```
┌─────────────┐        ┌─────────────┐
│   State 1   │───────▶│ Behaviour 1 │
└─────────────┘        └─────────────┘

┌─────────────┐        ┌─────────────┐
│   State 2   │───────▶│ Behaviour 2 │
└─────────────┘        └─────────────┘

┌─────────────┐    ┌─────────────┐    ┌─────────────┐
│    State    │───▶│   Content   │───▶│   Action    │
└─────────────┘    └─────────────┘    └─────────────┘
```

* it is a behavioural design pattern that allows objects to change its behaviour when its internal state changes. It appears as if the object changed its class.

— Content : maintains a reference to the current state and allows state transitions.

- State Interface: defines the behaviour associated with a state.

- Concrete State ; implement behaviour specific to a state.