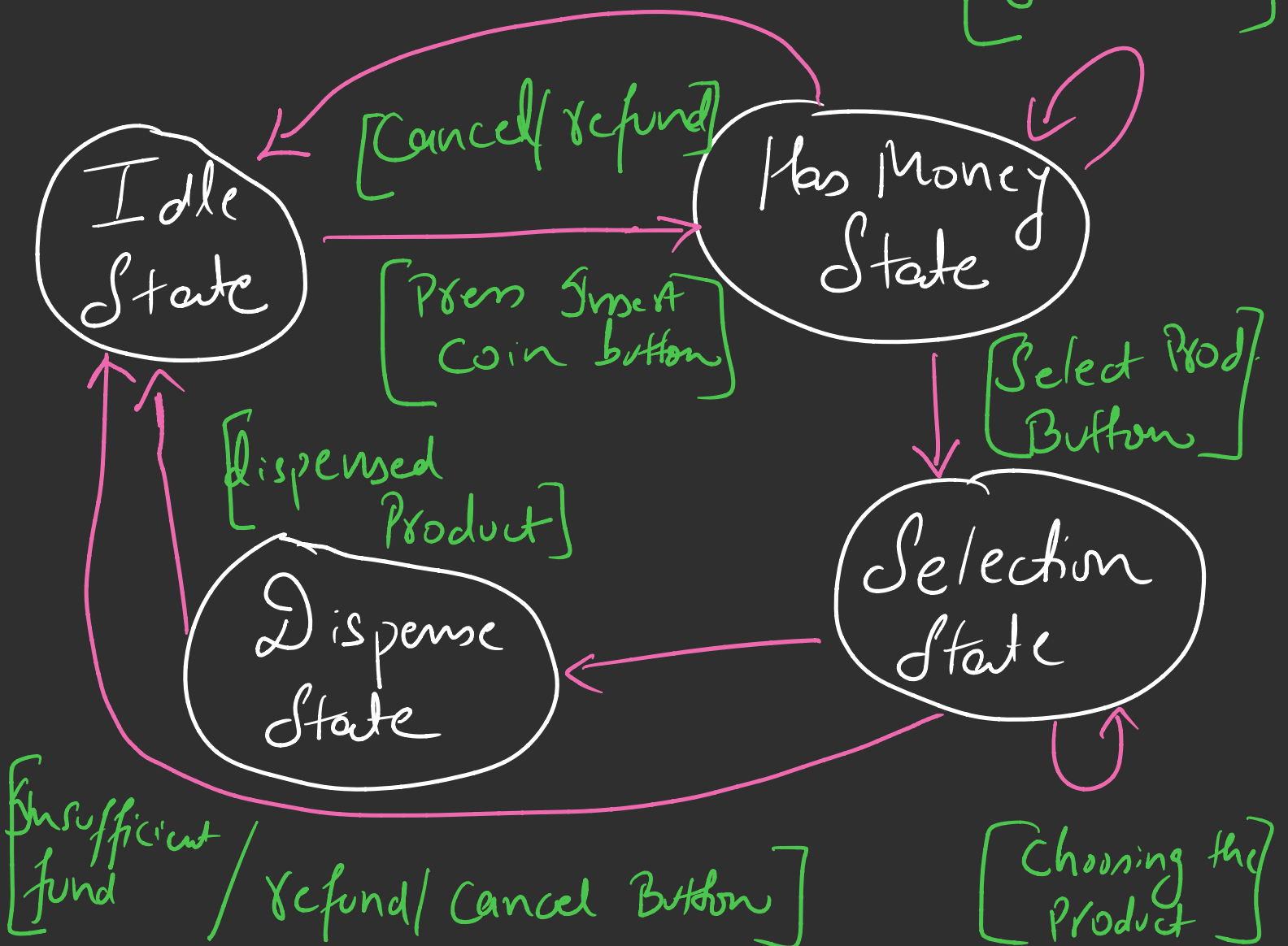


# State Design Pattern Vending Machine

⇒ Flow Diagram [We follow the states here as states are dynamic in nature]



⇒ Vending Machine State vs operation

<u>State</u>	<u>operation</u>
① Idle	Press Insert Coin Button
② Has Money	Insert Coin Select prod Button Cancel/Refund Button
③ Selection State	Choose product Cancel / Refund Return change
④ Dispensing	Product Dispenser

# State Design Pattern

