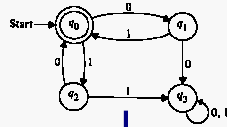


The **State** pattern is typically used when a finite state machine defines the class' behavior.



```

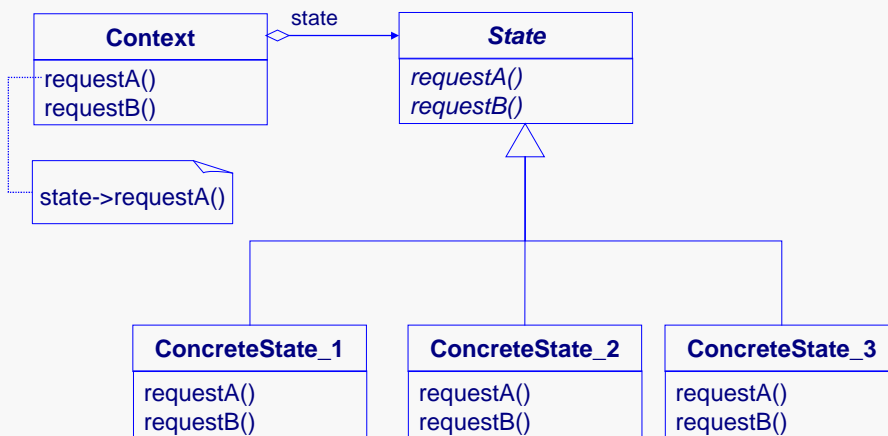
void func() {
    static int state;
    switch(state) {
        case 1:
            ...
            break;
        case 2:
            ...
            break;
        case 3:
            ...
            break;
        ...
        case n:
            ...
            break;
        default:
            ...
            break;
    }
}
  
```

1 FSM image from: <http://gallery.hd.org>



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The **State** pattern has a structure similar to other patterns but the intent tells it apart from others.



2



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