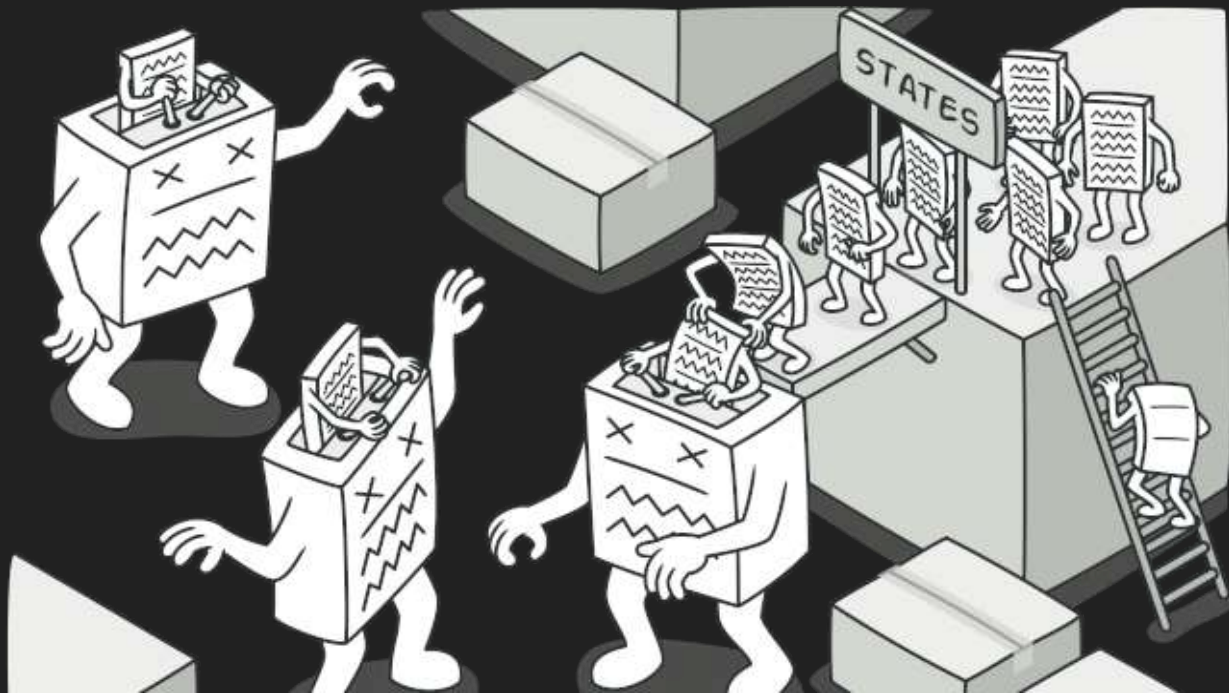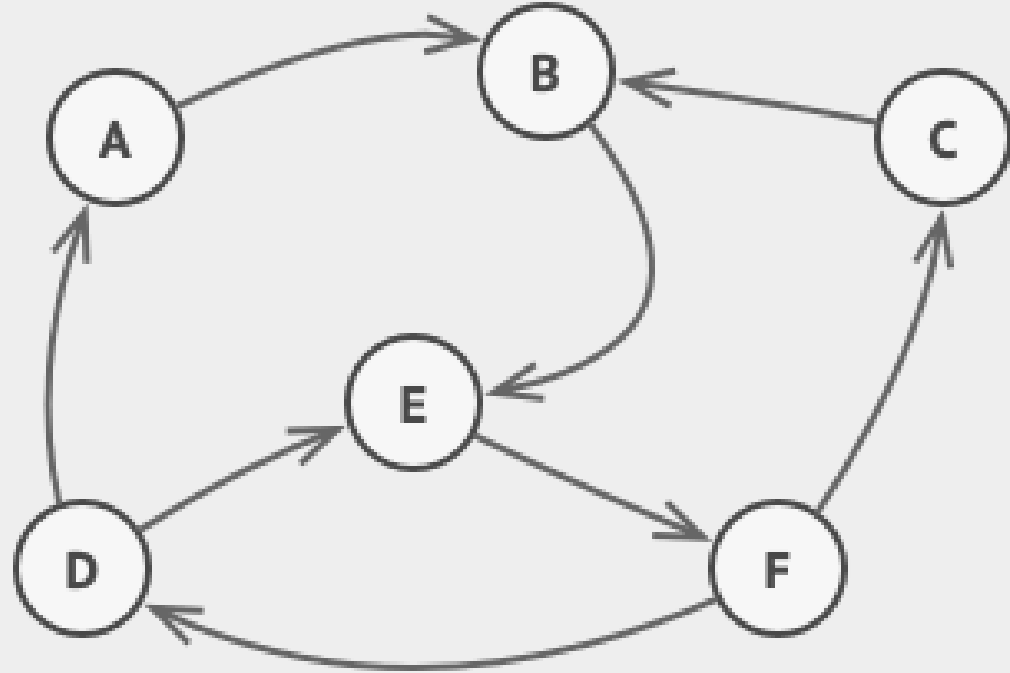# Patrones de Diseño de Comportamiento

STATE

Manuel Mukul Gil
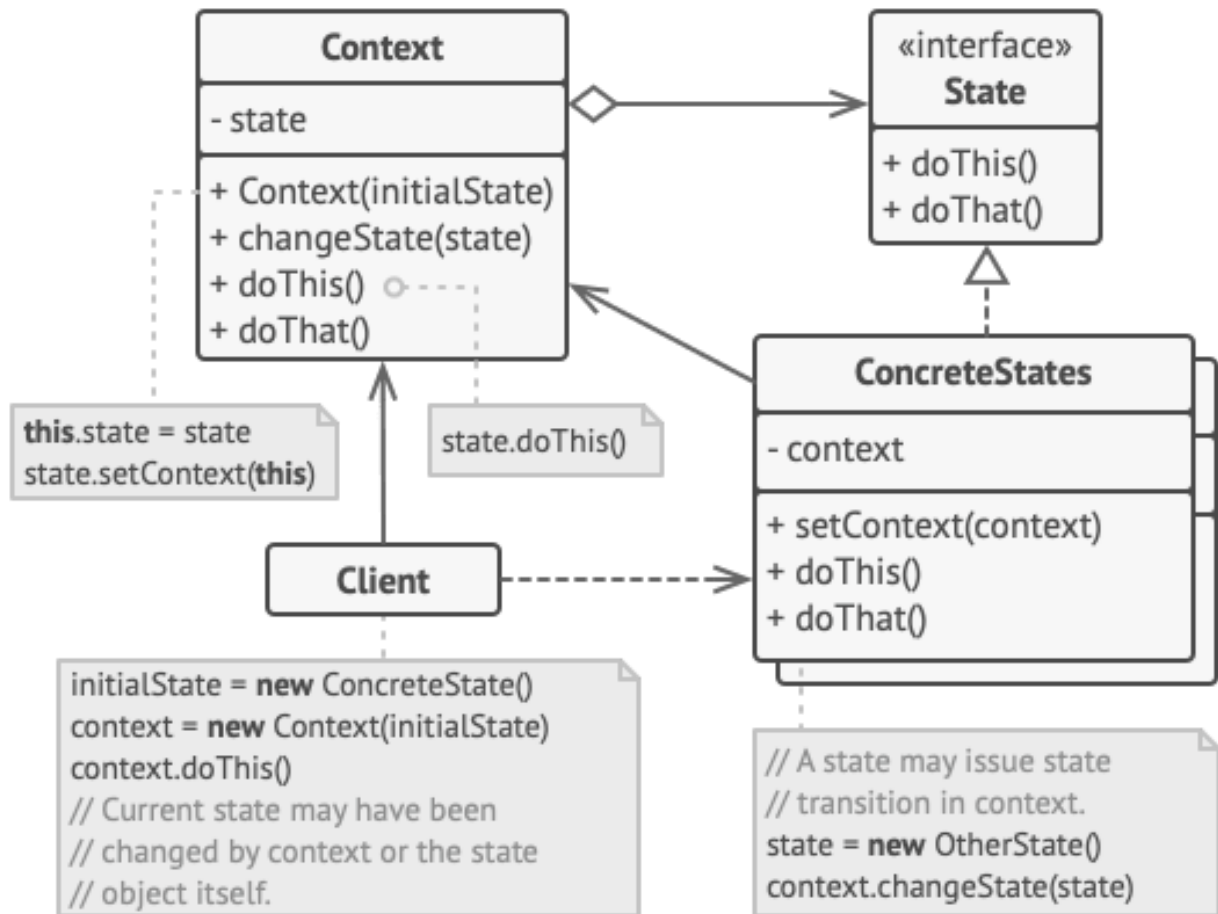
- Borrador
- En revisión
- Publicado
- Eliminado

```
class Document is
    field state: string
    // ...
    method publish() is
        switch (state)
            "draft":
                state = "moderation"
                break
            "moderation":
                if (currentUser.role == "admin")
                    state = "published"
                break
            "published":
                // Do nothing.
                break
    // ...
```

```python
def publish(state):
    if state == "draft":
        state = "moderation"
    elif state == "moderation":
        if user.role == "admin":
            state = "published"
        elif state == "published":
            pass
```

Solución

Context

- state

+ Context(initialState)
+ changeState(state)
+ doThis()
+ doThat()

«interface»
State

+ doThis()
+ doThat()

this.state = state
state.setContext(**this**)

state.doThis()

ConcreteStates

- context

+ setContext(context)
+ doThis()
+ doThat()

Client

initialState = **new** ConcreteState()
context = **new** Context(initialState)
context.doThis()
// Current state may have been
// changed by context or the state
// object itself.

// A state may issue state
// transition in context.
state = **new** OtherState()
context.changeState(state)

Solución