Context State Class

VendingMachine

-CurrentState, NextState: VendingMachineState

VMachine

+main()

Client Class

<<VendingMachineState>>
Interface

+selectItem(VendingMachine vendingMachine): void
+insertCoin(VendingMachine vendingMachine): void
+dispenseItem(VendingMachine vendingMachine): void
+setOutOfOrder(VendingMachine vendingMachine): void
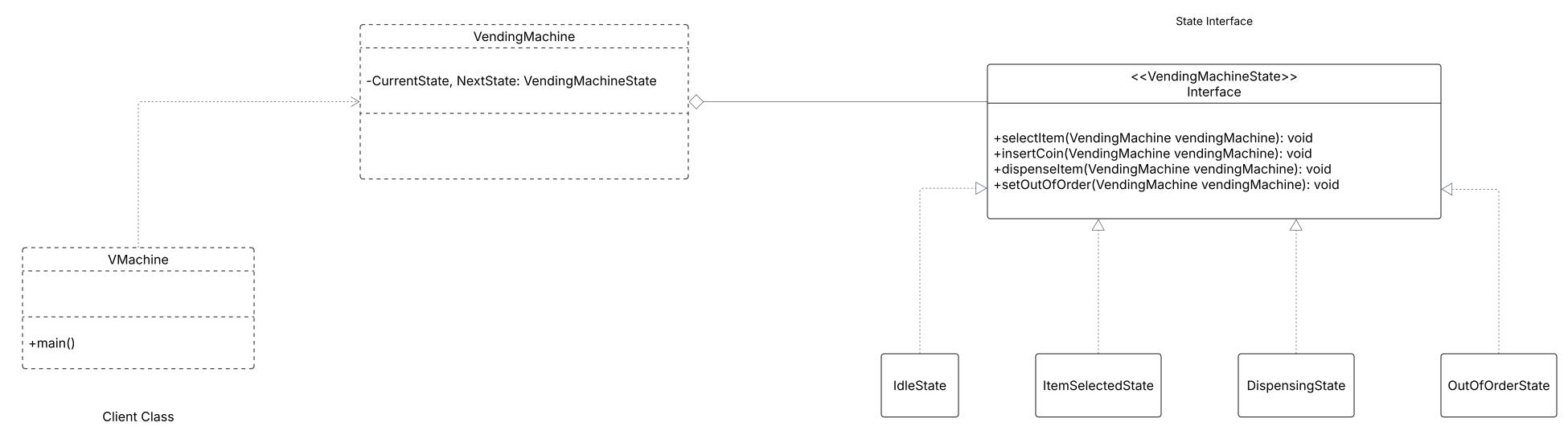
IdleState

ItemSelectedState

DispensingState

OutOfOrderState

Concrete State Classes that
implement VendingMachineState
interface