State Design Pattern

In State pattern a class behavior changes based on its state. This type of design pattern comes under behavior pattern.

In State pattern, we create objects which represent various states and a context object whose behavior varies as its state object changes.

**Implementation**

We are going to create a *State* interface defining an action and concrete state classes implementing the *State* interface. *Context* is a class which carries a State.

*StatePatternMain*, our demo class, will use *Context* and state objects to demonstrate change in Context behavior based on type of state it is in.

