using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace StateExample

{

interface State

{

void XClick();

void TriangleClick();

void CircleClick();

void RectangleClick();

}

class AttackState : State

{

public void CircleClick()

{

Console.WriteLine("Lob pass(Goyle atilan top) is executed.");

}

public void RectangleClick()

{

Console.WriteLine("Ball has been shooted.");

}

public void TriangleClick()

{

Console.WriteLine("Through Ball(Ara pasi) is executed.");

}

public void XClick()

{

Console.WriteLine("Pass has been executed.");

}

}

class DefenseState : State

{

public void CircleClick()

{

Console.WriteLine("Sliding tackle(suruserek mudaxile) is executed.");

}

public void RectangleClick()

{

Console.WriteLine("Pressure is applied by non-controlled players.");

}

public void TriangleClick()

{

Console.WriteLine("Goalkeeper is brought out forward.");

}

public void XClick()

{

Console.WriteLine("Tackle(Mudaxile et).");

}

}

class Game

{

private State \_state;

public void ChangeState(State state)

{

\_state = state;

}

public void XClick()

{

\_state.XClick();

}

public void TriangleClick()

{

\_state.TriangleClick();

}

public void CircleClick()

{

\_state.CircleClick();

}

public void RectangleClick()

{

\_state.RectangleClick();

}

public void BallGained()

{

Console.WriteLine("Ball has been gained. Prepare, WE ARE MAKING ATTACK.");

\_state = new AttackState();

}

public void BallLost()

{

Console.WriteLine("Ball is lost, other team is making attack -> EVERYONE TO THE DEFENCE.");

\_state = new DefenseState();

}

}

internal class Program

{

static void Main(string[] args)

{

Game game = new Game();

Console.WriteLine("Game Started\n===================================");

game.BallGained();

game.XClick();

game.TriangleClick();

game.CircleClick();

game.RectangleClick();

game.BallLost();

Console.WriteLine();

Console.WriteLine("-----------------------------------------");

Console.WriteLine();

game.XClick();

game.RectangleClick();

game.CircleClick();

game.BallGained();

Console.WriteLine();

Console.WriteLine("Game is going on and on like that ....");

Console.WriteLine("When state changes, buttons behave differently.");

Console.WriteLine();

}

}

}