face: (d: Direction) => Face = (d: Direction) => ({ type: "face",  
direction: d });
```

Rien de surprenant, on met simplement les paramètres (direction) dans l'interface

Face, Start et Stop sont des types (vs des constructeurs en OCaml), on peut créer nos constructeurs de valeurs









STATE MACHINE STRIKE BACK

SI ON ADAPTAIT LES COMMANDES... EN ACTIONS



```
interface Face {
  type: "face";
  direction: Direction;
}
interface Start {
  type: "start";
}
interface Stop {
  type: "stop";
}
type Action =
  | Face
  | Start
  | Stop

const stop: () => Stop = () => ({ type: "stop" });
const start: () => Start = () => ({ type: "start" });
const face: (d: Direction) => Face = (d: Direction) => ({ type: "face",
direction: d });
```

Rien de surprenant, on met simplement les paramètres (direction) dans l'interface

Face, Start et Stop sont des types (vs des constructeurs en OCaml), on peut créer nos constructeurs de valeurs

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();
```