**Homework 3**

**Explain how each state class’s methods should be implemented.**

There are 3 states: standing, ducking and jumping.

Create an interface called “MarioState” where we declare method move(), duck(), stand() and jump(). Also create another interface “Command” with methods “RightMoveCommand”, “LeftMoveCommand”, “DuckCommand”, “StandCommand” and “JumpCommand”. Also create an “InputHandler” for right:Command, left:Command, down:Command, s:Command.

Stand():   
System.***out***.println("D arrow pushed");

***mario***.dkeypushed();

***mario***.changeState(duck.*getInstance*());

Stand():   
System.***out***.println("S key pushed");

***mario***.skeypushed();

***mario***.changeState(jump.*getInstance*());

duck():   
System.***out***.println("D arrow released");

***mario***.dkeyreleased();

***mario***.changeState(stand.*getInstance*());