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Pros/Cons Of Stage Design Pattern

Pros:

* Removes the bunch of conditionals checking what state your object is in that can make your program cluttered and very hard to read.
  + State design pattern makes your program a lot easier to read as each different state is within its own object.
* Allows each state to encapsulate the handling of transitions.
* Each state has only one responsibility.
* Can add as many states as needed without changing code that is already written.

Cons:

* Can be overkill if there are not that many states or transitions.
* May need to write a lot more code for the states and transitions.