Rendering Branching over Boolean Flags Obsolete

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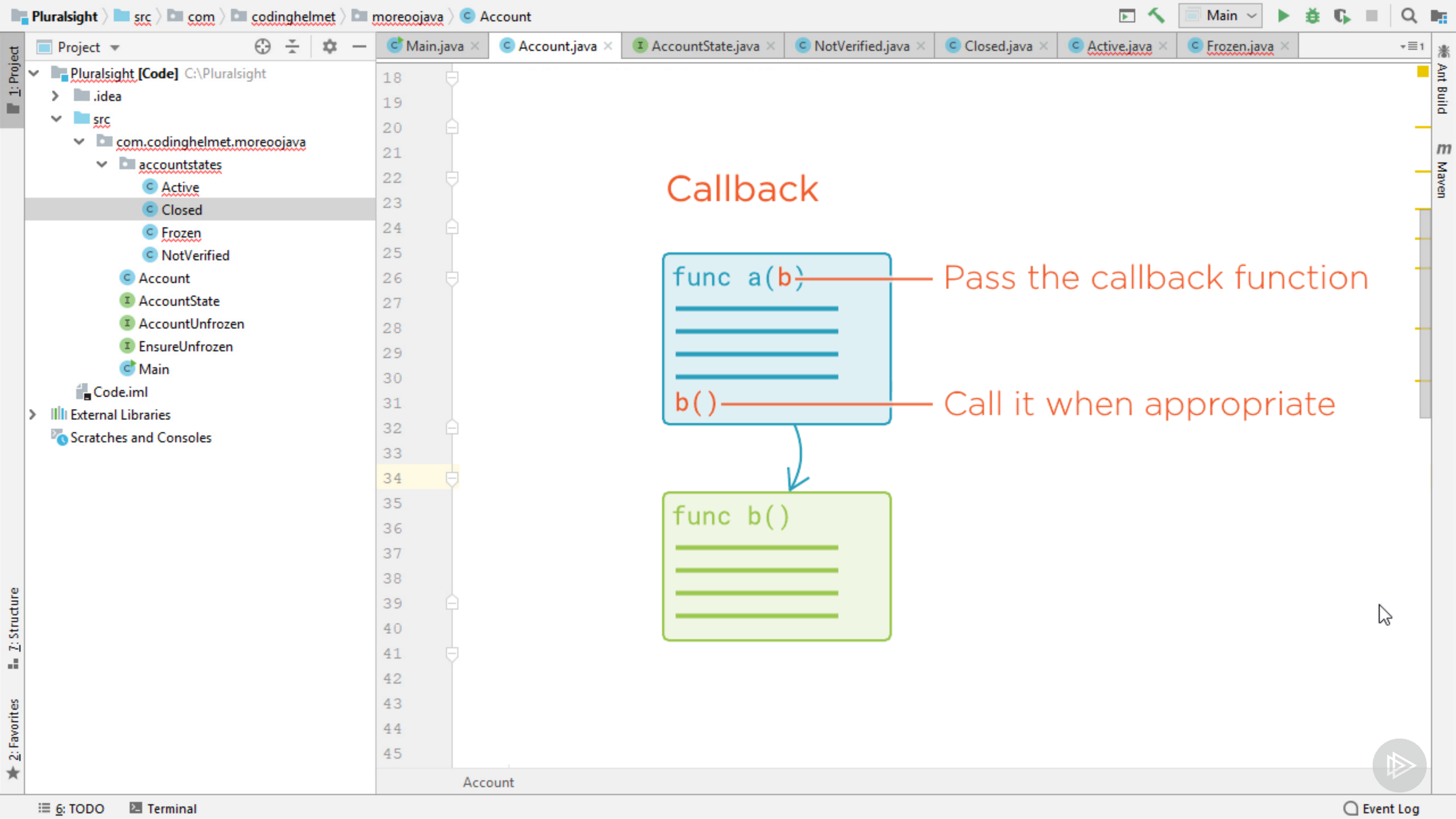


Callback

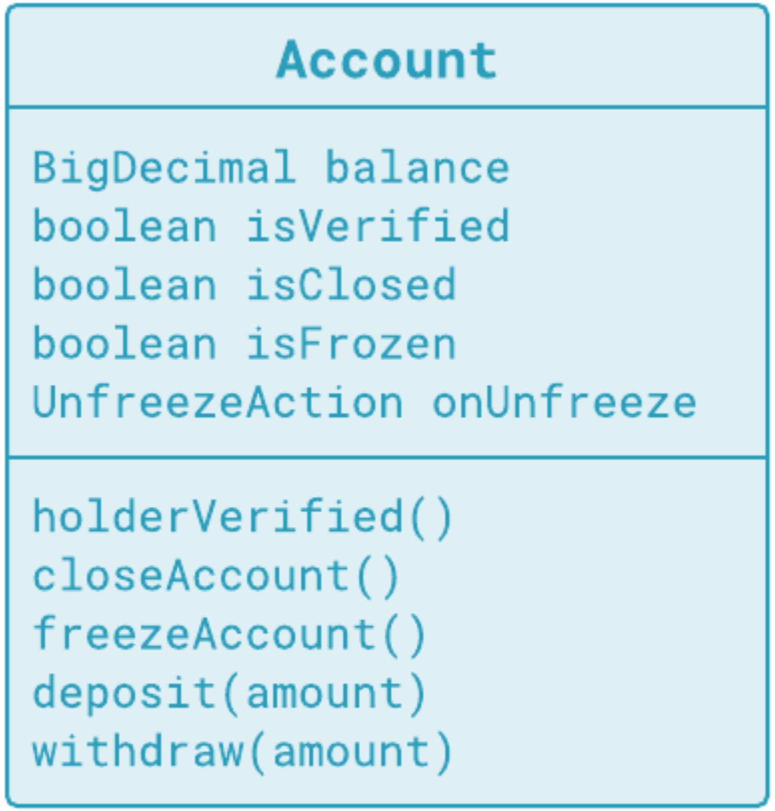
```
func a(b)
b()
```

Pass the callback function

Call it when appropriate

```
func b()
```

Introducing Objects to the Design

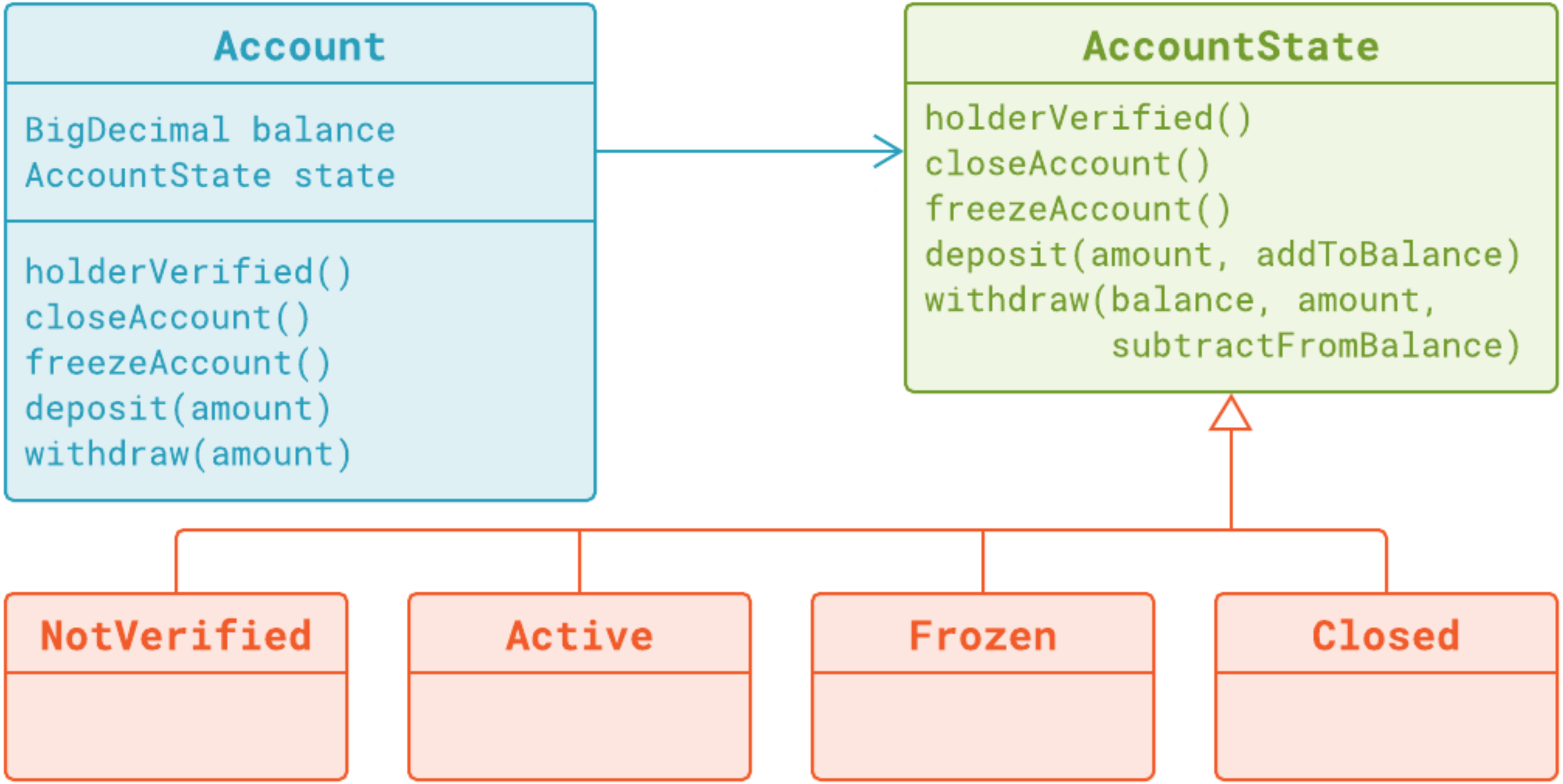


Account

```
BigDecimal balance
boolean isVerified
boolean isClosed
boolean isFrozen
UnfreezeAction onUnfreeze
```

```
holderVerified()
closeAccount()
freezeAccount()
deposit(amount)
withdraw(amount)
```

Introducing Objects to the Design



Summary

A poorly designed class example

- It tries to do everything by itself
- Relies on if-else instructions
- Behavior was factored out into other classes

Summary

Applying the State design pattern

- Hold a reference to the current state object
- Substitute the reference when state changes

Summary

Benefits from turning state into an object

- Class remains focused on primary role
- Other roles delegated to state objects
- Each state class also handles one role

Summary

Next module:

Using Immutable Objects and Value Objects