State
Design Pattern

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Introduction

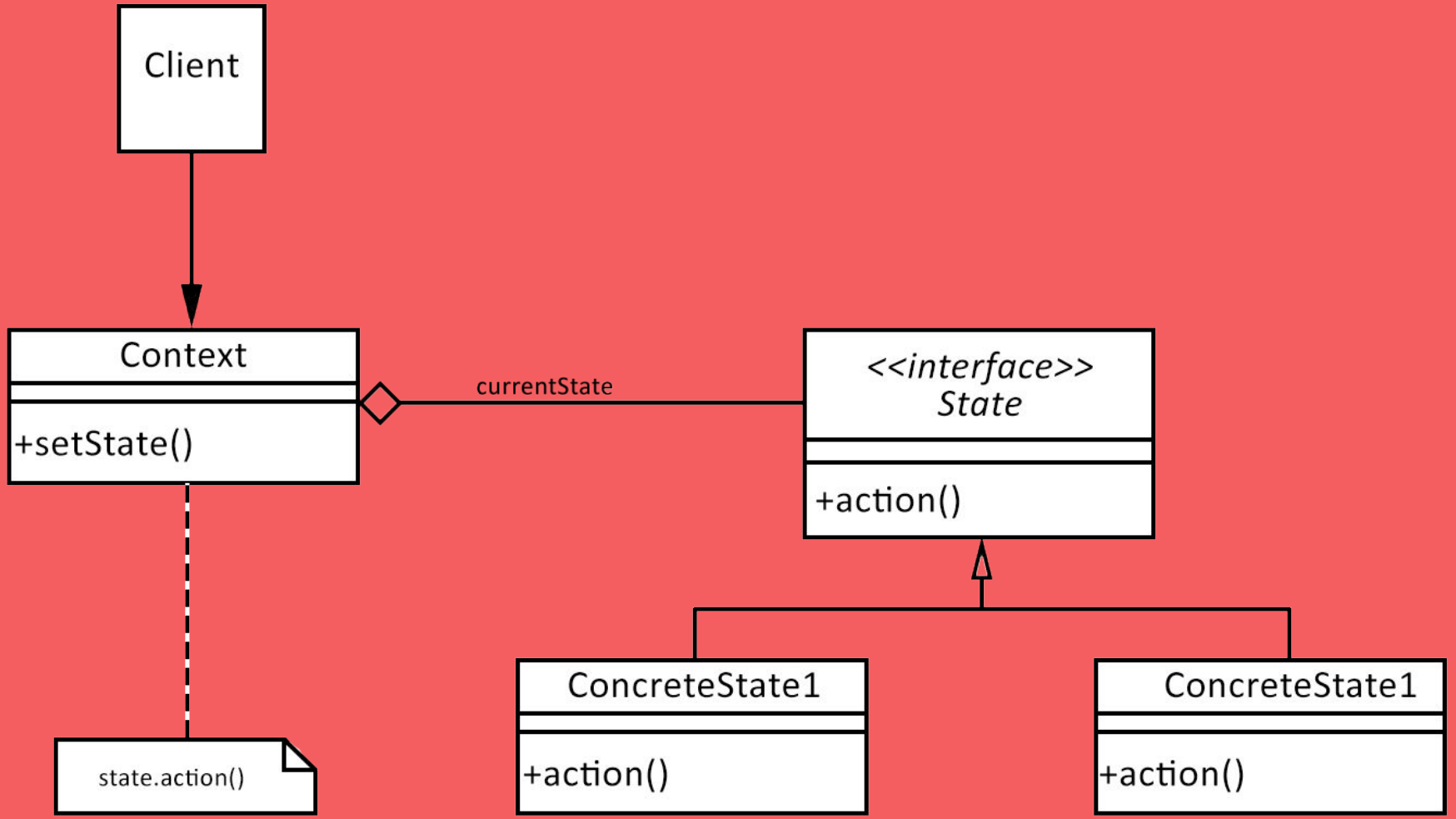
- The state design pattern is a behavioral design pattern:
  - Interaction and responsibility of objects.
- State pattern is used when an object changes its behavior based on its internal state.
  - The object will appear to change its class.

When to use

- When an object has a relatively complex set of possible states and multiple business rules.
- When the states and behavior have to be updated at any time.

Components

- **Context -** defines an interface for the client to interact with. It maintains an instance of a ConcreteState used to define the current state of the object.
- **State** - defines an interface for encapsulating the behavior of each concrete state - declares what each state should do.
- **ConcreteState** - provides the implementation for the methods in state.


Client
Context
+setState()
currentState
<<interface>>
State
+action()
state.action()
ConcreteState1
+action()
ConcreteState1
+action()

Example

```
class MobileStateContext
{
        private AlertState currentState;
        public void setState(AlertState state)
        {
                currentState  = state;
        }
        public void alert()
        {
                currentState.alert(this);
        }
}
```

```
interface AlertState
{
        public void alert(MobileStateContext ctx);
}
class Silent implements AlertState
{       @Override
        public void alert(MobileStateContext ctx)
        {
                sout(“silence...”);
        }
}
class Vibration implements AlertState
{       @Override
        public void alert(MobileStateContext ctx)
        {
                sout(“vibration...”);
        }
}
```

Example

```
class Main
{
        Public static void main()
        {
                MobileStateContext context =
                        new MobileStateContext();

                context.setState(new Silent());
                context.alert();

                context.setState(new Vibration());
                context.alert();
        }
}
```

> silence...

>vibration...

Advantages and Disadvantages

Advantages

- Polymorphic behavior.
- Minimizes conditional complexity.
- Easy to add new states/behavior.
- Improves cohesion.

Disadvantages

- Large amount of code.