

```
package com.sxt.state;
```

```
public class Context {
```

```
    //如果是银行系统，这个Context类就是账户。根据金额不同，切换不同的状态！
```

```
    private State state;
```

```
    public void setContext(State state) {
```

```
        System.err.println("修改状态！");
```

```
        this.state=state;
```

```
        state.handle();
```

```
    }
```

```
}
```