

# Patterns: State

## Out of class learning activities

- Read:
  - In Safari Books Online, in the [Agile Principles, Patterns, and Practices in C#](#) book, read the following:
    - [36. State](#)
  - In Safari Books Online, in the [Design Patterns: Elements of Reusable Object-Oriented Software](#) book, read the following:
    - [Section titled "Object Behavioral: State" in Chapter 5: Behavioral Patterns](#)