Berner Fachhochschule
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Software Engineering and Design
Case Study 1 – Task 13

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CS1 Task 13: State Pattern

Implement a concrete feature of your application via the State Pattern

- analyse all features where your application has state-dependent behavior and select the most complex / likely to change one
- discuss the advantages and disadvantages of the state pattern for your selected feature
- design and implement the state pattern

Presentation of results: 30.05. p / 01.06. q

- code walkthrough
- 10 points for code and documentation
- overall time for presentation (tasks 12 & 13): 10 min

Note

- implementation of the state pattern is part of sprint 2.

Hints

- place all work results in your repository under path `...\doc\task13\`