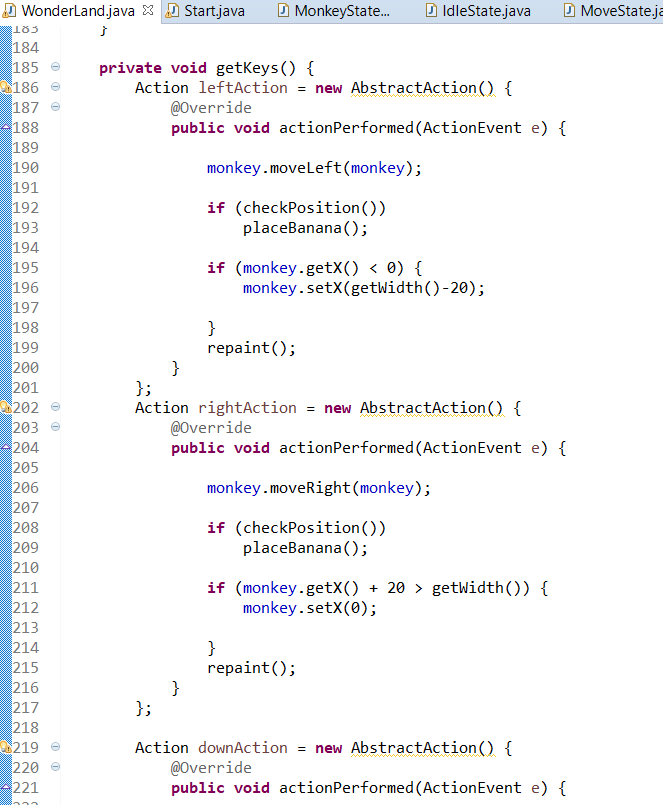
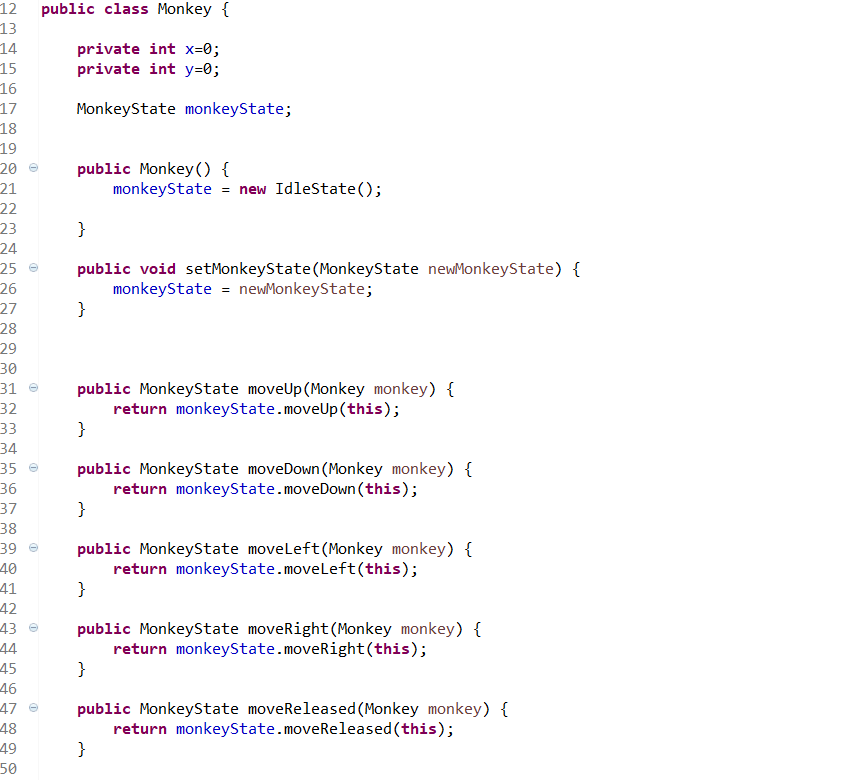
**Sample Code Showing the implementation of State Pattern:**

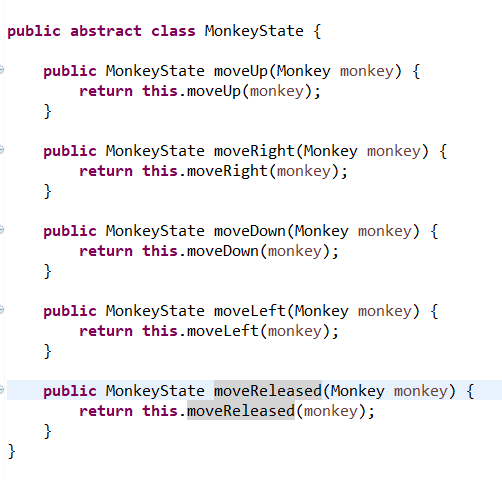
**Wonderland(Client):**

****

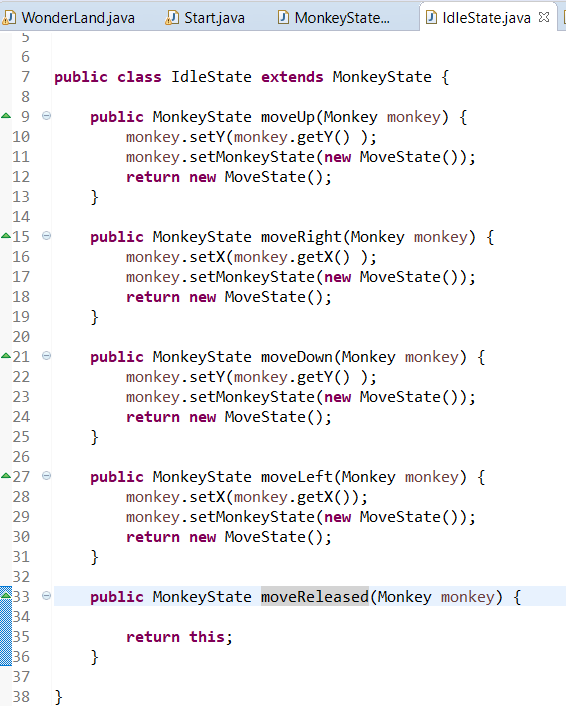
**Monkey(Subject):**

****

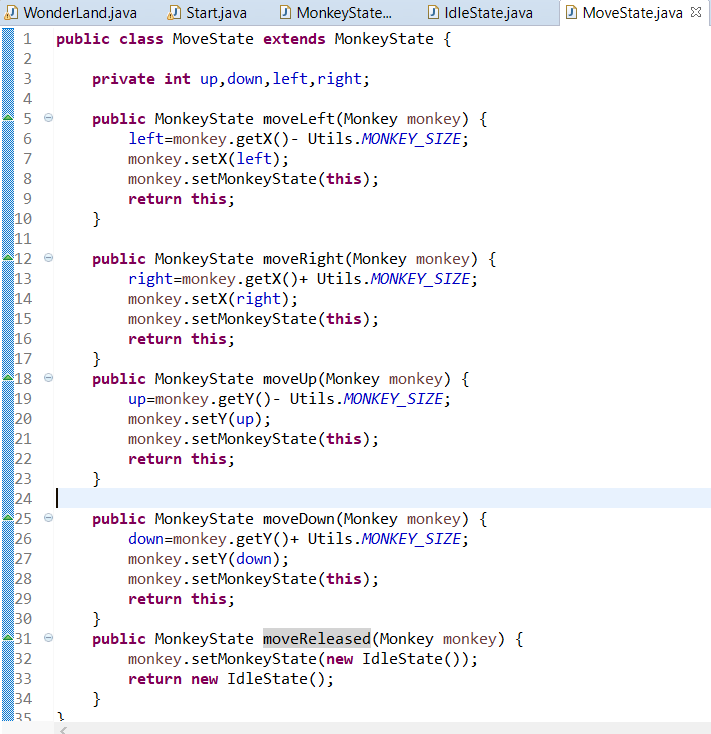
**Monkey State Class(State):**

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**IdleState(State 0):**

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**MoveState(State 1):**

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