

HealthState.h

```
class HealthState{
    public: //metodos
        virtual void passDay(Human * h);
        virtual bool isHealthy();
        virtual bool isInfected();
        virtual bool isSick();
        virtual bool isImmune();
        virtual bool isDead();
        virtual bool isInfectious();
        virtual bool isVisiblelyInfectious();
};
```

Healthy.h

```
class Healthy: public HealthState{
    public:
        bool isHealthy() override;
};
```

Dead.h

```
class Dead: public HealthState{
    public:
        bool isDead() override;
        bool isInfectious() override;
};
```

Sick.h

```
class Sick:public HealthState{ //atributos
    int days_sick = 0;
    public: //metodos
        bool isSick() override;
        bool isInfectious() override;
        bool isVisiblelyInfectious() override;
        void passDay(Human * h) override;
};
```

Infected.h

```
class Infected:public HealthState{
    int days_infected = 0;
    public:
        bool isInfected() override;
        bool isInfectious() override;
        void passDay(Human * h) override;
};
```

Immune.h

```
class Immune:public HealthState{ //atributos
    int days_immune = 0;
    public: //metodos
        bool isImmune() override;
        bool isInfectious() override;
        void passDay(Human * h) override;
};
```