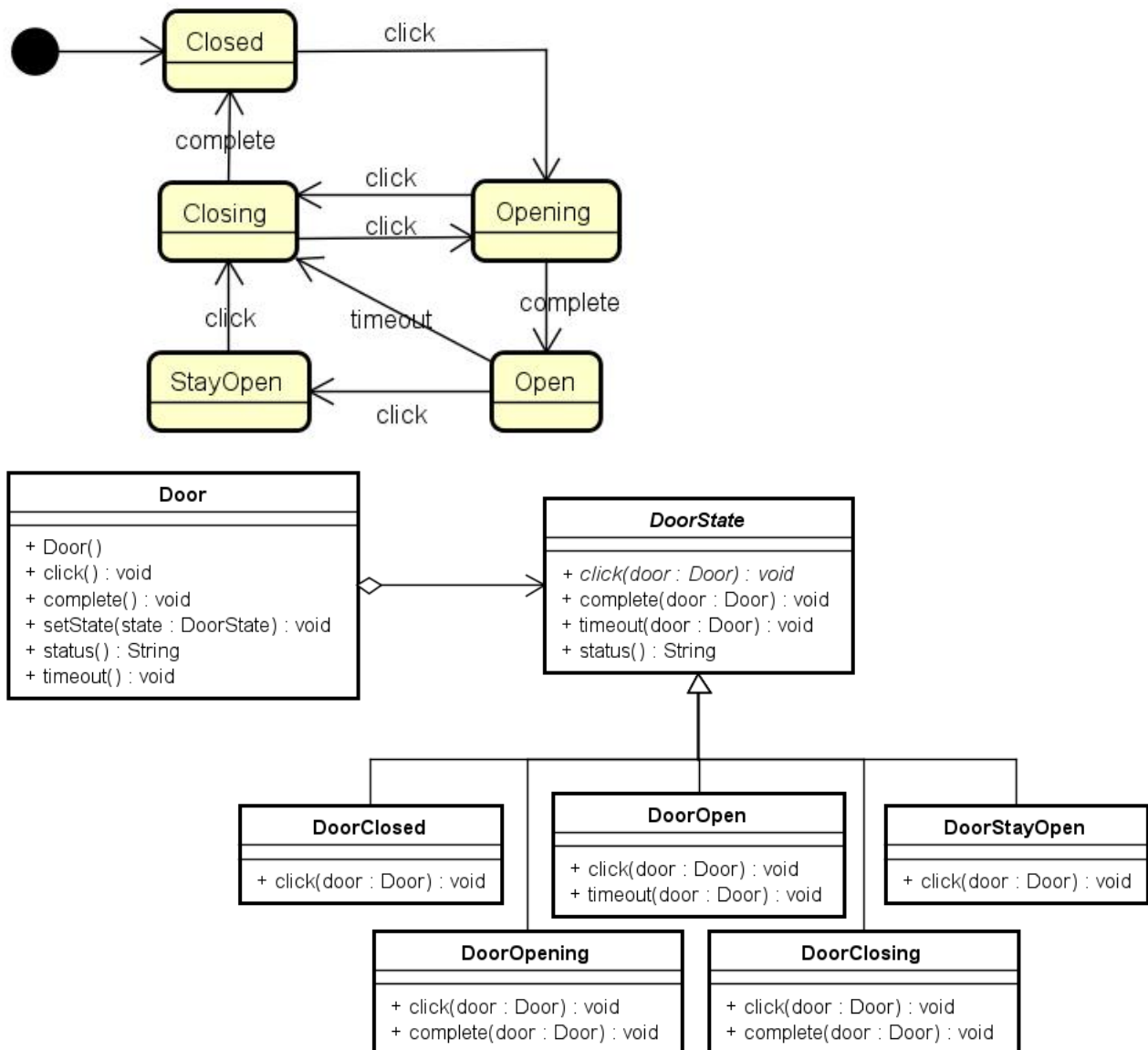## Exercise: State design pattern - Door

Implement the state design pattern for the Door example given in the presentation (shown as version 1 in the presentation).

You have to follow the UML state machine diagram and the UML class diagram shown below:

Insert print statements in methods `click` and `setState` in class `Door` to see the current state (call status for the state)

Test it in a `main` method in which you create a `Door` object and call `click`, `complete` and `timeout` in different states.