Actor State

Recap

Can use the *setup* method to add state

- easy to write at first
- hard to test, read and understand

```scala
Behaviors.setup { context =>
    var total = 0 // <-- state

    Behaviors.receiveMessage { message =>
      ...
      total += newCount
      Behaviors.same
    }
  }
```

Change to "stateless"

- move mutable state to method arguments
- change state by changing behavior
- easy to modify, read, understand and modularize

```scala
def apply(): Behavior[String] = active(0)

def active(total: Int): Behavior[String] =
  Behaviors.receive { (context, message) =>
    ...
    active(total + newCount)
  }
```

Akka rocks