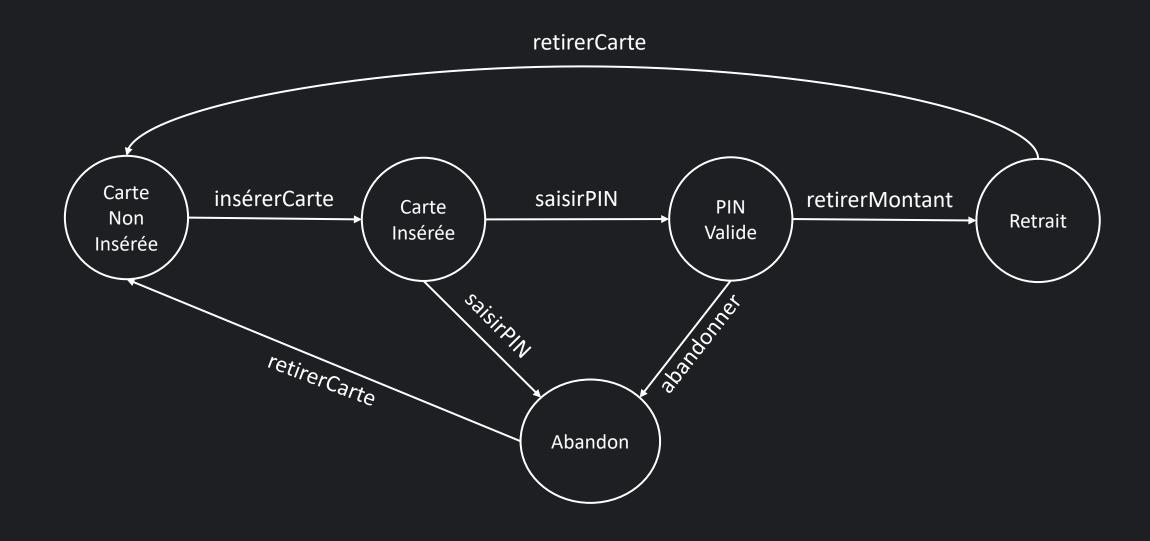
Patron Etat

Patrons de conception

Le problème



- etatDAB : Etat + insererCarte() + retirerCarte() + saisirPIN(short pin) + saisirRetrait(short s) + abandonner()

```
Carte Insérée Carte Insérée
```

```
public void insererCarte() {
    switch (this.etat) {
    case ABANDON: /* Impossible */ break;
    case CARTE_INSEREE: /* Impossible */ break;
    case PIN_VALIDE: /* Impossible */ break;
    case RETRAIT: /* Impossible */ break;

case CARTE_NON_INSEREE:
    etat = Etat.CARTE_INSEREE;
    break;

default:
  }
}
```

DAB

- etatDAB : Etat
- + insererCarte()
- + retirerCarte()
- + saisirPIN(short pin)
- + saisirRetrait(short s)
- + abandonner()

```
Carte Non Insérée Insérée SaisirPIN PIN Valide Abandon
```

```
public void insererCarte() {
    switch (this.etat) {
    case ABANDON: /* Impossible */ break;
    case CARTE INSEREE: /* Impossible */ break;
    case PIN VALIDE: /* Impossible */ break;
    case RETRAIT: /* Impossible */ break;
    case CARTE NON INSEREE:
        etat = Etat.CARTE INSEREE;
```

```
public void saisirPin(short pin) {
    switch (this.etat) {
    case ABANDON: break;
    case CARTE_NON_INSEREE: break;
    case PIN VALIDE: break;
    case RETRAIT: break;
    case CARTE INSEREE:
        if(pin == 1234) {
            etat = Etat.PIN VALIDE;
        } else {
            etat = Etat.ABANDON;
        break;
    default:
```

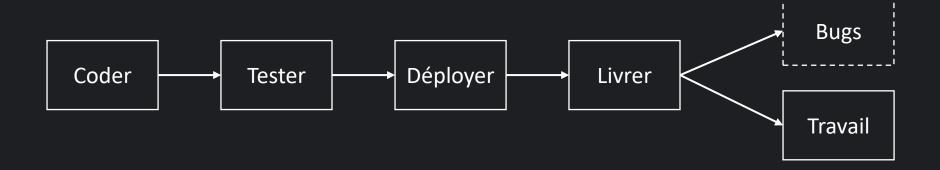
DAB

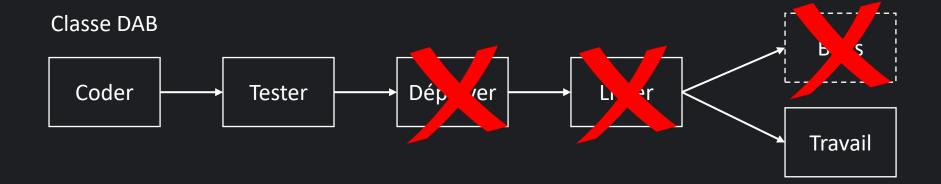
- etatDAB : Etat
- + insererCarte()
- + retirerCarte()
- + saisirPIN(short pin)
- + saisirRetrait(short s)
- + abandonner()

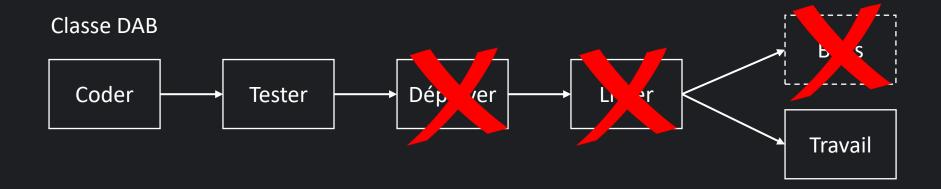
```
public void saisirPin(short pin) {
    switch (this.etat) {
    case ABANDON: break;
    case CARTE_NON_INSEREE: break;
    case PIN_VALIDE: break;
    case RETRAIT: break;
    case CARTE_INSEREE: ... break;

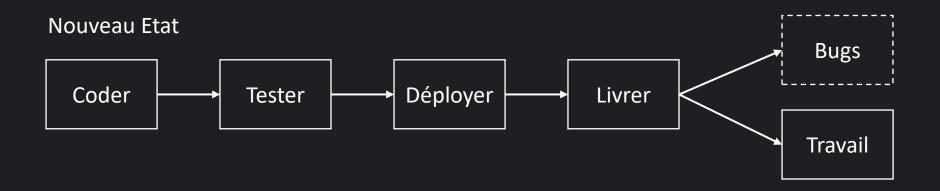
    case NOUVEAU_ETAT:

    default:
    }
}
```









Je veux

Ouvert à l'extension et fermé à la modification

Principe Ouvert/Fermé

Patron état

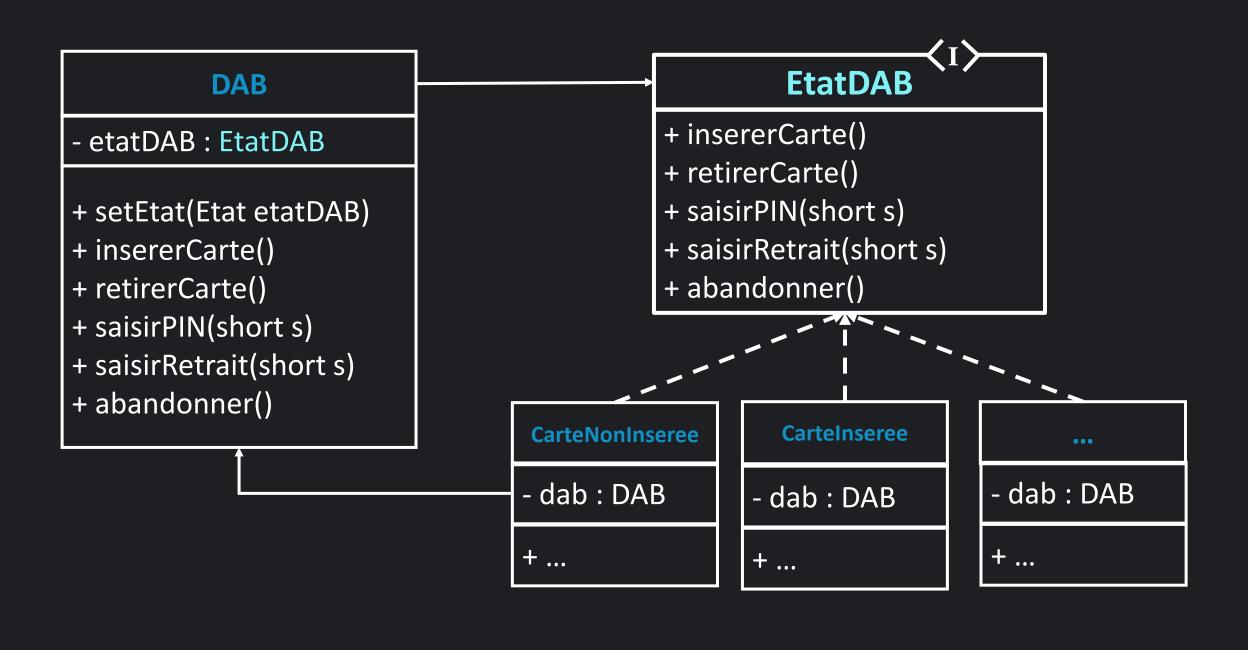
Définition et mise en place

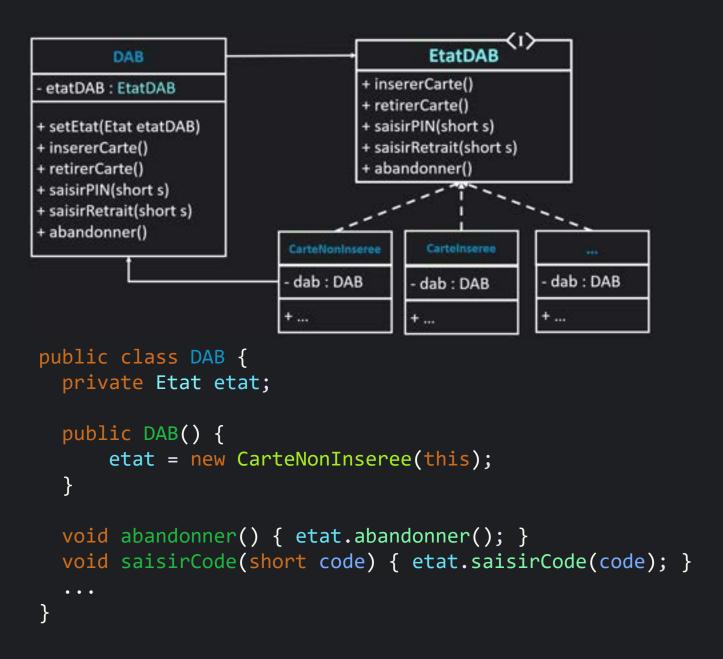
Pouvoir changer le comportement d'un objet quand son état change, sans pour autant en changer l'instance

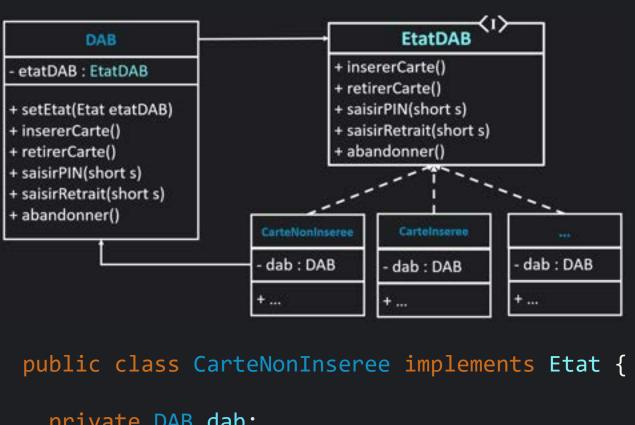
Patron état

Pouvoir changer le comportement du DAB quand son état change, sans pour autant en changer d'instance DAB

Dans notre cas







```
public class DAB {
  private Etat etat;

public DAB() {
    etat = new CarteNonInseree(this);
  }

void abandonner() { etat.abandonner(); }
 void saisirCode(short code) { etat.saisirCode(code);
    ...
}
```

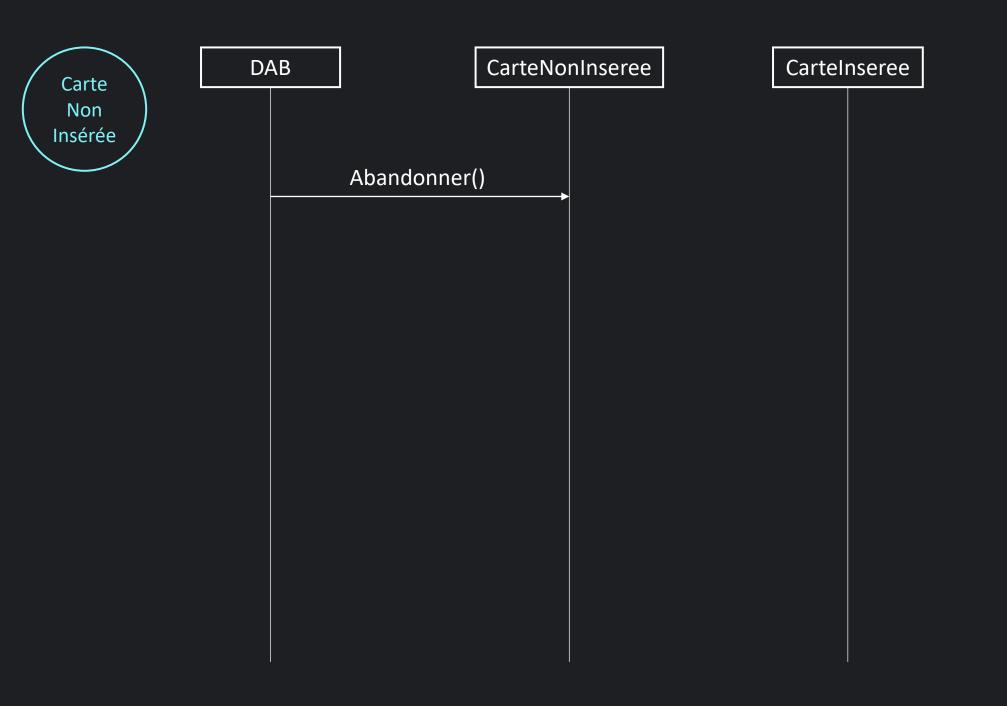
```
private DAB dab;

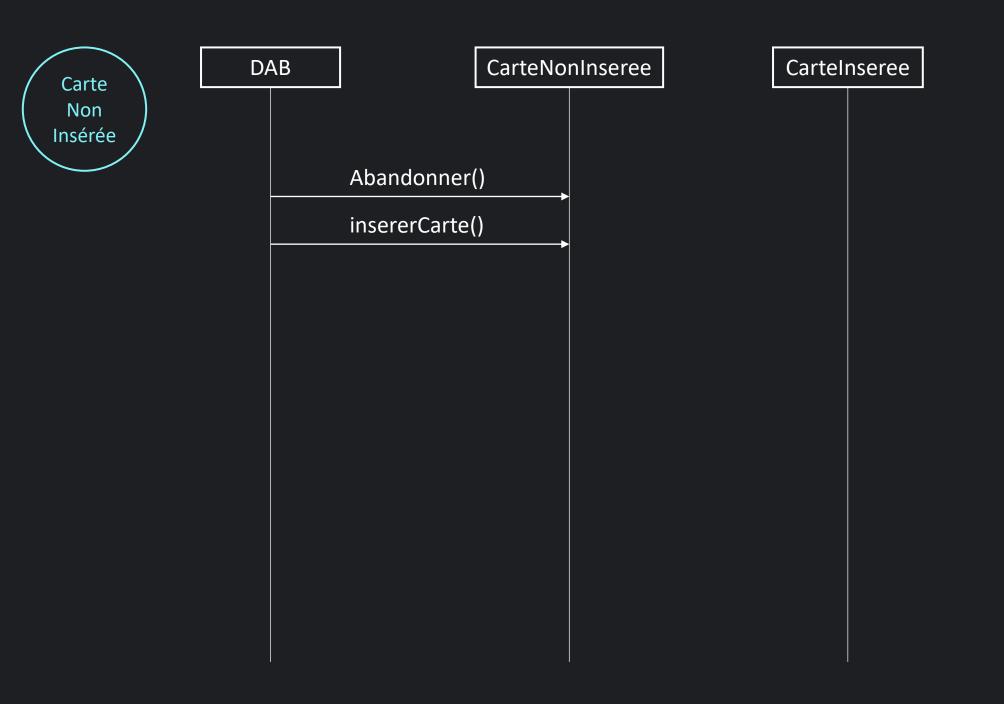
public CarteNonInseree(DAB dab) {
   this.dab = dab;
}

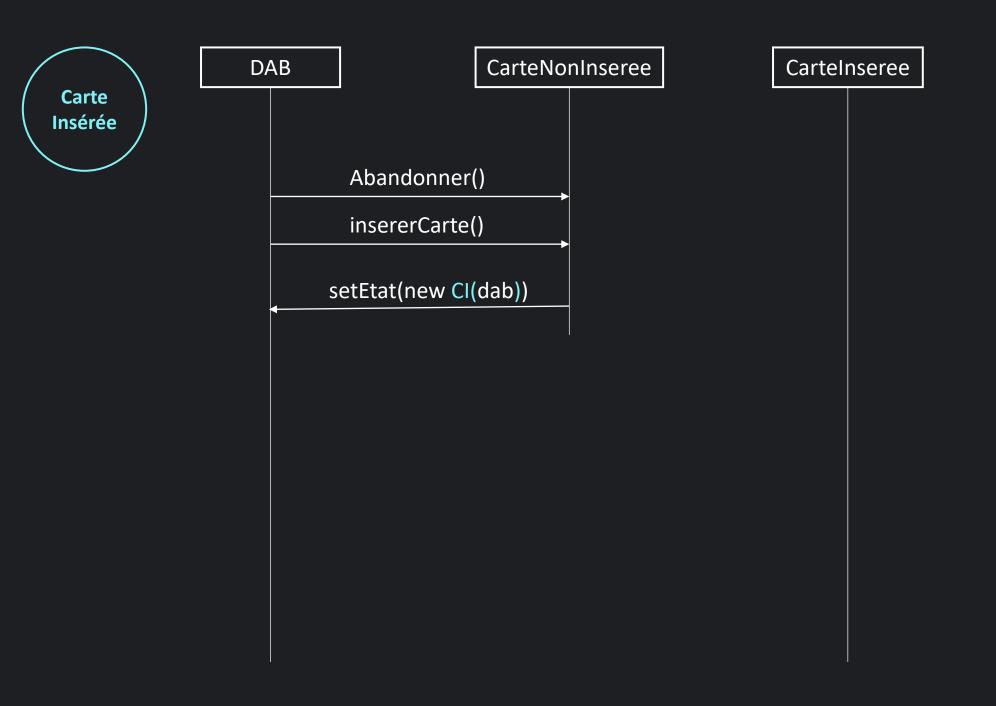
void abandonner() { /* Impossible */ }

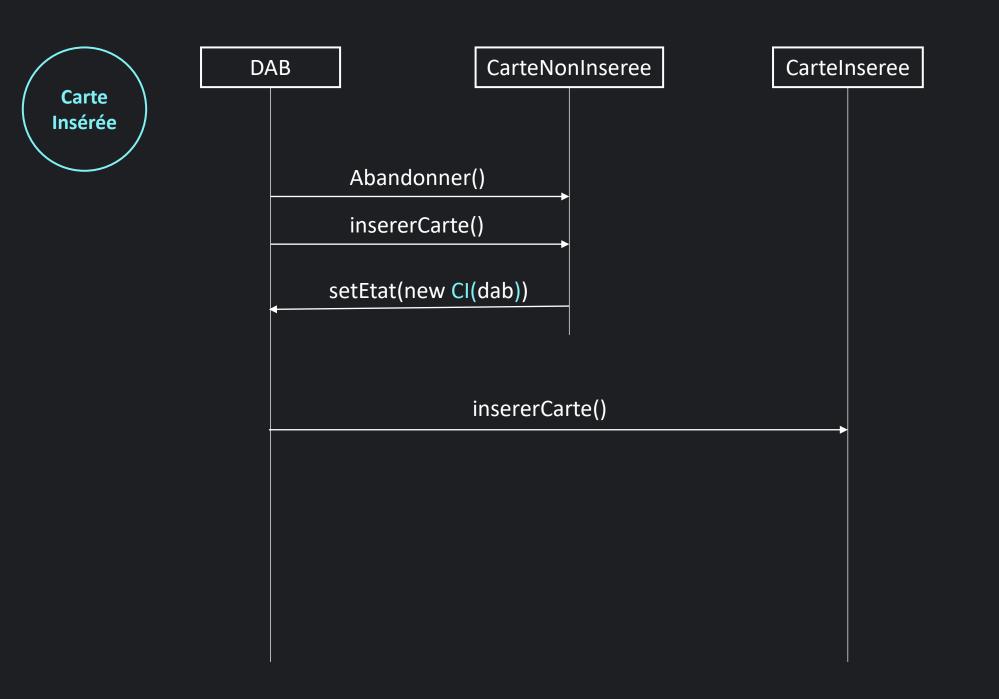
void insererCarte() { dab.setEtat(new CarteInseree(dab)); }
```

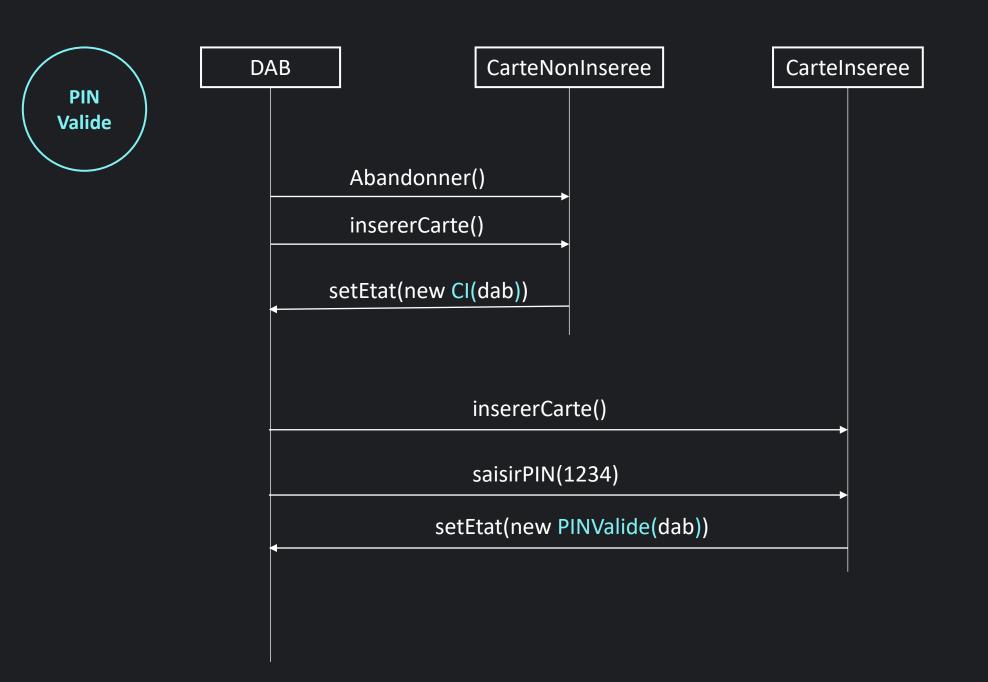
```
Carte
Non
Insérée insérerCarte Carte
Insérée
```











Mise en œuvre

Sans patron Etat

Mise en œuvre

Avec patron Etat

Désavantage

Obliger d'implémenter toutes les méthodes de l'interface

```
public class Abandon implements Etat {
  private DAB dab;
  public void abandonner() { /* IMPOSSIBLE */ }
  public void insererCarte() { /* IMPOSSIBLE */ }
  public void saisirCode(short code) { /* IMPOSSIBLE */ }
  public void saisirMontant(short code) { /* IMPOSSIBLE */ }
  public void retirerCarte() {
    dab.setEtat(new CarteNonInseree(dab));
```

• Obliger d'implémenter toutes les méthodes de l'interface

```
public class Abandon extends EtatAbs1 {
    private DAB dab;
    public void saisirCode(short code) { /* IMPOSSIBLE */ }
    public void saisirMontant(short code) { /* IMPOSSIBLE */ }
    public void retirerCarte() {
        dab.setEtat(new CarteNonInseree(dab));
    }
}

Etat

Etat

Abandon
```

