```
{CharacterState
|+ stateType
+ animationTime
+ animationFrameRate
+ characterStateStack
|+ CharacterState()
+ CharacterState()
+ ~CharacterState()
+ handleInput()
+ update()
+ jump()
+ moveLeft()
+ moveRight()
+ fire()
+ swapWeapons()
+ pushStack()
+ popStack()
}
```

```
{JumpingState
||+ JumpingState()
+ handleInput()
+ update()
+ enter()
+ exit()
}
```

```
{StandingState
||+ StandingState()
+ handleInput()
+ update()
}
```

```
{WalkingState
||+ WalkingState()
+ handleInput()
+ update()
}
```