Hello Michael,

I was not sure that a State like Pattern and State design patterns are different. I referenced to one of the internet resources and followed that example. I felt something is not correct when doing the state pattern; I was not able to concentrate this week as I had work related concerns.

When I submitted this week’s State design, I only focused on one class related to Cake Batter instead of Cake order process. In this I took the behavior of StartState and StopState Actions of only Batter. I did not encapsulate the Batter class to Cake order process. I think **I did not follow the logic and state transition** as expected.

I am resubmitting my StatePattern programming code. I hope and request to consider this for my week5 grade.

Now, I consider the Cake as an Interface and implemented 5 concrete classes (Acknowledge, Batter, BakedCake, DecoCake,OrderCompleted) and set specific behavior to return.

Here in my example, I selected DeliveryCake to interact to main method. It maintains references to one concrete behavior (Acknowledge order) which is used to define the current state behavior and encapsulated this as a state transition and set this to other concrete classes. Here the preparation of Cake from (acknowledge to orderCompleted state ) is returned as state transition.