State Pattern (Pre-class preparation)

Due Apr 1 by 9am   **Points** None

Patterns: State

- Read:
  - In Safari Books Online, in the Agile Principles, Patterns, and Practices in C#book, read the following:
    - **Chapter 36: State. (https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch36.html) (https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch36.html) (https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch36.html)** (Stop before the "The State Machine Compiler (SMC)" section on page 591)
  - In Safari Books Online, in the Design Patterns: Elements of Reusable Object-Oriented Softwarebook, read the following:
    - **Section titled "Object Behavioral: State" in Chapter 5: Behavioral Patterns (https://learning.oreilly.com/library/view/design-patterns-elements/0201633612/ch05.html)**