**CakeIteratorPattern -UML**

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| CakeStatePatternDemo  +main() :void |

Asks

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| Context Batter()  CakeState state  +setState() :  +getState() : |

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| Interface  CakeState()  +doAction() : void |

uses

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| StartState()  -names :String[]  +doAction() : void |

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| StopState()  +doAction() : void |

implements